

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: 1x: 5+ (good 4) w/ 8-17 HCP, 2x: 5+ w/10-17 HCP → 3 rd / 4 th hand may light!
Resp: 1x: 4+ F1, x NT: NAT, 2lev: F1, 3lev GF, CUE : F1 (G/T or 13+ HCP w/ no). CUE : invit w/ FIT. Jumps: 2+ lev FSJ, 4M: To play (only if not 1M possible).
other bid), Jumps (FSJ), Jump-CUE: SPLI (may Chicane), Jump- Shifts:
PRE (4M: two way)
In COMP: LEB / RUB (only 0/1 suit bid NAT w/ prepared m opening = NAT)
R/O: 1x: 5+ (good 4) w/ 8-14/15 HCP, 8x: 5+ w/10-14/15 HCP
Resp: nothing special, only all bids a little stronger (+ 2 HCP)
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : a 1m/M: 4M5+om / 4oM5+m w/ 8+(6) – 13 (15) HCP
Resp: 2x: P/C, CUE : F1 ASK (min lo/min hi / max lo / max hi) 2NT: NAT invit, 3x: P/C
or PRE, Jump-CUE (a 1m 1NT: both M invit / a 1M 1NT: SPLI w/ M-Fit)
4 th : unusual 1NT (4+5+ other suits, mostly lo suit longer) WK
Resp: 2/3 x: NF (jump = PRE), CUE: F1 ASK Min/Max, x NT: NAT
R/O: 10-14 HCP BAL normaly w/ STOP Resp: like our 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
2x: 6(5+) WJO (4-10 HCP): Resp: 2NT F1 ASK, 3x: PRE, 3y: F1
2NT: (5+5+xx) WK Resp: 3x: P/C, CUE: G/T, 3NT: NAT
3x: PRE 6+ WK Resp: 3y: F1, CUE: ASK STOP, 3NT: NAT (may tactical a 3m)
Reopen: Jump overcalls nearly opening strenght, no Unusual 2NT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS mod (5+5+xx) w/ 11-15 HCP (a 1m: ♠ + ♥/om, a 1M: oM + m)
Resp: 2NT F1 ASK (min lo / min hi / max lo / max hi), CUE ASK STOP, 2 / 3x: P/C
3M: PRE, 3NT: NAT, 4M: 2way (PRE/to make)
JUMP-CUE 3 lev: 7+ SOL suit ASK VAL, 4m: both M at least 5+5+
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: both M (4+4+) or ♦ → 2♦ Relay, 2♥: F1 ask.
2♦: 6(5)+M → 2M: P/C, 2NT: F1 ASK (min lo/ min hi / max lo / max hi), 3♥: P/C PRE
2M: 5+M + 4+m → 2NT: F1 ASK (look 2 ♦), 3♣: P/C, 3M: PRE, 3NT: NAT, 4M: 2way
2NT: both m (4+5+) → 3m: ToPlay, 3NT: ToPlay // 3♣: 6+ ♣ NAT: 3♦ ASK 3M
1NT X: PEN (DIR, R/O, PH vs 2 Pos. WK NT).
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2m (Multi): X: t/o w/ ♥ or STR (17+), 2 lev: NAT, 2NT: 16-18, 3m: NAT, 3M: STR NF
2♦/♥ (both M): 2♥/♠ = good ♠/♦ (a 2♥: only 2♠ = good m), X = 15+ BAL, 2NT: t/o M, 3m: NAT, 3M ASK VAL
2M (NAT): X: t/o w/ M or STR (17+), 2NT: 16-18, 3m: NAT, 3M: ASK VAL, Leaping M
2NT (both m): X: STR, 3♣/♦: t/o 12-15/16+, 3M: NAT, 3NT: NAT, 4m: SPLI both M
3x /NT: X: Info x 3M: NAT, 3NT: NAT, CUE a 3m: both M
Verdi: X: STR, Step1: t/o, Pass and X: PEN, 4 lev: X: OPT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: X: t/o M or 15+, 1x: Canape (CONST), 1NT: ♦ or both m (WK), 2♣: both M (WK),
2♦: 6(5+) M (WK), 2M: 5+M + 4+m (WK), 2NT: any 5+5+ (WK)
same defence a 1♦ (16+ HCP) w/ 1M may short if ♣/♦ 2 nd longest suit
2♣/♦ (ART) : X = ♣, any suit two way, normaly (WK), 2NT: any 5+5+ (WK)
OVER OPPONENTS' TAKEOUT DOUBLE
XX: 9+ HCP normaly no Fit , 1x: NAT F1, 2<x: NF (CONST), higher bids undisturbed

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2./4./6. (2. bad suit)	2./4./6. (2. bad suit)	
NT	2./4./6. (2. bad suit)	2./4./6. (2. bad suit)	
Subseq	2./4./6. (maybe ATT)	2./4./6. (maybe ATT)	
STND honour leads (K from AK or KQ expects CT, A or Q expects ATT), HIGH from inner sequence, low from xx to 9x. K in NT DEBL. with >=B otherwise CT.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), AH(+)	AK(+), AH(+)	
King	KQ(+), Kx	KQ(J,T)(+), Kx	
Queen	KQ109 (+), QJ(+), Qx	KQ109 (+), QJ(T,9)(+), Qx	
Jack	(A,K)JT(+),KJx , Jx	(A,K)JT(+),KJx , Jx	
10	(A,K,Q)T9(+), HTx, 10x	(A,K,Q)T9(+), HTx, 10x	
9	H9x, J9x(+), 9, 109(+),	H9x, J9x(+), 9, 109(+),	
Hi-X	Hsx, (J,T)sx(+), xsx(+), s	Hsx, (J,T)sx(+), xsx(+), s	
Lo-X	Hxxxxs(x), Hxxs(x), xs	Hxxxxs(x), Hxxs(x), xs	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT (A,Q) / CT (K) / ATT	CT	S/P (LAV)
2	CT	S/P (LAV)	CT
3	S/P (LAV)		
NT 1	ATT (A,Q) / DEBL (K)	Reverse Smith-Peter*	S/P (LAV)
2	CT	CT	CT
3	S/P (LAV)	S/P (LAV)	
Signals (including Trumps):			
ATT (lo: ENCRG), CT (lo-hi: even), Smith-Peter (lo: positive)*			
*both sides if CT is not important			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
2 nd / 4 th : 10+ HCP w/ M or 17+ HCP BAL/unBAL or strong NT (15-18)			
Resp: 1x: 0-7, 2<x: 0-8(9), 2>x: 4M w/ 8-10, 1/2/3 NT: NAT w/ ~ 8-11/11-13/13+, 3m: 5+ 9-11, R/O a 1x p p: 8-11 HCP w/ M (2 ♣: t/o w/ 12-15 HCP) or 15+ HCP BAL/unBAL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP-X: to 2M, COMP-X: to 3M, RESP-X: sometimes to 4m, l/d Lavinthal-X a opps SPLI			
l/d-X: a opps CUE our suit 2 nd level, un l/d-X: a opps CUE our suit 3 rd level			
normaly X in COMP bidding show points → Pd shall take a good decision			
Special situations: LHO 1m 1NT X (pass / XX: ♥/♠ SUPP) / We 1NT X XX (WK 5+ m)			
They 1x 1 / 2 y X XX = A,K,Q of our suit			
XX in many situations SOS: normaly ask pd to bid his unknown / his second suit or a new suit			

W B F CONVENTION CARD	
CATEGORY:	BROWN
NCBO:	GERMANY
PLAYERS:	Bernd Engelhardt Martin Hofmann👑
Version 1.07	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
PCI mod.	
(0 ♣ -- 4+ ♦ -- 5+ ♥ -- 5+ ♠)	
3rd Hand Openings may weaker (Rule of 18) and PRE tactical	
1NT: 15-17 HCP (BAL, 5M or. 6m possible, 2254 or 2245 possible)	
Forcing One Round 1♣ (12+ HCP):	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣: 11-14 HCP, 5+ ♣ and 4M or 6+♣	
2♦: 5-5 with one M (Wilkosz) 8-10 HCP	
2♥: weak two ♥ 6-10 HCP	
2♠: weak two ♠ 6-10 HCP	
2NT: 5-5 m 6-11 HCP	
3NT: GAMBLING (7+ m with AK and normaly Q) w/o VAL (A,Kx) o/s	
PRE 1 st /3 rd Pos. not VUL maybe light and 3 rd Pos. VUL may tactical and	
4 th Pos. CONST (nearly opening strength)	
SPECIAL FORCING PASS SEQUENCES	
If the balance of power is on our side (1x X XX, 1x – 2y X) or we are below the agreed level	
We 1NT X (PEN) pass (may STR or WK no 5+ m, xx 5+ m)	
They 1m 1NT X (Pass / XX = ♥/♠ SUPP)	
IMPORTANT NOTES	
Bid NAT w/ prepared m opening = NAT) / SCRAMBLING (PH with no invit+ strength possible / sometimes R/O) / Good-Bad NT (only opener w/ 2NT = STR)	
2 lev: NAT NF about 6-11 HCP	
Transfer to M and NT after 1♣ or 1♦ Opening and Opponents overcall.	
PSYCHICS:	
rarely, may in COMP bidding w/ Fit or passed Partner in favorite VUL	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	12-14 HCP preparatory	1♦: 0-7 HCP any shape; 8-11 unbalanced with m, 12-16 HCP no M. 1 M 7+ HCP. 1NT 8-10 HCP no M.	1♣ 1♦ 1x 2♠ 54 45 m 9-11 HCP, 1♣ 1♦ 2♦ GF. 1♣ 10F 2♦ GF (Odwrotka).	
				15-17 HCP natural with ♣	2♣/♦" GF 12+ HCP. 2♥ 5-4 M 7-9 HCP. 2♠ bal. GF no M.	1♣ 1♦ 1NT 18-20 HCP / 1♣ 1♦ 2NT 21-22 HCP 5M pos. / 1♣ 10F or 1NT 2NT 21+ HCP Single Top possible / 1♣ 10F or 1NT 3NT 18-20 HCP Single Top possible.	
				+18 HCP any shape Strong Club	2NT bal. 11HCP no M. 3♣/♦ INV 9-11 HCP. 3♥/♠ INV 7+M	Lowest natural bid = Cheap Transfer after 1M Response.	
1♦		4	4♥	11-17 HCP with 4+♦	10F 7+ HCP. 1NT 7-10 HCP no M. 2NT 11 HCP no M. 2♦ 10+ HCP no M, 3♦ Pre. 2♥ 5-4 M 7-9 HCP 2♠ bal. GF no M.	1♦ 10F 2NT/3♦ 15-17 HCP with 6+♦. 1♦ 1♥ 2♠ 15-17 HCP x3x6 1♦ 1♠ 2♥ 15-17 HCP x45x or 3x6x. Lowest natural bid = Cheap Transfer after 1M Response.	
1♥		5	4♦	11-17 with 5+♥	1♠ 7+HCP. 1NT 7-10 HCP. 2NT 11HCP no Fit 2F GF or nat. 6+ 9-11 HCP. 2♣any GF with ♥ 3♣ Limit <= 12 HCP. 3♦ Mixed raise. 3♥ pre. 3♠ weak Splinter 9-12 HCP. 4F strong Splinter 12-16 HCP.		2♣ Drury
1♠		5	4♦	11-17 with 5+♠	Analog 1♥ 3NT weak Splinter 9-12 HCP. 4F strong Splinter 12-16 HCP.	1♠ 2♥ 3♥ only support	2♣ Drury
1NT				BAL 15-17 HCP	2♣ nF Stayman. 2♦/2♥/2♠/2NT Transfer	1NT 2♣ 2♥/♠ 3♦/♥ strong support GF.	nothing special
				(5M or 6m or 2254 or 2245)	3♣ 5-5M GF. 3OF GF with Single OF	1NT 2♣ 2♦ 3♦ 45 OF INV+. 1NT 2♣ 2♦ 3♥ 54 OF INV+	xx = 5+ m
					4♦/4♥ Texas Transfer		Pass wk or strong →
2♣		5	---	11-14 HCP 6+♣ or 5+♣ with 4M	2♦ ask. 2M nF		forcing to XX
							nothing special
2♦	X	0	---	5-5 with one M 8-10 HCP	2M nF poc. 2NT GF. 3♦ INV with M. 3♥ Pre with M 4♣ GF with both M → M with transfer 4♦ GF with both M → better M.	2NT 3♣ = ♣ + M → 3♦ ask M. 3♦ = ♦ + ♥. 3♥ = ♥ + ♠. 3♠ = ♠ + ♦.	nothing special
2♥		5+		Weak two ♥	2NT ask MIN/MAX 2M 3m F1 own suit without Fit	2NT 3F Max + Value	nothing special
2♠		5+	-	Weak two ♠	2NT ask MIN/MAX 3 m/M F1 own suit without Fit		nothing special
2NT		---	---	5-5 m with 6-10 HCP	3m nF 3♥ ask M	3♠ /3NT/4m/4M = 2♠/2♥/6+m/3M	nothing special
3m		6	---	6+ m / NAT PREEMPT	3♦:ASK 3M ,3M: NAT F1, 3NT: (may tactical a 3m), 4♣: RKCB (exc 3♣ here 4♦), SPLI, 4M a 3M: 2way further bidding: natural		nothing special
3M		6		6+ M / NAT PREEMPT	4♣ ask Singleton		
3NT	X	---	---	7+ SOL m (AK + normaly Q if only 7) w/o VAL (A, Kx) o/s	x♣: P/C, 4♦: ART ASK SPLI, 4M/5♦: ToPlay, 4NT: ART ASK extra length	a 4♦: 4M / 4NT : 1- M / 1- om (Step1 ask CHICANE), 5m: 7m222 a 4NT: 5m: no extra, 5M/NT: extra card + Q of M / om, 6m: extra card no Q o/s. 3 rd Hand to play with outside Values	nothing special
4m		0	---	PRE m with 8+ m			nothing special
						HIGH LEVEL BIDDING	
4M		7(6)	---	PRE M (may to make in 3 rd position)	4NT: RKCB, 5m: ASK CONTR (→ 5M: no, Step1/2: x/-)	Slam-Bidding: CUE (may CONTR), SPLI, RKCB (w/ m-Fit: 4m or 4m+1 [4m ask Fit or show Fit] w/ M-Fit: 4NT or 3M [known Fit and GF below 3M] or 3NT [3M = Fit GF and one hand known unBAL] or Step1 a SPLI [may CRKCB if SPLI undefined]) → SPIRAL	
4NT	X	---	---	special Ace asking	5♣ = 0 , 5♦/♥/♠/NT = ♦/♥/♠/NT Ace, 6NT = 2 Aces	Special a PREEMPT: one suiter: 4♣ RKCB (a 3♣: 4♦) , two suiter: 4m RKCB for m (M+m) or ♥ (both M, 4 om for M (M+m) or ♠ (both M) Special bidding a 5+5+ GF (1♣ 1x >= 3NT) if suits established: Step1/2/3/6x/Jump = 0 H + 1+Ace / 1H + Ace 2H + 1+K / 2H w/o any A,K o/s / 2H + As of suit) Thereafter mod. SPIRAL SCANNING Bids.	
5m		7	---	PRE m (may to make 3 rd position)	5M ASK CONTR (6m = no, Step 1/2: x/-)	SCANNING (w/ m-Fit x NT and x m sign off / w/ M-Fit x M), ERKCB, 5NT = Pick a slam, a OPP Bid: ROPI//DOPI (<5x), DEPO (>5x), Last Train Cuebids	