

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1♥/♠ = 7-17 FL, 5+♥/♠
2♣/♦/♥ = 10-17 FL, 5+♣/♦/♥
<b>ATTN.:</b> After 1♣ we play Timbuktu... See page 2 or below.
<b>Responses:</b>
Trf. after (1♦) 1M (P) ?; 2♣ on 2 <sup>nd</sup> level = NF
after 1♥♠: Jumps show shortage (1. Jump also power)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = polish: 4M+5-6m, 8-14 FL except over 1♣
4 <sup>th</sup> = 11-14 FL after 1♣♦, 12-16 FL after 1♥♠, BAL (=> Stay+TRF)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcall = 6+suit, 3-11 HCP
2NT = lowest suits 5+5+, weak or strong
<b>Responses:</b> CUE = forc.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid = highest + other 5+5+, weak or strong
<b>Responses:</b> 2NT = asking bid 3♣♦=P/C
Jump cue bid = long minor, stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
X = a) 18+ b) 4♥♥ + 5+♣♦
2♣ = 4+♥ + 4+♠ 2♦ = 5+♥ or 5+♠
2♥♠ = 5♥♠+ 4+m 2NT = a) strong 2-suiter b) 5+♣ + 5+♦
3♣♦ = 6+♣♦
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O 2NT = 16-18
Vs w2 ♥♠: 4♣♦ = 5+♣ + 5 other MAJ
Vs multi: X = T/O against ♠ 4♣♦ = 5+♣♦ + 5M
<b>vs. 1♣ and all artificial strong opening bids</b>
X = ♥+♠ or ♦; suit bid = 1-suiter above or 2-suiter below
NT-bids = ♠+♦ or ♥+♣ pass=maybe 14+
After artificial 1♦ or strong 2♦ openings, x shows ♥ or ♠+♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = Points;
Jumps = System ON
2NT after 1♣♦ = Fit, INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	<b>Leads</b>	<b>In Partner's Suit</b>	
Suit	2./4.	Length: low=even	
NT	2./4.	Length: low=even	
Subsequent	Attd or length		
Other: <b>K</b> for Count			
LEADS Rujinov Style!			
Lead	Vs. Suit	Vs. NT	
Ace	AK(..)	AK(..)	
King	for Count	For Count or Unblock	
Queen	KQ(..),	KQJ(..), KQ10(..)	
Jack	QJ(..)	QJ10(..)	
Ten	(H)J10(..)	(H)J10(..)	
9	109(..), 98(..)	109(..), 98(..)	
2./4.	xX HxxX xXx HXx xXxx	xX HxxX xXx HXx xXxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = enc	suit preference	Low = enc
2	Low = even	Low = even	
3	suit preference		
NT 1	Low = enc	Smith (high=enc)	Low = enc
2	Low = even	Low = even	
3			
Signals (including Trumps): Lavinthal when necessary			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
direct pos : X = 10+			
Reopening: X = 7+			
doubles at 1- and 2-level mostly neg.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
- Support X and XX after 1x (P) 1y (X/1z/2z) – XX / X (= Support)			
- Various neg. doubles after Fit showing bid's from Opp's!			
<b>TIMBUKTU:</b> After Opp's 1♣: X= ♦'s or MAJ 4-4 (0-13) Points; All bid's show the next colour (with appropriate length) or 2-Suiter below (5-4/5-5/etc.) (0-13)Points; NT-Bids are ♠+♦ or ♥+♣ (0-13) Points			

W B F CONVENTION CARD
CATEGORY: Brown-Sticker
NCBO: BTSC Hannover II
PLAYERS: Bernhard Kaiser , Ferit Tavlan Norbert Gutleben, (Bettina Kaiser)
(Vers. 01.12.19)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<b>5-card Major's</b>
(Evaluation basis is FL-Points = +1 Point for a good 5 Card Suit, +2 for a good 6 Card Suit etc.)
1NT Openings: 12-14(15) FL; nonvul 11 <sup>+</sup> FL possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
We play <i>Timbuktu</i> vs. natural 1 ♣ openings: X= ♦'s or MAJ 4-4 (0-13) Points All color bids show 0-13 Points and the next color (with appropriate length) or 2-Suiter below (5-4/5-5/etc). Notrump bids show also 0-13 points and a two suiter, either ♠+♦ or ♥+♣ 1 ♣-pass can be 14+ -> 1 ♣-pass-pass = forcing!
2 ♣ = 7-11 FL, 5(6) ♥/♠; 2-5 ♣'s; 2-3 in other MAJ 2 ♦ = a) w2 ♥/♠ b) 24+, BAL c) 22+, 5+ ♣/♦/♥/♠ 2 ♥ = 5-11 FL, ♥ + ♠ 5-4 /4-5/5-5 (VUL 5 Cards in ♥) 2 ♠ = 5-11 FL, 5 ♠ + 4+m (VUL 5-5) 2SA = 21-23 FL, BAL , 5M or 6m possible 3SA = good 4 ♥♠-opening (ca. 4 Loser)
SPECIAL FORCING PASS SEQUENCES
(1 ♣) P (P) ? (Timbuktu!)
When opps open artificial 1 ♦ that can contain a single ♦, we play <i>Timbuktu</i> , too! (x showing hearts or black suits)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	All Points given are FL(vs. NT or without Fit) or FV (vs. colour with Fit)[FL= HCP + Length points; FV = FL + distr. Points](9. trump=2, single=2 for example)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	a) 4+♣,12+ b) 3♣ 15-20,bal	pass=0-4(5); 1♦= xx with 6-7 NT possible; 1♥♠ = 4+ nat.; 1NT=8-10; 2♣=5♣'s, 10+; 2♦/3♣=5♣'s 7-9/0-6 2♥♠ = 4-7, 6♥'s/♠'s; 3♦♥♠=SPL	1NT = 15-17; 1♣ - 2♣ / 2♦♥♠ = Stop.; 2NT = a) 18-20 NT; b) after 1♣-1M, 16-18 & 6♣+3M! 1♣ - 2M / Rel. asks for shortage, Rel+1 = Ogust; V-RKCB aft. SPL	Jumps are mostly weak After X System ON
1♦		3	4♥	a) 4+♦, 12+ b) 4432 15-20, bal	2♣=10+,4+♣; 2♦=10+,4+♦; 2♥♠=4-7,6♥♠; 3♣=7-9,4+♦; 3♦=0-6,4+♦; 3♥♠4♣=SPL	1NT = 15-17; 1♦ - 2♦ / 2♥2♠3♣ = Stop.; 2NT = a) 18-20 NT; b) after 1♦-1M, 16-18 & 6♦+3M! 1♦ - 2M / Rel. asks for shortage, Rel+1 = Ogust; V-RKCB after Splinter	Jumps are mostly weak After X System ON
1♥		5	4♦	5+♥, 12-21	1♠/1NT/2♣/2♦ = nat.(no Fit); 2♥=6-10; 2♠ = GF with ♥'s; 2NT= 12 FV no shortage or 11-13, ♠-shortage; 3♣ =11-13, ♣ short., or 16-17 or 22+ any shortage; 3♦=11-13, ♦-shortage or 20-21 any shortage; 3♥ = 4♥'s 7-10 FV; 3♠= 14-15, any shortage; 3SA=18-19, ♠-shortage, 4♣♦= 18-19, ♣♦shortage	After 1♥ - 2♥ / 2♠ asks for shortage; 2NT/3♣/3♦ shows shortage (2NT is also 16-18 FV no shortage); After 2♠ GF, Opener shows FV's	After X , jumps=System ON; After 1♠ = System ON (except 2x=NF); 2x=NF;
1♠		5	4♦	5+♠, 12-21	1NT/2♣/2♦/2♥ = nat.(no Fit); 2♠=6-10; 2NT = GF with ♠'s; 3♣ = 12 FV no shortage or 11-13, ♣-shortage; 3♦ =11-13 ♦-shortage, or 16-17 or 22+ any shortage; 3♥ =11-13 ♥-shortage or 20-21 any shortage; 3♠ = 4♠'s 7-10 FV; 3NT=14-15, any shortage, 4♣♦♥= 18-19, ♣♦♥ shortage	After 1♠ - 2♠ / 2 NT asks for shortage; 3♣/3♦/3♥ shows shortage (3♣ is also 16-18 FV no shortage); After 2NT GF, Opener shows FV's	After X , jumps=System ON; 2x=NF;
1NT			3♠	11+ bis 14(15), non VUL / 12 bis14(15), VUL	Stayman; 2♦♥♠/3♣=Transfer's (2♠=TRF ♣ or 5-5 in ♣♦, weak/strong); 4♣=Gerber; 4♦= 5-5 MAJ;		After Intervention: neg X, Rumpelsohl,
2♣	X	2	4♥	7-11 , 5-6♥/♠; 2-5 ♣'s; 2-3 in other MAJ	PASS = ♣'s or weak Hand! 2♦= ask for shorter MAJ; 2♥♠/3♥♠ = PoC, 3♣♦=to play; 2NT (at least xxx in one MAJ) = Forc.; 4♣♦ = transfer / bid MAJ	2♣ - 2♦ / 2♥♠ - 3♣=GF	
2♦	X	0	2♠	a) w2 ♥♠ b) GF ♣♦♥♠ c) 24+ BAL	2♥♠3♥♠=P/C 2NT=ask 3♣♦=6+♣♦,forc 4♣/4♦=pls TRF/ bid your suit 4♥=P/C 4♠=to play	2♦ - 2NT → 3♣♦=5-8,6♥♠ 3♥♠=9-10,6♠♥	
2♥	X	4	-	5-11, 4+♥ + 4+♠ (VUL, 5+♥)	2NT=ask; 3♣♦=to play; 3♥♠=PRE	2♥ - 2NT → 3♣/♦=Min.,not longer/longer♠ 3♥/♠= Max,5♥+4♠/5♠+4♥; 3NT = not sub-minimum,5-5	
2♠	X	5	-	5-11, 5♠ + 4+m	2NT=ask 3♣♦=P/C 3♥=6+♥,forc 3NT=SI,3+♠	2♠ - 2NT → 3♣♦=Min 3♥♠=Max ♣♦	
2NT	X		-	21-23 FL BAL; 5 MAJ / 6min. possible	3♣ = modif. Puppet Stayman; 3♦♥=TRF; 3♠=5-4 min.; 4♣♦=6 Cards in ♣♦ and RKCB;	2NT - 3♣ / 3♦ = no 5 MAJ, no 4♥'s; 2NT - 3♣ / 3♥ = 4 or 5 ♥'s	
3♣		6	-	pre-emptive	3♦ = Asks for 3 Cards in MAJ; 4NT = RKCB		
3♦		6	-	pre-emptive	4♣ = ♦-RKCB		
3♥♠		7(6)	-	pre-emptive	4♣ = ♥♠-RKCB		
3NT	X		-	7+♥♠,3.5-4.5 Loser	4♣/4♦=pls TRF/ bid your suit 4♥=P/C 4♠=to play		
4♣		7	-	pre-emptive	4♦=RKCB		
4♦♥♠		7		pre-emptive	4NT=RKCB		
4NT	X			6-5 in minors, pre-emptive		<b>HIGH LEVEL BIDDING</b> RKCB (14 - 03 - 2w/o - 2w/), Voidwood,	Splinter, no cuebids
5♣♦		8(7)		pre-emptive		After MAJ-Fit's, 4♣ is RKCB or V-RKC	