

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 st level 8-17
2 nd level 10-18
1NT OVERCALL (2 nd /4 th Seat; Responses; Reopening)
2 nd 15-18 / 4 th 10-14 ⇒ "system on"
(1x)-p-(1y)-1NT = nat. 15-18
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jump
Michaels: 5 ⁺ -5 ⁺
2NT=lowest 2 unbid suits; cue = highest suit + ?
Reopen: in 4 th pos. intermediate jump to 2 nd level (12-16)
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)
Michaels: 5 ⁺ -5 ⁺
2NT=lowest 2 unbid suits; cue = highest suit + ?
(1M)-3M = asks for stopper, invites 3NT
Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)
vs. strong NT competitive, vs. weak NT constructive
2♣=both M; 2♦=1M (⇒4♦ = bid your suit); 2M = 5cards M + 4 ⁺ m;
2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
negX
4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)
2NT = 15-18
vs. Multi: 2M/3any=nat, 2NT=15+-18, x=13-15 or 19+
Vs. ARTIFICIAL STRONG OPENINGS
Nat.
OVER OPPONENT'S TAKEOUT DOUBLE
redouble=9++ HCP up, new suit 1 st level forcing, 2 nd level nf (6-11)
weak jumps
Truscott

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
Subseq	attitude		
K = asks for count, may be from AK			
A = asks for enc			
Q = asks for enc; possibly from KQ(x)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK	
King	AK, KQx(+), AKJx(+),	AK, AKJx(+), KQJx(+)	
Queen	QJ(+),Qx, KQx(+)	KQ10x(+),QJ9x(+)	
Jack	KJ10(+), J10(+),Jx	KJ10(+), J10(+), Jx	
10	10x, Q109x(+), 109(+)	109(+), H109x(+),10x	
9	9x, KJ9x	9x, KJ9x	
Hi-x	Sx, xxSx, HxSx,	Sx, xxSx, HxSx,	
Lo-x	HxS, HxxxS(+),xxS	HxS, HxxxS(+),xxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low-high	low = even	Lavinthal
	2 low = even		low = even
	3		
NT	1 low-high	SMITH signal*	Lavinthal
	2 low = even	low = even	low = even
	3		
SIGNALS: low-high = enc or even (original count)			
* SMITH signal vs NT: low = positive for lead or no switch required			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAJORS, Distribution, 11 HCP up, any distr. (17+)			
Resp: Lebensohl, cuebid (at least inv.+), leaping michaels			
REOPENING: 8 HCP up			
nonleaping michaels against 3♣/♦ => 4♣ =other m + M			
4♦ = both M			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative X up to 3♣			

WBF Convention Card
♠ ♥ DBV ♦ ♣
Category: Natural green
CLUB: _____ EVENT: 2025
PLAYERS: Anja Alberti
Ingrid Gromann
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards majors
1NT = 15-17 (5M possible)
2 over 1 = 11 ⁺
1♣-1♦ Walsh
1♣-1M may have longer ♦ (Walsh)
1m-1y, 1SA: OPN may have 4 ⁺ cards M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = major 2-suiter (4 ⁺ ♥-4 ⁺ ♠, 5-10) or NT 22-23
2♥♠ = weak2 (5-10)
3 NT gambling = solid 7 ⁺ cards minor, little outside strength
Inverted minors: 1m-2m=10-12; 1m-2NT=0-5 or 12 ⁺ ; 1m-3m = 6-9 ⁺
Bergen raises: 1M⇒ 3♣ =6-9; 3♦ =inv++; 3M=0-5
Non jump 2NT in competition = usually Lebensohl
1x-1y- 1NT-=2-way check back
SLAM BIDDING
4NT RKCB: 14/30/52/52+Q SCAN => lowest Kings
4m optional RKCB: no interest/14/30/52/52+Q
mixed cue bids; splinter; exclusion RKCB
Over X vs our relays: pass = 1 st step, XX = 2 nd step
After disturbed RKCB: mod. ROPI, DOPI, DEPO
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:
Bridge is our hobby, let's try to be nice to each other!
PSYCHICS: rarely

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22 (Walsh answers; inverted m)	1♦ = nat., 1SA = 6-10; 3M=splinter 2♣/2NT/3♣ 10-12 / 0-5 or 12+ / 6-9 ♣ fit ⇒ 2♦ 4-7, 5♠+5♥ ⇒ 2M 4-7, nat 6 cards ⇒	1♣-1♦/♥/♠-1NT 4M possible →2-way CB 3♣ (after 2NT) = nf relay 2NT=>3♠short+min/3♦short+min/3♥max.+short♣/ 3♠max.+short♦/3NT=56xx/4♠=65xx 2NT = asks: 2min/2max	1m-(X)-4m = pre
1♦		3	3♠	11-22 (inverted m)	2♦/2NT/3♦ = 10-12 / 0-5 or 12+ / 6-9 ♦ fit ⇒ 3♣ = nat 6 cards inv. (others see 1♣)	3♦(after 2NT) = nf relay	
1♥		5	3♠	11-22	1NT 6-10 2♥ 6-10, 3cards fit ⇒ 2♠ 4-7, nat 6 cards ⇒ 2NT 15+, 3+ fit ⇒ 3♣/3♦/3♥ 6-9/inv.++ /0-5 4+ fit 3♠/4m Splinter, 10-14	long (good) suit trial bids 2NT = asks: 2min/2max 3rd level shortness, 4th level 2nd suit	over X: 3x=Bergen
1♠		5	3♠	11 - 22	(see 1♥) 1♠-4♥ = nat to play	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	15-17 5M possible	2♣ = Stayman (could be weak) ⇒ 2♦/2♥= TRF ⇒ 2♠=a) bal. INV, b) weak ♣or♦ c) SI ♣or♦ 2NT = 5+-5+ m, weak or strong ⇒ 3♣ = puppet 3♦ = nat. inv. / 3♥/♠ = 14/41 M gf 4♣ = RKC / 4♦ = both M / 4♥/♠ = nat. to play	1NT-2♣, 2M-2or3oM = SI with M-fit TRF break 2NT = 3card max. TRF break 3♥/♠ = min. with 4 card 3m = preference →3M = short FG 3♣-3♦=> reversed / both M max/min = 4♣/♦	over X: XX = strong 2any = 5cards over int.: 2NT = Lebensohl
2♣	X	0	---	1. FG m/M 2. SF M 3. NT 24+	2♦ = no 3 controls or no good 5+cards suit ⇒ 2M/3m=nat+3+controls; 2NT=5+-5+m+3+controls	2M = SF/GF →next step = negative 3M = GF	over int.: X = 5+ HCP cue = 3suiter 5+P
2♦	X	0	---	1. 4♥ and 4♠, 5-10 vul: 5♥+ and 5♠+ 2. NT 22-23	2NT = Relay ⇒ 3♣ = nat, s/o; 3♦ = longer M? 3♥/♠ = mixed raise/vul: inv.; 4♣/♦ = RKCB (♥/♠)	2NT(nonvul)→3m=longer M; 3♥=5-5 min; 3♠=5-5 max.short♣;3NT=5-5 max.short♦; 4♣/♦ =56?/65? 2NT(vul)→3m short min./3M short m max. etc. 2NT (vul)→3m=min short ♣/♦; etc.	Over X: pass = 5♦, short M XX = ask for longer M
2♥♠		(5)6	---	weak2 in ♥/♠, 5-10	2♠ nat. inv. nonforcing / 2NT asks ⇒ 3oM nat. forcing; 3m = nat. forcing 4♣/4♦ = opt. RKCB ♥/♠	min-bad, min-good, max-bad, max-good	
2NT			---	20-21 BAL	3♣ = Puppet or SI m; 3♦/♥ = TRF, 3♠ = m-Stay 4♣ = xfer ♥, 4♦ = xfer♠, 4♥/♠= nat. to play	TRF break: 3NT=3cards fit; suit=4cards fit	
3♣/♦		(6)7	---	PRE	3M = nat. forcing; 4om = opt. RKCB		
3♥/♠		(6)7	---	PRE	4♣ = opt. RKCB ♥/♠		
3NT	X	7	---	Gambling; max. outside-king	4♣ = p/c; 4♦ = ask	4♦→4♥/♠/NT = ♥/♠/other m-control; 5m = 7222	
4♣♦	X	-	---	pre			