

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
5+ cards, light NVUL on 1 Level	
New suit = non forcing	
New suit jump = SPLINTER (Limit or better)	
Responses: Cue-bid = Only forcing	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-18, Responses as for opening 1NT	
REOP: 13-15, Responses as for opening 1NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♣-2♦ = WEAK (3-10 HCP)	
1-2 Major = WEAK (3-10 HCP)	
1-3 Major+Minor = WEAK (3-10 HCP)	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
MICHAEL's CUE with highest suit	
4 <sup>th</sup> Pos. = any 5-5	
Jump-CUE asks for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X = PEN; 2♣ = both Majors; 2♦ = any one-suiter	
2♥/♠ = ♥/♠ + minor; 2 NT = any two-suiter, 3♣/♦ = 3-10 HCP	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
T/O x thru 4♥; thru 3♣ = 3♦ strong take out;	
thru 3♦ = 4♣ strong take out; Leaping Michael's	
Vs 2♦ MULTI: x = T/O 12-15 or 16+; 2 NT = 15-18	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X = Ms; 1♦/♥ = Transfer; 1♠ = MINORS	
1NT = ♣; 2♣ = ♦; 2♦, ♥ + ♠ = Weak (3-10 HCP)	
2NT = any two-suiter	
OVER OPPONENTS' TAKEOUT DOUBLE	
xx = 10+, PEN-orientated	
Preempt raises; 2NT = strong limit bid with HCP	
New suit jump = SPLINTER (limit or better)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	4 <sup>th</sup> or ATT or 2 <sup>nd</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> /5 <sup>th</sup> or ATT or 2 <sup>nd</sup>	3 <sup>rd</sup> / 5 <sup>th</sup> or ATT or 2 <sup>nd</sup>	
Other: A vs NT asks UB or CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+)	AKB(+), AQBx(+)	
King	K, AK, Kx, KQ(+)	KD(+)	
Queen	Q, Qx, QJ(+)	QJ(+)	
Jack	J, Jx, J10(+)	J10(+)	
10	10,109(+), 10x, KJ10(+)	109(+),AJ10(+),KJ10(+)	
9	9, 9x, K109(+), D109(+)	9x(x), A/K/Q109(+)	
Hi-X	Xx ,xXXx, HxXx, xXXx	xXxX(+), XxX	
Lo-X	XxX, HxX, xxxxX,HxxxX	H/10xX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Hi/lo=O	Pos./Neg., Lav.
Suit 2	Hi/lo=O	S/P	
3			
1	Hi=DISCRG	Smith-Peter	Pos./Neg., Lav.
NT 2	Hi/lo=O	S/P	
3			
Signals (including Trumps):			
Vs NT = HIGH on 1 <sup>st</sup> suit by declarer encourage lead			
(Smith-Peter)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Promise 3 of other Major or 3-3 Majors 12-15 or 16+ any			
Responses: CUE = F (11+), Lebensohl-Variations			
Reopen : May be lighter, 8-15 or 16+ any			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Vs Cuebid in Partner's opening or overcall-suit:			
Double = no top (pass = one top or length), negative-double			
cooperative-double, response-double, Lightner's double			
ONE-TRICK-DOUBLE vs Slam when Sacrifice-bid is possible			
SOS-redouble, informative redouble			

W B F CONVENTION CARD	
CATEGORY: BLUE	
NCBO: GERMANY	
PLAYERS: Hans FRERICHS / Ulrich WENNING	
EVENT: 1. Bundesliga 2020 / BC Bonn e.V.	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
PRECISION CLUB, natural responses	
5-card Majors, 1♦ can be 0 cards	
1NT Opening: 15-17 BAL (444H or 543H poss.)	
2♣/♦ over 1♦/♥/♠: Responses forcing to 2NT	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♦ = 10-16-, can be 0 cards	
2♣ = 10-16-, 6+cards or 5+♠ + 4M	
2♦ = Weak (3-10 HCP) with both Majors (at least 5-4)	
2♥ = Weak Two (3-10 HCP) with 6 (5) ♥	
2♠ = Weak Two (3-10 HCP) with 6 (5) ♠	
2NT = Weak (3-10 HCP) with 5 ♣ and 5 ♦	
3NT = Weak (9-11 HCP) with solid Minor	
4♣/♦ = Solid ♥/♠ with or without one side-trick (A)	
Direct Cuebid = MICHAEL's CUE with highest suit; at least 5 - 5 with variable strength (5+ to very strong hands)	
SPECIAL FORCING PASS SEQUENCES	
After 1NT-X-2/♦/♥	
1♣-Opening – overcalls thru 1♠	
After constructively bid to game VUL against NVUL	
IMPORTANT NOTES	
Vs Cuebid in Partners Opening or Overcall-Suit: Double =	
No Top; Pass = 1 Top or xxx(x); Lebensohl after 2 Openings	
PSYCHICS: rare	
3 <sup>rd</sup> hand opening may be weaker and/or less distribution NVUL	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	X	0	4 ♠	16+, any distribution (18+ NT)	1♦ = 0-7 or 14+	1♥ = 5+♥ or strong NT (20-23) or strong 2-suiters	
				Maybe less if highly distributional	1♥/♠/2♣/♦ = 8+HCP, 5+cards; 2♥ = 2-4 HCP, 6-card; 2♠ = 2-4 HCP, 6-card; 2 NT = solid 6-card minor suit	1M; 1NT = control ask, 2M = trump ask, subsequent ask; Jump after positive Response in new suit ask for Tops and Aces	1NT = natural
1 ♦	X	0	4 ♠	10-16-	1Major maybe 3 cards (rare); 2♦ = 11-15 1NT = 7-11-; 2♥ = 5 ♠+4♥ 4-7 / 2 ♠ = 4-7 with 6-cards	After 1♦ - 1♥/♠ - 1 NT: 2♣ = any INV; 2♦ = GF After 1♦ - 1♥ - 1♠: 2♣ = any INV; 2♦ = GF	
1 ♥		5	4 ♠	10-16-	1NT = 7-11-, 4♠ possible; 2NT = Game-Fit-Bid; Bergen-raises (3♣ = INV with 4♥ / 3♦ = INV with 3♥); 3♥ = 0-8 HCP; 3♠/4♣/♦ = Splinter; <b>ONLY 3<sup>rd</sup> Pos.</b> : 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; <b>only after 2♣</b> Drury: 2♦ = good Opening; 2 NT=♣; 3♦=Fit Jump
1 ♠		5	4♥	10-16-	1NT = 7-11-; 2NT = Game-Fit-Bid, Bergen-raises (3♣ = INV with 4♠ / 3♦ = INV with 3♠); 3♠ = 0-8 HCP; 3♥/4♣/♦ = Splinter; <b>ONLY 3<sup>rd</sup> Pos.</b> : 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; <b>only after 2♣</b> Drury: 2♦ = good Opening; 2 NT=♣; 3♦=Fit Jump
1 NT			3 ♠	15-17 BAL, 444H or 543H possible 5M or 6m possible (rare)	2♣ asks 4Major (non forcing); 2♦/♥/♠/NT = Transfer; 3♣ = both minors 0-8 HCP; 3♦ = both minors strong		
2 ♣		5	4 ♠	10-16-, 6+cards or 5+♣ + 4M	2♦ = (R) ; 2M = NF ; 2NT = INV		
2 ♦	X	0	4 ♠	3-10 HCP, <b>BOTH MAYORS</b> (at least 5-4)	2NT = Inquire, 3♥ / ♠ = to play, 3 m = forcing		Over X: PASS = 5+♦
2 ♥		5	4♦	3-10 HCP, 6 (5) ♥	2NT = Inquire, 3♥ = to play, 2♠ / 3 m = forcing		
2 ♠		5		3-10 HCP, 6 (5) ♠	2NT = Inquire, 3♠ = to play, 3♥ / 3 m = forcing		
2 NT	X			3-10 HCP, <b>BOTH MINORS</b> (at least 5-5)	3♣/♦ = to play; 3♥ = Inquire	After 3♥: 3♠ = MIN, 3NT = MAX,	
3 ♣		6		5-10	3M nat F1		
3 ♦		6		5-10	3M nat F1		
3 ♥		6		5-10	3♠ nat F1		
3 ♠		6		5-10	4m nat F		
3 NT	X			Solid m without 2 STOPS			
4 ♣/♦	X	0		Solid ♥/♠ with/without side-Ace	4♦/♥ = ask for side trick	<b>HIGH LEVEL BIDDING</b> RKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; Trump Queen+placed Kings; asking bid for the Queen of trumps and for placed Kings	
4 ♦	X	0		Solid ♠ with/without side-Ace	4♥ = ask for side trick		
4 NT	X			BOTH MINORS at least 5-5			