

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1♥/♠ = 7-17 FL, 5+♥/♠
2♣/♦/♥ = 10-17 FL, 5+♣/♦/♥
Responses:
Trf. after (1♦) 1M (P) ?; 2♣ on 2 nd level = NF
after 1♥♠: Jumps show fit + length (1. Jump also power)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 FL
4 th = 11-14 FL after 1♣♦, 12-16 FL after 1♥♠, BAL (=> Stay+TRF)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall = 6+suit, 5-10 HCP
2NT = lowest suits 5+5+, weak or strong
Responses: CUE = forc.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = both highest 5+5+, weak or strong
Responses: 2NT = asking bid
Jump cue bid = long minor, stopper ask
VS. NT (vs. Strong/Weak; Reopening; PH)
X = a) 16 +
2♣ = 4+♥ + 4+♠ 2♦ = One Suiter
2♥♠ = 5♥♠ + 4+m 2NT =) 5+♣ + 5+♦
3♣♦ = 6+♣♦
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O 2NT = 16-18
Vs w2 ♥♠: 4♣♦ = 5+♣ + 5 other MAJ
Vs multi: X = T/O against ♠ 4♣♦ = 5+♣♦ + 5M
VS. 1♣ (3er) and all artificial strong opening bids
Nat
OVER OPPONENTS' TAKEOUT DOUBLE
XX = Points;
Jumps = System ON
2NT after 1♣♦ = Fit, INV+
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Leads	In Partner's Suit	
Suit	2./4.	Length: low=even	
NT	2./4.	Length: low=even	
Subsequent	Attd or length		
Other: K for Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(..)	AK(..)	
King	for Count	For Count or Unblock	
Queen	D B		
Jack	J 10	J 1♠	
Ten	(H) 109 (..)	(H) 10 0(..)	
9	9 x x(xx)	9 x x (xx)	
2./4./6.	xXx Xxxxx (H)xxX(xX)	xXx Xxxxx (H)xxX(xX)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = enc	suit preference	Low = enc
2	Low = even	Low = even	
3	suit preference		
NT 1	Low = enc	Smith (high=enc)	Lavinthal
2	Low = even	Low = even	
3			
Signals (including Trumps): Lavinthal when necessary			
Length shows original length			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
direct pos : X = 10+			
Reopening: X = 9+			
doubles at 1- and 2-level mostly neg.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
- Support X and XX after 1x (P) 1y (X/1z/2z) – XX / X (= Support)			
- Various neg. doubles after Fit showing bid's from Opp's!			

W B F CONVENTION CARD
CATEGORY: Brown Sticker
NCBO: BTSC Hannover II
PLAYERS: Bettina Kaiser, Martin Meckel
(Ferit Tavlan, Norbert Gutleben, Bernhard Kaiser)
(Vers. 12.12.17)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Major's
(Evaluation basis is FL-Points = +1 Point for a good 5 Card Suit, +2 for a good 6 Card Suit etc.)
1NT Openings: 12-14 FL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = 7-11 FL, 5-6♥/♠; 2-5♣'s; 2-3 in other MAJ
2♦ = a) w2♥/♠ b) 24+, BAL c) 22+, 5+♣/♦/♥/♠
2♥ = 5-11 FL, 5♥ + 4+m (VUL 5-5)
2♠ = 5-11 FL, 5♠ + 4+m (VUL 5-5)
2SA = 21-23 FL, BAL, 5M or 6m possible
3SA = gambling mit Seitenwert
4 Farbe: Preempt in der Farbe
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	All Points given are FL(vs. NT or without Fit) or FV (vs. colour with Fit)[FL= HCP + Length points; FV = FL + distr. Points](9. trump=2, single=2 for example)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	a) 3+♣,12+	pass=0-4(5); 1♥♠ = 4+ nat.; 1NT=8-10; 2♣=5♣'s, 10+; 2♦/3♣=5♣'s 7-9/0-6 2♥♠ = 4-7, 6♥'s/♠'s; 3♦♥♠=SPL	1NT = 15-17; 1♣ - 2♣ / 2♦♥♠ = Stop.; 2NT = a) 18-20 NT; b) after 1♣-1M, 16-18 & 6♣+3M!	Jumps are mostly weak After X System ON
1♦		3	4♥	a) 4+♦, 12+ b) 4432 15-20, bal	2♣=10+,4+♣; 2♦=10+,4+♦; 2♥♠=4-7,6♥♠; 3♣=7-9,4+♦; 3♦=0-6,4+♦; 3♥♠4♣=SPL	1NT = 15-17; 1♦ - 2♦ / 2♥2♠3♣ = Stop.; 2NT = a) 18-20 NT; b) after 1♦-1M, 16-18 & 6♦+3M! 1♦ - 2M / Rel. asks for shortage, Rel+1 = Ogust; V-RKCB aft. SPL	Jumps are mostly weak After X System ON
1♥		5	4♦	5+♥, 12-21	1♠/1NT/2♣/2♦ = nat.(no Fit); 2♥=6-10; 2 NT = GF with ♥'s; 2♠ weak 4-7 3♣/♦ Fitjumps 3NT=BAL, xx in ♥; 3♠4♣♦=SPL	Long Suit Trial Bids	After X , jumps=System ON; After 1♠ = System ON (except 2x=NF); 2x=NF;
1♠		5	4♦	5+♠, 12-21	1NT/2♣/2♦/2♥ = nat.(no Fit); 2♠=6-10; 2NT = GF with ♠'s; Erste Antwort: Stärke, dann relay, zweite Antwort: Keine Kürze, ♣Kürze, ..., dann void-RKCB Fitjumps, 33NT=BAL, xx in ♠; 4♣♦♥=SPL	Long Suit Trial Bids	After X , jumps=System ON; 2x=NF;
1NT			3♠	12-14,nonVUL/12-14, VUL	Stayman; 2♦♥♠/3♣=Transfer's (2♠=TRF ♣ or 5-5 in ♣♦, weak/strong); 4♣=Gerber; 4♦= 5-5 MAJ;		After Intervention: neg X, Lebenssohl
2♣	X	2	4♥	7-11 , 5-6♥/♠; 2-5 ♣'s; 2-3 in other MAJ	PASS = ♣'s or weak Hand! 2♦= ask for shorter MAJ; 2♥♠/3♥♠ = PoC, 3♣♦=to play; 2NT (at least xxx in one MAJ) = Forc.; 4♣♦ = transfer / bid MAJ	2♣ - 2♦ / 2♥♠ - 3♣=GF	
2♦	X	0	2♠	a) w2 ♥♠ b) GF ♣♦♥♠ c) 24+ BAL	2♥♠3♥♠=P/C 2NT=ask 3♣♦=6+♣♦,forc 4♣/4♦=pls TRF/ bid your suit 4♥=P/C 4♠=to play	2♦ - 2NT → 3♣♦=5-8,6♥♠ 3♥♠=9-10,6♠♥	
2♥	X	4	-	5-11, 5+♥ + 4 UF (VUL, 5UF)	2NT=ask; 3♣♦=to play; 3♥=PRE		
2♠	X	5	-	5-11, 5♠ + 5(4) UF	2NT=ask 3♣♦=P/C 3♥=6+♥,forc 3NT=SI,3+♠	2♠ - 2NT → 3♣♦=Min 3♥♠=Max ♣♦	
2NT	X		-	21-23 FL BAL; 5 MAJ / 6min. possible	3♣ = modif. Puppet Stayman; 3♦♥=TRF; 3♠=5-4 min.; 4♣♦=6 Cards in ♣♦ and RKCB;	2NT - 3♣ / 3♦ = no 5 MAJ, no 4♥'s; 2NT - 3♣ / 3♥ = 4 or 5 ♥'s	
3♣		6	-	pre-emptive	3♦ = Asks for 3 Cards in MAJ; 4NT = RKCB		
3♦		6	-	pre-emptive	4 NT = ♦-RKCB		
3♥♠		7(6)	-	pre-emptive	4 NT = ♥♠-RKCB		
3NT	X		-	Gambling with side value	4♣=pass or correct		
4♣		7	-	pre-emptive	4 NT=RKCB		
4♦♥♠		7		pre-emptive	4NT=RKCB		
4NT	X			6-5 in minors, pre-emptive			Splinter, no cuebids
5♣♦		8(7)		pre-emptive			
				After MAJ-Fit's, 4♣ is RKCB or V-RKC: V-RKCB: 1.Stufe Void	Asfrage: 30,41, 2 ohne, 2 mit Trumpf Dame, dann Damenfrage, 1.Stufe, keine Dame, zurück auf Trumpf (ev. im Sprung)= Dame, kein König, 2.Stufe: Dame+niedrigster König oder die beiden anderen. Königsfrage: 1.Stufe: niedrigster König oder beide anderen. zurück auf Trumpf. kein König.		