


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1-level 8-18; 2-level 10-18; depending on vulnerability		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN</b>	
Responses: Rubens Transfers from 2 in opp's suit	Suit	1/3/5	1/3/5			
e.g. (1♠) 1♠ (pass) 2♦=♥	NT	2/4	1/3/5		<b>Country: GERMANY</b>	
	Subseq	same, from remaining	same, from remaining		<b>Event: Youth WM 2023</b>	
	Other:				<b>Players: Felix Doermer – Sven Farwig</b>	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18, same in sandwich – System on	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>	
11-14 in reopening – system on	Ace	AKx(+), Ax	AKQ(+), AKJ(+), Ax		5542, Transfer-walsh, 2/1	
	King	AK(+), KQ(+)	AKJT(+), AKxx(+), KQ(+)		1♦ = unbalanced or: good 4+ suit if bal	
	Queen	QJ(+), Qx	(A)QJ(+), KQT9(+)			
	Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx			
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx		
1-Suit: weak (exception: V vs NV on 2-level: 11-15)	9	9x, 98x, J98x	9x, 98x, J98x		1NT Openings: 15 – 17	
In Reopening: ~11-14	Hi-x	Xx	xXx		2 OVER 1 Responses: Game Forcing	
2-Suit: 1♠-2♥: both M, 1♦ – 2♦: ♠ and other MM, 1M – 2M: oM + m	Lo-x	HxX, HxxX, xxxX	HxxX, xxxX		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1x – 2NT, the 2 lowest suits	<b>SIGNALS IN ORDER OF PRIORITY</b>			2♠: any GF, semif M, 22+ balanced		
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2♥: ~5-10, (5)6 in one M
1x – 2x see above, 1M – 3M asks for stop	Suit:1st	Att	Count	Count	Direct: Low=enc	2♠: ~5-10, 5♠ + (4)5m
1m – 3m: nat and weak	2nd	Count	Suit Pref	Suit Pref	Suit Pref	M-Transfers after 1♠ 1♠-1♠: 6-9 or 16+, no 4M or ♦ any strength
	3rd	Suit Pref		Count		
	NT: 1st	Att	Smith (small= enc.)	Suit Pref		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count	Count	
X = Penalty (same vs. 1NT Overcall)	3rd	Suit Pref	Suit Pref			
2♣ Majors	<b>Signals (including Trumps):</b>					
2♦ one Major	Low: Encouraging, Even High: Discouraging, Odd					
2M 5+M 4+m (nat vs. 1NT Overcall), 2NT mm	in Trumps: Suit Pref in NT: Smith Peter, high is positive					
	<b>DOUBLES</b>					
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		Standard M-oriented, 11+ Equal Level conversion				
(non-) Leaping Michaels, vs 2/3m - 4m = Majors	Balancing: Slightly weaker, about 8+					
vs Multi: 4♥ or strong	Penalty-X after Point-X (XX)					
nach 1NT (3x): t/o and (non-) leaping Michaels				<b>SPECIAL FORCING PASS SEQUENCES</b>		
				in GF sequences, after natural XX		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Vs strong club and polish club: NT=pointed or round suits	Lead directing X, Responsive/Support X					
2x: nat or the 2 suits above (pass with strong NT)				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
				Good/bad 2NT in many competitive sequences		
				<b>Trial bids:</b> longsuit		
				<b>In competition:</b> Good/bad 2NT, many Lebensohl sequences and transfers (Rubens transfers)		
OVER OPPONENTS' TAKE OUT DOUBLE					<b>Psychics:</b> Very few intentional	
XX: 10+, New suit on 1 level: F, on 2 level NF, 2NT = system on						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	3♣	11-22 nat (can have 4♦ in a balanced hand)	1♥ transfer to ♣, can be very weak 1♠: bal 6-9 or 16+ or ♦ any strength, 1NT: 10-11 2/3♣: inverted 2♦♥♠: 4-8 nat	After 1♥: 1NT=12-14 1/2♥♠= 3/4 2♦ multi-meaning strong Ogust 2NT after 1♣: - 2X	Frequent Two Way Checkback after 1m 1y 1z
1♦		4	3♣	11-22 good 4+♦ or unbalanced	1M nat, 1NT: 6-10, 2/3♦: inverted 2♥♠: 4-8 nat	Ogust 2NT after 1♦ - 2M	
1♥		5	3♣	11-20	1NT=F1, 2/1 GF 2♥=Fit, 8-10 2NT=Fit, invit+ 3♥=Fit, 4-7	After 1NT 2♣ can be 2	2♣ Max w/ Fit
1♠		5	3♥	11-20	1NT=F1, 2/1 GF. 2♥=10+ 2♠=Fit, 8-10 2NT=Fit, invit+ 3♠=Fit, 4-7	After 1NT 2♣ can be 3	2♣ Max w/ Fit
1NT			3♣	15-17, offshape possible	(Garbage) Stayman – does not promise 4M, Transfer to M 2♠=invit w/o M or m or (31)(54) 2NT: 5-5 minors 3m: asks for support in this suit to play 3NT, Smolen		
2♣	X	0		SF in M, balanced 22+ or any GF	classic, including Kokish (2♣ 2♦ 2♥=♥ or 24-25 → 2♠)		
2♦	X	0		5-10, 5+ in a M (In 4th Hand 11-15 with 6♦+)	2/3♥ p/c, 2♠: invit when ♥, 4♣ transfer/ 4♦ bid your M 2NT=Relay → 3m = min w/ corresponding M, 3M= Inv. Maximum with other Major		
2♥	X	4		5-10, both Majors at least (54) (In 4th Hand 11-15 with 6+♥)	2NT Strong Relay, asks for length & strength	3m: longer corresp. M, 3♥ 55 min 3♠/NT: 55 max: short in ♣♦ 3♣: min with ♠, 3♦: min with ♥, 3♥: max with ♣ 3♠: max with ♠	
2♠		5		5-10, 5♠ and 4+m (In 4th Hand 11-15 with 6♠+)	2NT Strong Relay 3-7♣ pass or correct		
2NT			3♣	20-21, offshape possible	3♣ Puppet Stayman 3♦♥ Transfer, 3♠: 5♠-4♥, 4m RKCB		
3 suit		6		Preempt, Depending on Vulnerability and position	After 3♣: 3♦ asks for 3 card M, 4♦ RKCB else: 4♠ RKCB		
3NT	X			Solid 7+ Minor	4-7♠: pass or correct, 4♦ asks for shortness		
4 suit		6		Preempt, Depending on Vulnerability and position			
4NT	X			both minors		<b>High Level Bidding</b> RKCB incl. Exclusion, minorwood: 41/30 Mixed cuebids, Serious / non-serious 5NT pick a slam D0P1-R0P1	
						<b>Noteworthy</b> Frequent Two Way Checkback after 1m 1X 1 Y Rubens Transfers after own Overcall	