

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

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	2 nd / 4 th	3 rd / 5 th	
Subseq	2 nd / 4 th	2 nd / 4 th	
Other: with bad 3card / 4card suit in NT: 1 st / 2 nd			
LEADS			
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, xxxxS	Sx, HxxS..., Sxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	en-/ discourage	count	Odd: encouraging Even: Lav
Suit 2	count	suit preference	
3	suit preference		Odd: encouraging Even: Lav
1	en-/ discourage	smith-peter	
NT 2	count	count	
3	suit preference	suit preference	
Signals (including trumps):			
Low encourages, low is an even number, suit preference in trump, smith-peter (low is encouraging)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with very good shape, 12+ or any strong hand (17+)			
In 4 th seat: may be lighter (8+) or any strong hand (15+)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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	
CATEGORY:	Blue
NCBO:	Germany
PLAYERS:	
Claudia <u>VECHIATTO</u>	Hartmut <u>KONDOCH</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
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	
SPECIAL FORCING PASS SEQUENCES	
After we are at least invitational with fit, after we bid game	
when we are strong, after strong redouble, in gameforcing situations	
IMPORTANT NOTES	
If competitive: Lebensohl or 2NT-good/bad	
PSYCHICS: rarely	

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	HIGH LEVEL BIDDING	
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 st round control, bid: 2 nd round control, pass: no control	
4NT	X			5+6+ in minors			