

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Solid, 8+HCP	
RESP: new suit is constructive but not forcing,	
CUEbid = opening strength	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
1SA= 8-14 HCP with a 4 card Major and a 5+ minor	
RESP: pass or correct, CUEbid is INV+	
4.Hd. 10-13 HCP, Stayman, Transfer	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♠:2♦=♥+♠, 2♥/♠=WJ, 2SA=♦+♥ / 1♦:2♥/♠=WJ, 2NT=♠+♥	
1♥:2♠=WJ, 2NT=♠+♦, 3♠=♦+♥	
1♠:2NT=♠+♦, 3♠=♦+♥	
WJ=6 card suit, 6-10HCP (with a passed partner 6-13)	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
1♠:2♠=nat, 1♦:2♦=♥+♠	
1♥:2♥=♠+♠, 1♠:2♠=♥+♠	
Jump Cuebid asks for a stopper	
VS. NT (vs. Strong / Weak; Reopening; PH)	
against strong NT(>15) we play DONT	
Against weak NT(<=15) we play Crowhurst	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Info-X until 4♥	
Against Multi2♦: X = SA 13-15	
Against strong 2♣/2♦ suitbids show 2-suiters	
VS. ARTIFICIAL STRONG OPENINGS	
Vs Precision: X-1♠=s.th like Kxx/QJx, 1SA=any onesuiter,	
2♠-2♥=2-suiters in color bid and any of the higher ones	
OVER OPPONENTS' TAKEOUT DOUBLE	
Truscott, new suit is forcing, Fit Jump	
XX is asking for trouble ☹	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	2./4.	2./4.		
NT	2./4.	2./4.		
Subse	Attitude			
Other:				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AKxx, Axx	AKB10x		
King	KDx, AK	KD10x		
Queen	DBx	DB9		
Jack	B10x, KB10x	B10x, KB10x		
10	109x, 10x	1097x, 10x		
9	98x	98x, 98xx		
Hi-x	xXx	xXx, xXxx		
Lo-x	xX, xXx	xX, xXx		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	pos-neg	length	LAV
	2	length	LAV	length
	3	LAV		
NT	1	pos-neg	length	LAV
	2	length	LAV	length
	3			
Signals (including Trumps):				
UDCA, Smith-Peter(low=pos) vers. NT				
Ace attack wants count, other wants pos/neg				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Neg-X until 4♦/♥				
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Resp-X until 4♦, Comp-X, Support-X, ROPI-DOPI				

WBF Convention Card

♠ ♥ ♦ ♣

Category: Green

NCBO DBV _____ EVENT: _____

PLAYER _____ Gabi Schneider _____

_____ Alfried Bocker _____

SYSTEM SUMMARY	
Version:2019-10-01	
5 Card Majors	
1SA=15-17 , 2NT=22-23	
2 over 1 Resonses: selfforcing	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ = SA =20-21(26-27), any semiforcing, weak-2 ♦,	
2♦ = any gameforcing, SA=24-25(28-29), Weak-2 in Major	
2♥ = weak 2 suiter hearts + any	
2♠ = weak 2 suiter spades + minor suit	
1♣/1♦ - 2♥= 5♠+4♥ <10HCP	
2SA-3♠-3♥(no4or5cardMajor)/3SA(5♥)	
1SA -3♥/♠=shortness in Major bid + 5/4+minor	
SPECIAL FORCING PASS SEQUENCES	
In high level competition a pass shows control in opps suit	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
In competition a bid in new suit is forcing	
PSYCHICS: seldom and only in North or East seat	

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION
1♣		3	4♥	12-22FL
1♦		3	4♥	12-22FL
1♥		5	4♦	12-22FL
1♠		5	4♦	12-22FL
1 NT			3♠	15-17FL
2♣	X		4♥	NT=20-21(26-27);SF any suit,W2♦.
2♦	X		4♥	NT=24-25(28-29),GF any suit,W2♥/♠
2♥		5		5-5(4) in ♥ + ♠,5-10 HCP
2♠		5		5-5(4) in ♠ + minor ,5-10 HCP
2NT				22-23 HCP
3♣		7(6)		
3♦		7(6)		
3♥		7		
3♠		7		
3NT	x			Gambling(in 1./2. seat no outside A or K)
4♣	x	7(8)		Texas(AKQxxx(x) in ♥ + 1Ace + single)
4♦	X	7(8)		Texas(AKQxxx(x) in ♠ + 1Ace + single)
4SA	x			6-5 in minors, preemptive

RESPONSES
1♦=nat,6-7 or >10[Walsh]; 1NT=8-10; 2♦=5+♠9-10; 2♥=5♠4♥<10
2♠=weak 6 card suit; 2♣ inverted only without competition
1SA=6-10; 2♣ no 4 card Major;2♥=5♠4♥<10,2♠= weak 6 card suit; 2♦ inverted only without competition
3-3 in minors always 1♠, 4-4 in minors always 1♦
2SA=4 card fit and gf;doublejump=Splinter(7Loser)
2SA=4 card fit and gf; doublejump=Splinter(7Loser)
Stayman, Transfer into Majors, 2♠=SlamInterest(Baron in minor)
3m=6card suit with 2 Tops(not A+K),3M=shortM+5/4+minor
2♦=Relais; 2♥/♠ 5card suit 0-3HCP, 2SA=forcing
2♥=neg.for W2♥,2♠=neg.for W2♠,2SA=forc.(A=mmMM black=red)
3♣/♦=nonforcing,3♥/4♥=paco,3♠=6+♠inv,4♠=to play
2♠=paco, 2SA=forcing, 3♠=paco(positiv für ♠)
2SA=forcing; 3♠=paco, 3♦ =nonforcing
mod.Puppet Stayman(3NT=5♥), Majorsuit-Transfer, 3♠=SI in minor
4♠=both Majors ,4♦/4♥=high-Transfer ♥/♠
4♣= ENEmiZ-Askingbid (Response: 1,0,1+Q,2)
4♠= ENEmiZ-Askingbid (Response: 1,0,1+Q,2)
4♣= ENEmiZ-Askingbid (Response: 1,0,1+Q,2)
4♠= ENEmiZ-Askingbid (Response: 1,0,1+Q,2)
4♠= to play in the long minor(paco); 4♦=asks for shortness
4♦=SI,asking for singleton,4♥=to play
4♥=SI,asking for singleton,4♠=to play
Defence against polish Club:
X = 13-15 balanced or 19+ any
1♦ = 8-14,4+/4+ in Majors
1NT=8-14 HCP with a 4 card Major and a 5+ minor, RESP: paco
2♣/2♦ = nat(6+)
pass and X in 2 nd round= 15-18 bal(takeout oriented)
pass and ♣ in 2 nd round shows a 4 card major also

SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣-1♦-1SA =a 4 card Major is possible	Fit Jump
1minor-1Major-1NT-2♣=RelaisTransfer	
1m-1M-2M-Relay=Alster→ 1.step=lower single,2. Step= higher single, 3.step=5card m+4 card M,	Fit Jump
After 4th suit Forc in M 2NT is stronger then 3NT	
1M-2NT:3newsuit=single/chicane,4M=minimum	Fit Jump
1M-2♣-3♦= gameforc.,5-5	
1M-2M:2NT=invite.new suit =helpsuit Trial	Fit Jump
Lebensohl;after Competition or X =Sys off	
(2SA):3♠=minW2♦, 3♦=medW2♦, 3♥=medW2+single♣	
3♠=medW2♦+single♥,3SA=MAXW2♦ or AK+, 4level=SF	
(2SA):3♠=♣/3♦=min♦,3♥=min♠/3♠=MAX♦/3SA=MAX♠	
(3♣):pass=♣, 3♦=♦, 3♥=♠+Single ♣, 3♠=♠+Single ♦	
(2SA):3♠=min♠, 3♦=min♦, 3♥=MAX♣, 3♠=MAX♦	
Puppetanswers:3♦=1or2 4card M,3♥=no4cardM	
3♠=5♠,3SA=5♥	
HIGH LEVEL BIDDING	
Mixed cuebids	
Splinter	
RKCB 4130 spiral scan	
Exclusion Blackwood	