

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1♦/♥/♠: 8 – 16 hcp, nat, (4)5+
2♣/♦/♥: 10 – 16 hcp, nat, 5+
Re-open can be weaker
2/1 nonforcing, 2/2 forcing, Jump raise is not inviting,
Cuebid is forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat: 15-18 hcp
4 <sup>th</sup> seat: 10-15 hcp
further bidding like after 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak-jumps (dependant on vulnerability)
2NT: after 1♥/♠: minors, after 1♣/♦: ♥+♦/♠, 5+5+
2NT in 4 <sup>th</sup> seat: 19-21 hcp balanced
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1M – 2M: other M + one m, 5+5+
1m – 2m: both M, 5+5+
1x-3x: asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣: both M, 4+4+
2♦: 5+♥ or 5+♠
2♥/♠: 5+♥/♠, 4+ m
2NT: both m, 5+5+
3x: 6+ x
Double: (13)14+ vs. weak NT, 16+ vs. strong NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out double
Leaping Michaels: 4♣/♦: 2suiter including a M
Cue: stopper-ask or strong hand which doesn't fit for double
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double: 4+♣; 1x: constructive or lead directing, 4+ x
others: like against NT-opening
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2/1: nonforcing
Redouble: 10+ hcp interested in penalty
Bidding after redouble is mostly a minimum shape hand

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>	
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq	Attitude	attitude	
Other: with bad 3card / 4card suit in NT: 1 <sup>st</sup> / 2 <sup>nd</sup>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), AKQ(x)	AKQ(x)	
King	AK, KQ(x)	KQJ(x), KQ10(x)	
Queen	QJ(x), AQJ(x)	QJ(x), AQJ(x), AKQ	
Jack	AJT(x), KJT(x), JT(x)	AJT(x), KJT(x), JT9(x)	
10	10x, 109(x), H109(x)	10x, 1098(x), H109(x)	
9	9x	9xx	
Hi-X	Sx, xxS	Sx, Sxx, xSxx, HSx	
Lo-X	xxS, xxSx, xxxS	Sx, HxxS..., Sxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	en-/ discourage	count	Odd: encouraging
Suit 2	count	suit preference	Even: Lav
3	suit preference		
1	en-/ discourage	smith-peter	Odd: encouraging
NT 2	count	count	Even: Lav
3	suit preference	suit preference	
Signals (including trumps):			
Low encourages, low is an even number, suit preference in trump,			
smith-peter (low is encouraging)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with very good shape, 12+ or any strong hand (17+)			
In 4 <sup>th</sup> seat: may be lighter (8+) or any strong hand (15+)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
negative double, re-open double, optional double,			
penalty double, response double, Lightner's double, response double,			
lead-directing-double			
1♦/♥ - (p) - 1♥/♠ - (2x) - X: penalty-double			
SOS- redouble			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	Blue
<b>NCBO:</b>	Germany
<b>PLAYERS:</b>	
	Claudia <u>VECHIATTO</u> Hartmut Kondoch
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
B L U E C L U B	
1♣: ART, 17+ hcp any (not 4441), control-answers	
1M: 11-16 hcp, 4+ M, canapé possible	
1NT: 15-17 hcp, BAL	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♦: 11-16 hcp, 2+ ♦, canapé possible	
2♣: 11-16 hcp, 6+ ♣, if 15-16 hcp 5+ ♣ and 4 M possible	
2♦: 5-10 hcp, 5+ ♥/♠ (weak-two) or 17+ hcp 4441	
2♥: (7)8-14 hcp, 5+♠, 4+♥	
2♠: (7)8-14 hcp, 5+♠, 4+m	
2NT: 5-10 hcp or 15-16 hcp, 5+ 5+ in minors	
3NT: Gambling	
4NT: 5+6+ in minors	
Answers can be canapé	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After we are at least invitational with fit, after we bid game	
when we are strong, after strong redouble, in gameforcing situations	
<b>IMPORTANT NOTES</b>	
If competitive: Lebensohl or 2NT-good/bad	
<b>PSYCHICS: rarely</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0		17+ hcp any distribution (no 4441)	1♦: 0-5(6) hcp; 1♥: 0-2 controls, 1♠: 3 controls; 1NT: 4 controls; 2♣: 5 controls; 2♠: 6 controls (K = 1 control, A = 2 controls); 2♦/♥: 0-4(5) hcp, 6♥/♠	1♣ - 1♦ - 1NT: 18-20, balanced; 1♣ - 1♦ - 1♥: 21+ hcp, any distribution; 1♣ - 1♦ - 1♥ - 1♠ - 2♣: any gameforcing	
1♦	X	2	2♠	11-16 hcp, 2+♦, canapé possible normally no 4c M (only if M is very weak)	1♥/♠: 7+ hcp, normally 5c (can be shorter if canapé); 1NT: 7-11, 4c major possible; 2♣: 10+ hcp, 2+ ♣, canapé possible: 2♦: forcing with ♦; 2♥/♠: weak jump 3♣: weak with both m; 3♦: weak with ♦	1♦ - 1♥/♠ - 2♥/♠: 11-14 hcp, 3+ ♥/♠ 1♦ - 1♥/♠ - 3♥/♠: 15-16 hcp, 5+ ♥/♠ 1♦ - 2♣ - 2x - 3♥: gf, 5+ ♥	2♣: nonforcing
1♥	X	4	2♠	11-16 hcp, 4+♥, canapé possible	2♣/♦: 10+ hcp, 2+ ♣/♦, canapé possible; 2♥: 8+ hcp, 4+ ♥, forcing; 2♠: weak Jump, 2NT: nat; 3♣/♦: Fitjumps	1♥ - 2♥ - 3♥: bad opening	2♣/♦: nonforcing
1♠	X	4	2♥	11-16 hcp; 4+♠, canapé possible	2♣/♦: 10+ hcp, 2+ ♣/♦, canapé possible; 2♥: nonforcing with 6+ ♥; 4+ ♥, forcing; 2♠: 8+ hcp, 4+♠, forcing; 2NT: nat; 3♣/♦/♥: Fitjump	1♠ - 2♠ - 3♠: bad opening	2♣/♦: nonforcing
1NT				15-17 hcp, balanced	2♣: Stayman; 2♦/♥: Transfer, 2♠: inviting or one m to play or (31)(54) gf; 2NT: both m; 3♣♦: 6+ ♣/♦ inviting; 3♥/♠: 4333/3433 gf, 4♣: Gerber, 4♥/♠: to play	1NT - 2♣ - 2♦/♥/♠ - 3♣/♦: gf, 5+ ♣/♦ 1NT - 2♠ - 2NT/3♣: min / max 1NT - 2♣ - 2♦ - 3♥/♠: gf 5♠/4♥ / 4♠/5♥	
2♣		5		11-16 hcp, 6+ ♣, if 15-16 hcp 5+ ♣ and 4 M possible	2♦: forcing relay; 2♥/♠: nat and nonforcing; 3♣: preemptive; 3♦/♥/♠: splinter	2♣ - 2♦ - 2♥/♠: 11-14 hcp, 3♥/♠ 2♣ - 2♦ - 2/3x - 2/3y: gf with y	
2♦	X	0		5-10 hcp, 5+ ♥/♠ (weak-two) or 17+ hcp 4441	2♥: pass or correct; 2NT: forcing Relay, 3♣/♦: nat, forcing, 3♥: pass or correct, preemptive	2♦ - 2♥ - 2NT/3♣/♦/♥: 17+ hcp, 4441 with ♣/♦/♥/♠ single, next step asks for controls (starting with 0-5 controls)	
2♥	X	4		(7)8-14 hcp, 5+♠, 4+♥	2♠: to play; 2NT: forcing relay; 3♣/♦: nat, forcing; 3♥/♠: preemptive	2♥ - 2NT - 3♦: (7)8-11 hcp, 5+ ♠, 5+ ♥ Other responses on 2NT: 12-14 hcp	
2♠		5		(7)8-14 hcp, 5+♠, 4+m	2NT: forcing relay, 3♣: pass or correct, 3♦/♥: nat, forcing 3♠: preemptive	2♠ - 2NT - 3♣/♦: (7)8-11 hcp 5+5+ with ♣/♦ 2♠ - 2NT - 3♥/♠: 12-14 hcp 5+4+ with ♣/♦	
2NT	X			5-10 hcp or 15-16 hcp, 5+5+ in m	3♣/♦: to play, 3♥: gameforcing relay		
3♣♦♥♠		6		preemptive			
3NT	X			Gambling	4♣: pass or correct	<b>HIGH LEVEL BIDDING</b>	
4♣♦		7		preemptive		Roman Key Card Blackwood: 03/14 Mixed Cuebids, Exclusionkeycard, Cuebids after splinterbids	
4♥♠		7		to play		4♣/♦: RKCB 03/14 for ♣/♦ After intervention: Dopi / Ropi or XX: 1 <sup>st</sup> round control, bid: 2 <sup>nd</sup> round control, pass: no control	
4NT	X			5+6+ in minors			