

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>	
Aggressive Overcalls, especially with passed partner.	
With unpassed pd 8+ good suit, else 6+	
Jump Raises	weak(3-6), if jump Cue bid available else Mixed raise(6-8/9)
Jump Cue bid	Mixed raise(6-8/9)
Xfer responses , first transfer is overcall of opps suit,others nat.nf	
<b>INT OVERCALL (2nd/4th Live, Responses, Reopening)</b>	
15-18 2 <sup>nd</sup>	Stayman Transfer
(10)11-15 4 <sup>th</sup>	Stayman Transfer
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>	
weak jumps overcalls( vuln 6-10, else 3-11)	
2NT:	2-suiter in lowest unbid suits
2NT in 4 <sup>th</sup> seat:	19-21, BAL
Leaping Michaels over weak twos and 3-Level-Preempts.	
<b>DIRECT AND JUMP CUE BIDS (Style, Resp.,Reopen)</b>	
1♣/♦/♥ - 2♣/♦/♥:	5+♥ + 5+any, vuln.10+, else6-11 or 16+
1♠-2♠:	5+♥ + 5+ minor, vul. 10+, else 6-11 or 16+
Jump cue bid:	asks for stopper vs. 4+ card suits Weak jump vs. 3- card suits( 6+cards 3-11)
<b>VS. NT (vs. Strong / Weak, Reopening)</b>	
vs. strong SA (14-16+):	x: 4♥ + 5+m or 6+♠, 2♣: both M 2♦: 6+♥ or 4+♠ + 5+m, 2♥/♠: 5♥/♠ + 4+m
vs. weak NT(13-15 or less):	2♣: ♥ + m or 6+♠, 2♥: both M 2♦: 6+♥ or 4+♠ + 5+m, 2♠: 5♠ + 4+m
<b>VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>	
leaping and non-leaping Michaels:	
4♣/♦:	2 suiter ♣/♦ + lowest unbid major
(2♥/♠)-3♥/♠:	2suiter ♠/♥ + m, weaker than leaping michaels
2(3) ♥/♠-4♥/♠:	strong 2 suiter minors
DBL:	Take out up to 4♦ Points (take outish) vs. higher preempts
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
NT-, ♣-, ♦- or ♥- bids show	
either	1 suiter in the next higher suit
OR	2 suiter in both lower suits
1♠: ♦+♠ x: ♣+♥	2/3♠: ♦+♠ or ♣+♥
Range: 4-12 nonv, 6-12 vulnerable	
<b>OVER OPPONENTS' NEGATIVE DOUBLE</b>	
xx: competitive values, usually 2 card fit	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> .(high if raised)	
NT	3 <sup>rd</sup> /5 <sup>th</sup> ATT	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> /5 <sup>th</sup> , ATT if important	3 <sup>rd</sup> /5 <sup>th</sup>	
Other: 9/10: 0 or 2 higher, lead may be 4 <sup>th</sup> , if 3 <sup>rd</sup> is not available (f.e. KJ92). 10 may be from H10x.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	AK(+)	
King	AK, KQ(+)	KQJ(+),KQ10(+), AKJ(+)	
Queen	QJ(+)	QJ9(+),QJ10(+),KQ(+),	
Jack	J10(+)	J10(+)	
10	10x,109(+), KJ10(+),	109(+),KJ10(+),AJ10(+)	
9	9x, K109(+),Q109(+)	9(+)/H109(+)	
Hi-x	Sx ,	Sx, SxS	
Lo-x	xxS, xxSx. xxxxS	(H/10)xS, SSSx, xxxxS,	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi = ODD	Hi = ODD	Middle = ENC
	2 Hi = DISC	Suit Pref.	Hi/Lo: Suit Pref.
	3 Suit Pref.		Hi = ODD
NT	1 Hi = ODD	Hi = ODD	
	2 Hi = DISC	Suit Pref.	
	3 Suit Pref.		
Signals (including trumps): Suit Preference in trumps Smith-Peter vs. NT ,(Lo = ENC). On honour-leads mostly attitude, on other leads count or suit pref. Signals if we are known to hold 5+cards: middle ENC, Hi or Lo Suit Pref.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
Suitable shape, 11+ or (17)18+, any in balancing seat about 3HCP weaker May be light (9+) with suitable shape when both opponents bid			
<b>SPECIAL; ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
In GF Relay Bidding: DBL and RDBL= part of ROPI/DOPI With fit Double = INV, if 1 under 3M			
Support Doubles after 1X (p) 1M (1/2Y)			
Doubles in competitive bidding are usually take out			

WBF CONVENTION CARD	
<b>Category:</b>	<b>Red</b>
<b>NCBO</b>	<b>Germany</b>
<b>PLAYERS</b>	<b>Peter Jokisch / Udo Kasimir</b>
Open EM 2019, Istanbul	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+ M	
1♣: NAT, 11+ or BAL, 15+, unlimited, F1	
1♦: 5+ ♦ or 1444 / 4441	
1NT: (11)12-14, BAL, 5M, 6m, (5422) possible	
Relaysystem if responder is GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣: 5+♥ + 5+♣/♦, 5-9 OR 5+♠, 20+	
2♦: weak two ♥ OR (4)5+♦, 20+	
2♥: weak two ♠ OR 5+♥, 20+	
2♠: 5+♠ + 5+♣/♦, 5-9	
2NT: 5+♦ + 5+♠, 6-10	
4♣/♦:PRE in ♣/♦ or 8 tricks in ♥/♠	
Weak twos and 3-Level preempts sound in 2nd seat, in 1. NV and 3 <sup>rd</sup> seat variable (5cards possible)	
1M - 2♣: 6-8 w/o Fit or 9-11, short in M	
1M - 2♦: 9-11, 2(3) M or any 1 suiter or 2suiter ♥ + m	
SPECIAL FORCING PASS SEQUENCES	
Forcing pass only if it is clearly our hand In this case double / pass-conversion, i.e. double is more forward going than pass	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
we frequently up- and downgrade hands due to suit length and quality, esp. 64 or 74 hands in competitive auctions Lebensohl rev.:	
2NT is stronger than direct bids on the 3-level After 1X (DBL) RDBL Take out Doubles After strength showing Doubles Take out Doubles	
<b>PSYCHICS:</b> rare	

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣	X	2	4 ♦	5+♣ or 4144/4414, 11+ OR BAL, 15+, unlimited, F1 5M possible with 21-23	1♦: 0-5 or 12+, 1♥/♠: NAT, 6-11, canapé pos. 2♣: 4+♣, 9-11, 2♦: 6+♦ 9-11, 3NT: 5-5 minors, 6-8 2♥/♠: 4♥/♠ + 6+♦, 6-9, 3♣: 5+♣, 6-8	1♣ -1♦ - 1NT: 15-20, 1♣ -1♦-1♥/♠-1NT:GF Relay 1♣ -1♦ - 2NT: 21-23, 1♣ -1♦-2♥/♠/3♣/♦: NAT, 21-23 1♣ -1♦ - 2♦: GF Relay, 1♣ -1♦-1♥/♠: 4+4+, 11-20. 1♣ -1♥/♠ - 2♦: GF Relay, 1♣ -1♥-1♠: unbal., 11-20	
1 ♦		4	4 ♦	5+♦ or 1444/4441, 11+	1♥/♠: NAT, 6-11, 1NT: GF Relay, 2♣: 6-8, w/o 4M 2♦: 3♦ 9-11, 2♥: 4♥ + 5+♠, 6-9, 2♠: 4+♦, 9-11 3♣: 6+♣, 9-11, 3♦: 4+♦ 6-8	1♦ - 1♥/♠ - 1NT: 15-17, (5332) or (6332) 1♦ - 1♥/♠ - 2NT: 18-20, (5332) or (6332) or 4♥/♠, w/ shortness, INV.	1♦ - 1NT: 6-8, no 4M 1♦ - 2♣: 6+♣, 9-11
1 ♥		5	4 ♦	5+♥, 11+	1♠: NAT, 6-11, 1NT: GF Relay, 2♣: 6-8, < 3♥, < 4♠ or 9-11, < 2♥, 2♦: 2-3♥ or any 1 suiter, 9-11 2♥: 3♥, 6-9, 2♠: INV w/ fit 2NT ♣ Minispl. or Mixed Raise, 3♣/♦: ♦/♠ Minispl.	1♥ - 1♠ - 1NT:: 15-17, (5332) or (6332) 1♥ - 1♠ - 2NT:: 18-20, (5332) or (6332) or 4♠, w/ shortness, INV 1♥ - 2♣ - 2♦: 4+♣ or 4+♦ or 5332, 15-16; 2♠:GF Relay	1♥ - 1NT: 6-8, < 3♥, < 4♠ 1♥ - 2♣: 9-11, < 2♥
1 ♠		5	4 ♦	5+♠, 11+	1NT: GF Relay, 2♣: 6-8, < 3♠, < 6♥ or 9-11, < 2♠ 2♦: 2-3♠ or any 1 suiter or 2 suiter ♥ + m, 9-11 2♥: 6+♥, 6-8, 2♠: 3♠, 6-9, 2NT: INV w/ fit 3♣: ♦ Minispl. or Mixed Raise, 3♦/♥: ♥/♣ Minispl.	1♠ - 2♣ - 2♦: 4+♣ or 4+♦ or 5332, 15-16 or any GF 1♠ - 2♦ . 2♥: 4+♥ or 15+, any	1♠ - 1SA: 6-8, < 3♠, < 6♥ 1♠ - 1SA - 2♣:4♥ or any GF 1♠ - 2♣: 9-11, < 2♠
1 NT				(11) 12 - 14, BAL 5M, 6m, (5422) possible	2♣: Stayman, 2♦/♥/♠/NT: transfer ♥/♠/♣/♦ 3♣: both minors, weak, 3♦: minors (55+) slaminvite 3♥/♠:(31)(54)forc. to 3NT/4m, 4♣/♦: transfer ♥/♠	1NT - 2♣ - 2♦ - 3♣/♦: forcing, 5+♣/♦ 1NT - 2♣ - 2♦ - 3♥: 5+♠ and 5+♥, INV 1NT - 2♣ - 2♦ - 3♠: 5+♠s and 4♥s, INV	
2 ♣	X	0		5+♥ + 5+♣/♦, 5-9 OR 5+♠, 20+	2♦/♥: pass or correct, 2♠: GF Relay, shape ask 2NT: : asks for Min/Max, 3♥: PRE 3♠: 6+♠, INV	2♣ - 2♦/♥ - 2♠: GF in ♠ 2♣ - 2♦/♥ - 2SA :Semiforcing 1 suiter in ♠ 2♣ - 2♦/♥ - 3♣/♦/♥: 5+♠ and 4+♣/♦/♥s, 21-23 HCP	
2 ♦	X	0		Weak two ♥, 5-9 (10) OR (4)5+♦, 20+	2♥: Nonforcing Relay, 2♠: GF Relay, shape ask 2NT: asks for Min/Max, 3♣/♦: sign off, 3♥: PRE	2♦ - 2♥ - 2NT/3♣/♥: 5+♦ and 4+♠/♣/♥, 21-23 HCP 2♦ - 2♥ - 2♠: GF in ♦	
2 ♥	X	0		Weak two ♠, 5-9 (10) OR 5+♥, 20+	2♠: Nonforcing Relay, 2NT: GF Relay 3♣ asks for Min/Max, 3♦:sign off,3♥: inv. 3♠: PRE	2♥ - 2♠ - 3♣/♦/♠: 5+♥ and 4+♣/♦/♠, 21-23 HCP 2♥ - 2♠ - 2NT: GF in ♥	
2 ♠		5		5+♠ + 5+♣/♦, 5-9	2NT: GF Relay, shape ask., 3♣: pass or correct 3♦:asks for Min/Max, 3♥: 6+♥, INV		
2 NT	X			5+♣ + 5♦, 6-10	3♣/♦: Sign off; 3♥: GF Relay; 4♣/♦ PRE		
3 ♣		6		PRE, vul 6-11, else 4-10	3♦: Relay GF, 3♥/♠ Stopper, forc. to 4♣, 4♠: PRE		
3 ♦		6		PRE, vul 6-11, else 4-10	4♣: Relay GF, 3♥/♠ Stopper, forc to 4♦, 4♦: PRE		
3 ♥		6		PRE, vul 6-11, else 4-10	3♠: Relay,GF, 4♣: KCB mod.		
3 ♠		6		PRE, vul 6-11, else 4-10	4♣: Relay GF, 4♦: KCB mod.		
3 NT	X			gambling, max. 1 outside control	4/5♣: pass correct, 4♦: asks for shortness 4NT: asks for length	<b>HIGH LEVEL BIDDING</b>	
						Roman Key Card Blackwood: 41/30	
4 ♣	X	0		PRE ♣ or 8 solid ♥ or 7 solid ♥ + outside ace	4♥: pass or correct; 4♦: Relay, asks for type	Transfer-Splinterbids, Mixed-Cuebids, Exclusion KCB	
4 ♦	X	0		PRE ♦ or 8 solid ♠ or 7 solid ♠ + outside ace	4♠: pass or correct; 4♥: Relay, asks for type	Double/pass conversion in forcing pass situations	