




DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1level about 6-17 HCP, suit quality important, good 4card suit poss.;
weak 2 with few playing tricks bids 1M, not 2M.
2level about 7-18 HCP, suit quality and/or shape counts if light
new suit 1RF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18, BAL, stopper
Reopening: 10-14, BAL, stopper
As over 1NT OPEN (TRF to OPP's M is 5oM INV)
scrambling after intervention
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WK, 6 cards, some playing tricks
Reopen: 13-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1x) – 2x: 55 lowest and highest
(1x) – 2NT: 55 lowest unbid
(1x) - 3♣ : 55 highest unbid
(1♦) - 3♦ : 55 M
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
x: 5 <sup>+</sup> m, 4M if NT 14 <sup>+</sup> , points else
2♣: both M
2♦: 1M
2M: 5M, 4 <sup>+</sup> m
2NT: both m
4m: <b>leaping michaels (*1)</b>
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
x=t/o, follow up on 4-level is trf
<b>(non)leaping michaels (*1)</b>
often trf on 4-level if partner bid before/after opp's preempt <b>(*2)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
x=both M 44 with points, 1nt=both m, 2♣♦♥♠ = sys on
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
most bids up to 2M-1 are TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
vs slam and doubled contracts: K from AK..., K might also indicate side-suit-singleton in some situations			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(..) , Ax	AKx(..) , Ax	
King	AK, KQx	AK, KQx	
Queen	QJ(..), Qx	QJ(..), Qx, KQ109..	
Jack	J10x, Jx	J10x, Jx, QJ98..	
10	10x, 109xx, H10x	10x, 109xx, H10x	
9	H9x, 109x	H9x, 109x	
Hi-X	xXx	xXx	
Lo-X	xX, HxxX, xxxX	xX, HxxX, xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count low=E	count low=E	low=enc
Suit 2	SP	SP	high=disc
3			
1	Count low=E	Count low=E	2,3,4 = low suit
NT 2	SP	SP	5,6,7, = this suit
3			8,9,10 = high suit
Signals (including Trumps):			
Smith-Peter (low=enc) if we don't forget			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
emphasise M, m unclear; maybe lighter with perfect shape or passed partner (1m)–x–(p): 2m=strong; 3m=both M INV			
Scrambling after (2M)-x; (1M)-x-(2M)			
RESP DOUBLE (tends to show 4card oM on 2level, deny on 3level)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP below 2 of our M, not mandatory; MAX if we have M-fit			
1y-(2z)-x: t/o or any FG (without good fit)			
the 1 <sup>st</sup> 2 doubles are always for t/o (xx counts as 1 double), rare exceptions where x is penalty. 3 <sup>rd</sup> x is penalty or “do something intelligent”			
After 1-level-overcall x can be trf			

W B F CONVENTION CARD
<b>PLAYERS:</b> Jörg <u>Fritsche</u> – Klaus <u>Reps</u> GERMANY
<div>    </div>
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Transfer Walsh, 1♣ = 2 <sup>+</sup> , can be 5332 11-14 with 5♦
1♦ = 5 <sup>+</sup> (4 if 4441), unbalanced or 18-19
1M = 5 <sup>+</sup> with drury, forcing 1nt, 2/1 GF
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible
All 1-level-openers can be light with good shape
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: 5 <sup>+</sup> 4 <sup>+</sup> M, 5-10 or any GF or NT 22-23/26-27/30 <sup>+</sup>
2♦: Multi, w2 M or semiforcing M or NT 24-25/28-29
2M: 5-10, 55 with m
3NT: Gambling 1 <sup>st</sup> and 2 <sup>nd</sup>
4NT: both m, should be 65 at least (1 <sup>st</sup> /2 <sup>nd</sup> )
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x-(any): may be penalty, opener may pass with length
we bid VUL game and OPP obviously sacrifice
<b>IMPORTANT NOTES</b>
4M tends to be natural if previous bidding suggested it might be a playable spot (e.g. Partner showed length before)
<b>PSYCHICS:</b> very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-22, 2 <sup>+</sup> can be 5♦ if 5332 11-14	1♦=4 <sup>+</sup> ♥, 1♥=4 <sup>+</sup> ♠, 1♠=bal. or both m, 1nt GF bal, 2any Transfer, 3-8 6 <sup>+</sup> or GF, 2nt=12-15, 64 with ♣, 3m=inv, 3♥=55M inv, 3♠=22(45), no M-stop, 3nt=22(45), both M-stops	1♣-1R-1M=forcing, 3card support 1♣-1R-2♦= a)4M, minimum or b) normal reverse or c)4M, 15-17 (no minisplinter)	After opp's x/1♦/1♥ sys on
1♦		5(4)	4♥	11-22, 5 <sup>+</sup> , unbalanced (maybe 5332 if 18-19) or exactly 4441	1nt=inv+ ♦ or GF bal/♣, 2♣=nat nonf, 2M=4-8, 6M 3♣ inv, 3M splinter	1♦-1M:1NT=GAZZILLI (16 <sup>+</sup> or 11-14 6♦) -> 2♣ Relay 8 <sup>+</sup> 2M-1=3card support, 11-15	GAZZILLI on after intervention on 1-level (not over 1nt)
1♥		5	4♦	11-20, 5 <sup>+</sup>	1NT: F1, no 3♥ or 4♠; 2♣=INV <sup>+</sup> , 3 <sup>+</sup> ♥ 2♠=4-8, 6♠; 2NT=11-12 bal. 2♥ no 4♠ 3♣=6-9, 4♥; 3♦=10-12, 4♥; 3♥=0-5, 4♥ 3♠=9-12, any splinter, 3NT=13 <sup>+</sup> , ♠-splinter	GAZZILLI after 1♠ and 1NT after 2♣: 2♦ min (10-13), 2♥ med (13-15), 2♠ max (15-18), 3♣ or higher with 19 <sup>+</sup>	fit-showing jumps 4level 2nt 55 m 9-11
1♠		5	4♦	11-20, 5 <sup>+</sup>	Same as after 1♥ ; 3♥=9-12, any splinter	same	same
INT			3♠	15-17 5M, 6m, (5422), (4441) possible	2♦/♥=TRF; TRF; 2♠=bal inv, weak m or (13)(xx); 2nt=PUP, 3m=INV; 3M=short w. 4oM 4♣/4♦ TRF, 4M to play	Superaccepts after 2♦/♥ (bid doubleton or 2nt), 3♥/♠ 4+M min	in comp: Scrambling; 3♣ to play
2♣	X	0	4♥	5 <sup>+</sup> 4 <sup>+</sup> M 5-10 or GF UNBAL or BAL 22-23/26-27/30 <sup>+</sup>	2♦ R weak same length MAJ or INV with fit in 1 MAJ or INV with 1 or both m; 2NT weak or GF with 1 or both m or INV with 4+M; 3♣ GF R; 3♦=PRE with both M, 3M=PRE		(x) – xx = ? longer MAJ (x) - 2♦ to play (x) - p to play Free bids by opener=strong hand
2♦	X	0	2♠	6M (5-10 or 8.5 tricks) or BAL 24-25/28-29	2♥=p/c; 2♠=INV <sup>+</sup> with ♥-Fit, 2nt=GF R; 3♣= INV both M; 3M=p/c; 3nt= p/c with good hand, 4m=PRE for partner's M	Always transfer after 2nt/3♣	(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5 <sup>+</sup> ♥, 5 <sup>+</sup> m, 5-10	2♠=nf; 2NT R INV <sup>+</sup> ; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt; 3♠=INV		(x) – xx = bid 2 <sup>nd</sup> suit (x) – 3♣ = to play
2♠		5		5 <sup>+</sup> ♠, 5 <sup>+</sup> m, 5-10	3♦=6 <sup>+</sup> ♥, INV <sup>+</sup> ; 3♥=INV ♠, others same as 2♥		same
2NT				20-21, BAL	puppet stayman, Transfers, 3♠ both m, 2-under TRF 4-Level	3♣ - 3♥: no M, 3♣ - 3nt: 5♥ 3♦ - 3♥ / 3♥ - 3♠: 2cards in M	
3♣		7/64		pre-empt, A or K 1 <sup>st</sup> and 2 <sup>nd</sup>	3♦ asks 3M; 4♣ pre; 4♦ RKCB ♣		
3♦		7/64		pre-empt, A or K 1 <sup>st</sup> and 2 <sup>nd</sup>	new suit F1; 4♦ pre; 4♣ RKCB ♦		
3♥		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3♠		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3NT	X			Gambling 1 <sup>st</sup> and 2 <sup>nd</sup>	4♣ p/c; 4♦ SI	HIGH LEVEL BIDDING	
4♣		8/74		preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4♦		8/74		preempt		EXCLUSION RKCB (0, 1, 2, 3);	
4♥		8/74		preempt		RKCB – (x): xx=0/3; pass=1/4	
4♠		8/74		preempt		RKCB – (bid): x=penalty; pass=1/4	
4NT	X			6 <sup>+</sup> 5 <sup>+</sup> m			
5♣		7		preempt			
5♦		7		preempt			

## Supplementary Sheet Fritsche – Reps (German Open)

\*1: leaping Michaels / non-leaping Michaels:

Situation: Opp opens a 2- or 3-level preempt or 1nt or 2nt

A bid on the 4-level – no matter whether jump or non-jump – shows at least 55 in 2 suits (not opp's suit)

- a) (3m) – 4om shows 5+om and 5+M
- b) (3m) – 4m shows 5+5+ MM
- c) (3M) – 4m shows 5+m and 5+oM
- d) (3M) – 4M shows 5+5+ mm
- e) (1/2nt) – 4m shows 5+5+ with this m

4 of an unbid M is always natural, 1-suiter

\*2: transfers after opp preempted

Situation in principle: (3y) – x - (pass) or 1y – (3z), but also (1y) – pass – (3y) – x if (3y) is preemptive or if opp bids a late preempt after he passed before

- x or a bid on the 3-level are never transfer

- 4♣ is trf ♦ or both M if no M bid by opp or – if opp's suit is ♦, then it is either both M or ♣+4M

- 4♦ is trf ♥ (signoff or very strong) unless opp's suit is ♥, then it is ♣

- 4♥ is trf ♠ (signoff or very strong) unless opp's suit is ♠, then it is ♥ and slam invite

- 4♠ is natural if opp's suit is ♥, the unbid m else

- 4nt is natural slam invite

- 5m is natural slam invite

- 5M is natural slam invite with at least 2<sup>nd</sup> round control opp's suit

- 5opp's suit is 1<sup>st</sup> round control and slam force