

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
same level: 6 up to 17 hcp; 2/1: 9 up to 17 hcp;
new suit is natural but NF; cue shows 10+ hcp; jump cue shows
10+ hcp & fit; jump raise is less than invitational
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat: (14) 15/17 hcp → sys. on; 4 <sup>th</sup> seat: 11/14 hcp → sys. on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak jumps: 5/11 hcp; natural responses, cue is 1-round forc. a.l.
jump in passed out position: 12/16 hcp
jump cue ask for stopper; 2NT = unusual (2-suited)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
vs. 1♥/♠-2♥/♠: Michaels Cue Bid; vs. any 1♣/♦-2♦: both majors
(any 5-4 or better)
jump cue ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
vs. strong NT: DBL shows 4+ maj. Plus 5+ min.; 2♣ shows both maj.
(any 5-4 or better); 2♦ shows one maj.; 2♥/♠ shows 5+ ♥/♠ and a
good constructive hand; 2NT shows both minors or any gamegoing,
2-suiter; reopening: double shows 9+hcp; 2♣ shows both maj. (4-4 or
better); 2♦/♥/♠ is natural, NF.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
basically t/o (incl. Lebensohl/2 <sup>nd</sup> seat only!);
2 and 3NT-bids are natural; leaping & non-leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣: DBL for t/o; 1NT= 4+maj. plus 5+ min.; 2♣= natural; 2♦= both
maj. (any 5-4 or better); 2♥/♠= weak jump; 2NT=both minors
(5-5 or better); vs. 2♣: DBL shows ♣; 2NT=both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL: 9+ hcp; new suit same level is 1-round forc; 2/1 is non-forc.
1 NT-bids are natural; 2NT-bids after 1♥/♠-X shows support 10+ hcp;
2NT after 1♣/♦-X shows both minors 4+ hcp (any 5-4 or better)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/(4) 5	3/5	
Subsequ.	attitude	attitude	
Other: MUD vs. NT from xxx			
<b>LEADS</b>			
Lead	vs. Suit	vs. NT	
Ace	AKx [x.]; Axx [x.]	AKx [x.]	
King	AK; KQx [x.]	AKQ [x.]; AKJ10 [x.]; KDJ [x.]; KD109 [x.]	
Queen	DJ [x.]; Dx	KD9 [x.]; DB10 [x.]	
Jack	J10 [x.]; Jx	J10x [x.]	
10	109 [x.]; 10x	AD10 [x.]; AJ10 [x.]; KJ10 [x.]	
9	9x	AD9 [x.]; AJ9 [x.]; KJ9 [x.]; A109 [x.]; K109 [x.]	
Hi-X	Hx; xxHx;	Hx; attitude	
Lo-X	xxL; xxLxL;	xLx; attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = enc.	count; H/L = even	odd = enc.
Suit 2	count	suit preference	suit preference
3	suit preference		count
1	Lo = enc.	Smith peter rev.	odd = enc.
NT 2	count	count; H/L = even	suit preference
3	suit preference	suit preference	count
Signals (including Trumps):			
if required H/L in trumps shows odd number of trumps (no guarantee!)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
If unbalanced 10+ hcp; natural responses (cue-bid shows at least minimum opening)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL.; Inhibitory DBL & RDBL; Lightner DBL.			
vs. strong 1♣: DBL is t/o			

W B F CONVENTION CARD
<b>CATEGORY: Natural/5-crd majors</b>
<b>NCBO: Austria</b>
<b>PLAYERS: Robert Franzel &amp; Gerhard Pollak</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-crd majors (incl. forc.NT, fit-jump, Bergen-raises; Mixed-raises)
1♣ = 2+clubs; 1♦ = 4+diamonds, simplified check-back sequ.
1NT: (14) 15/17 hcp; 2NT: (19) 20/22 hcp; both mostly balanced
2/1 at least forc. for one round; 1♣-2♦/♥/♠=weak; 1♦-2♥/♠=weak
1♥-2♠=weak
2♦ opening = weak2 in ♥ or ♠ 5/10 hcp or 23/25 hcp bal.
2♥/♠ = natural, 6-crd suit, (10) 11/14 hcp
2♠ opening: only forcing-bid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Bergen-raises (3♣/♦) has the same range 9/11 hcp and apply only
in undisturbed bidding with unpassed partners; otherwise fit-jumps
may be used ; 3♣ = unbal.; 3♦ = bal.
1x-1y-2y as well 1x-2z-3z = mixed raise (3 to 4-crd support);
1♠/♦-2NT= always both minors (weak up to GF+!); applicable
also after opponents intervention
1♥/♠-2NT= 4+crd support, (11) 12+ hcp (not strictly GF)
vs. NT: double shows 4+maj. Plus 5+minor (2 <sup>nd</sup> seat only);
2♣ shows both maj. (at least any 5-4); 2♦ shows one maj.; 2♥/♠
is natural and shows a good, constructive hand.
unusual 2NT overcalls; vs. major-openings Michaels-Cue Bids;
vs. 1♠/♦-openings 2♦ shows always both majors (at least any 5-4)
<b>SPECIAL FORCING PASS SEQUENCES</b>
applies only in GF- or slam-interested sequences
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: seldom</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
				1♣	X	2	4♥	any 11/14 hcp bal. without 5-crd.
				maj. or 17/19 hcp bal. without 5-crd. Maj. or any or any 11/22 hcp unbal.	any GF with 4+♦, 12+ hcp; 1♥/♠: 4+ ♥/♠, 4+ hcp; 1NT: 6/11 hcp without 4-crd. maj; 2♣: 2+♣, 9+ hcp; 2♦: inv., 4+♦, forc. thru 3♦; 2♥/♠: natural, weak, NF; 2NT: both minors, 4+ hcp	1♥: a) 11/14 hcp bal without NT-position or 11/16 hcp 5+♣ plus 4-crd.♥; 1♠: 11/16 hcp 5+♣ plus 4-crd. ♠; 2♣: 4+♣, 11/16 hcp; 2♦: 11/16 hcp, 5+♦; 2♥/♠/3♣: 17/22 hcp, nat.; 2NT: 17/19 hcp, bal. with 6-crd.♣; Splinter & check-back sequences		
1♦		4	4♥	any 11/22 hcp with 4+♦ (long d'abord principle shall apply)	1♦-1♥-1NT shows 18/19 hcp, bal., without 4-crd.♥; 1♦-1♥/♠-2NT shows 18/19 hcp, bal., with 4-crd.♥/♠	check-back sequences		
1♥		5	4♦	11/22 hcp	Bergen-raises, fit-jump, Splinter, forc.NT, 2/1: restricted GF (suit-repeat is invit.)	check-back sequences	DRURY	
1♠		5	4♥	11/22 hcp	same as 1♥	same as 1♥	same as 1♥	
INT			3♠	(14) 15/17 hcp; 5-crd. maj. or 6-crd. minor possible; mostly bal.;	Stayman, xfer, 4♦/♥=Texas; Rubensohl after intervention; 1NT-2NT= 8/9 hcp, bal. (both maj. possible)	1NT-2♣-2any-3♣= GF-relais; 1NT-2NT-3♣ shows max. and asks for maj. (puppet-principle)		
2♣	X	0+	7♥	19+ hcp unbal., or 26+ hcp bal.	2♦: waiting or neg.; 2♥/♠: 8+ hcp, 5+crd.; 2NT/3♣/♦/♥= xfer, GF, semi-solid 6+crd.; 3♠: both minors, 10+hcp; 3NT: 12/15 hcp, bal.	if applicable Puppet-Stayman sequences		
2♦	X	0+	3♠	5/10 hcp, W2 in ♥ or ♠ 23/25 hcp, bal.	2♥/♠/3♥/♠: p/c; 2NT: forc. inquiry 3♣/♦: nat., GF; 4♣: kick-back xfer	if applicable Puppet-Stayman sequences		
2♥		6	3♠	11/14 hcp	2NT: forc. inquiry 3♣/♦: nat. a.l. 1-round forc.	Cue-bids		
2♠		6	3♥	11/14 hcp	2NT: forc. inquiry 3♣/♦: nat. a.l. 1-round forc.	Cue-bids		
2NT			4♠	20/22 hcp; 5-crd. maj. or 6-crd. minor possible; mostly bal.;	Puppet-Stayman, xfer	Cue-Bids		
3♣		(6) 7		max. 11 hcp	new suit is a.l. 1-round forc.	Cue-bids		
3♦								
3♥								
3♠								
3NT	X			1 <sup>st</sup> & 2 <sup>nd</sup> seat: pre-empt in ♣ or ♦ 3 <sup>rd</sup> & 4 <sup>th</sup> seat: TO PLAY!	4♣:p/c			
4♣/♦	X			SAT: AKDxxxx [x] in ♥/♠		Cue-bids		
4♥/♠		7+		natural, positional pre-empt		Cue-bids		
4NT	X			specified ace-asking				
5♣/♦/♥/♠		7+		natural, positional pre-empt				
<b>HIGH LEVEL BIDDING</b>								
RKKCB (30/14/2/2+Q); VOID-WOOD; DEPO/REPO								