

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 (2nd/4th 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 th 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 rd / 5 th	3 rd / 5 th	
NT	4 th or ATT or 2 nd from bad suit	3 rd / 5 th	
Subseq	3 rd / 5 th or ATT or 2 nd	3 rd / 5 th or ATT or 2 nd	
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, xxxX, HxxxX	H/10xX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Hi/lo=O	lo=pos, Hi=neg/Lav
Suit 2	Hi/lo=O	S/P	
3			
1	Hi=DISCRG	Smith-Peter	lo=pos, Hi=neg/Lav
NT 2	Hi/lo=O	S/P	
3			
Signals (including Trumps):			
Vs NT = HIGH on 1 st 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: 16th WORLD BRIDGE GAMES 2024 - SENIORS
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 rd 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) Maybe less if highly distributional	1♦ = 0-7 or 14+ 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	1♥ = 5+♥ or strong NT (20-23) or strong 2-suiters 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♥/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; ONLY 3rd Pos.: 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2♣ 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; ONLY 3rd Pos.: 2♣ = Drury	TRIAL BIDS (direct suit = losers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2♣ 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, BOTH MAYORS (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, BOTH MINORS (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	HIGH LEVEL BIDDING	
4♦	X	0		Solid ♠ with/without side-Ace	4♥ = ask for side trick	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 NT	X			BOTH MINORS at least 5-5			