

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive; 1 over 1, 2 over 2, 2 over 1, 2 over 2, 3 over 2 forcing 1 round; also over weak 2 (also after intervention same level)
Over major overcall: jump cuebid = raise (7-9); if RHO is bidding then 2NT = support, if RHO passes then 2NT natural invitational; fit jumps; jump raise preemptive
Reopening 5+ HCP; 1NT 11-14; jump to 2 or 3 level 6+, 11-14; 2 NT minors; Reopening cuebid any strong 2-suiter; (1 any) - p - (p) - x - (p) - 2 any - (p) - 2 NT = 15-18
(1any) - pass - (2any)- 2NT : 2-suiter; (1any) - pass - (2any) - cuebid asks for stopper
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Always (not in passout) polish (4card major + 5card minor; after any preparational minor opening both minors possible) reopening 11-14
Response reopening 1nt: as over 1nt opening
Answers over 1NT polish: after 1 maj opening: 2 ♣ pass/correct, 2NT asks for minor; after 1 minor preparational opening: 2 ♣ pass/correct, 2 ♦ asks for major; own suit to bid; after 1 minor natural opening: cuebid asks for major
after x: xx asks for unknown minor or major, own suit to bid;
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Aggressive; (1♣ natural) – 2♦: majors; weak jumps; unusual 2NT (1♣/♦ -2NT shows ♣ and ♦); over weak 2 or multi leaping michaels;
Response: 2NT=forcing, same as after weak2 opening
Reopen: 6+, 11 - 14
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Aggressive; (1♣) – 2♣ clubs; Michaels;
Reopening cue bid: strong 2-suiter

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	3 <sup>rd</sup> 5 <sup>th</sup>	3 <sup>rd</sup> 5 <sup>th</sup>	
<b>NT</b>	4 <sup>th</sup> best; top of nothing or 2 <sup>nd</sup> best; no Jack denies; King requires deblock (as long as dummie's card allows this)	3.5.	
<b>Subsequent</b>	Attitude, Count, Remaining Count (3.5)	Count	
Other: against NT rev Smith (low card promises) , Foster Echo			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axx	AKx, Axx,	
King	KQx, AK	AKJx, KQTx	
Queen	QJx	KQx, QJx	
Jack	JTx, Jx	J(T)x	
10	T9x, Tx		
9	98x, 9x		
Hi-X	2,4,6,...cards (even)		
Lo-X	1,3,5,...cards (odd)		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Enc/discouraging	Count	Enc/discouraging
Suit 2	Count	lav	lav
3	lav		Count
1	Enc/discouraging	Count	Enc/discouraging
NT 2	Count	smith	lav
3	lav	lav	Count

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: AUSTRIA</b>
<b>PLAYERS:</b>
<b>Dr. LAUSS Wolfgang – BERGER Heinrich</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong 1 ♣ Opening (17+ or other strong hand; blue-club-styled)
5-card majors
2/1 GF (after intervention repetition of 2/1 suit also GF, jump bid invitational)
1 ♦ can be void (11-16)
1NT 15-17
Responses over natural 1NT all the time on (so over positive response over 1♣ opening or pass out NT)
<b>PSYCHICS: rare</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 NT both Minors, less then opening bid

<p><b>VS. NT (vs. Strong/Weak)</b>  x=strong (in 4<sup>th</sup> position 10+);  extended Landy always: 2♣ both majors; 2♦ 1 major; 2♥/♠ 4+major/5+minor  2NT: both minors  (1NT)-x-(2any): pass=forcing; x neg x; 2NT invit; suit is NF; pass and after x of pd is 2NT minors</p>	<p><b>Signals</b>  UDCA carding (low-high encourages; high-low discourages), with discard too  UDCA count (low-high = even)  Lavinthal or Remaining UDCA count  <b>Trump Signals</b>  Trump echo (high-low = 3+) or lavinthal</p>	
<p>After Landy 2NT asks for further distribution and strength  (1NT)-2♣-p-2NT-p-3♣=min (3♦ asks further: 3♥ longer ♥, 3♠ longer ♠, 3NT same length), 3♦=max same length, 3♠/♥ max longer suit  after Landy bid is x by opp: pass to play in the doubled suit, own suit will be bidden, xx asks pd to bid his longer suit</p>		
<p>(Int weak)-p-(2♣)-x:TO (only unpassed hand, x of passed hand shows clubs)</p>		
<p>(2NT minors)-3♣ TO with ♥; 3♦ TO with ♠; x balanced TO (further x are then for penalty)</p>	<b>DOUBLES</b>	
<p>(2NT strong)-multi Landy</p>		
<p><b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b></p>	<p><b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b></p>	
<p>X: TO; Michaels (leaping Michaels over weak 2; cuebid over maj: both minors); 4NT shows 2-suiter; after flannery/antiflannery bid in opp's anchor suit: TO, x: weak bal TO or strong (x and x penalty); 2NT:15-18</p>	<p>aggressive</p>	
<p>over 3 level minor barrage: 4♣ majors, 4♦ 1 major, 4♥/♠ 5+major + 5+minor</p>		
<p><b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b></p>		<b>SPECIAL FORCING PASS SEQUENCES</b>
<p>(1 ♣ strong): x TO; 2 (4)♣: majors, 2 (4) ♦: 1 major, 2 (4)♥/♠ 5+major + 5+minor; 1NT (polish defense), 2NT minors (10 cards +); (2♣): x shows clubs; 4♣ majors, 4♦ 1 major, 4♥/♠ 5+major + 5+minor; system same over precision style 2♣ opening</p>	<p><b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>  Lead directing doubles, eg. After 1NT – 3 NT for ♠ lead</p>	
<p>(1♣)-p-(1♦)-x=TO</p>	<p>Negative x to 4♥; responsive x to 4♥ (after pd's x), to 3♦ (after pd's suit);</p>	
<p><b>OVER OPPONENTS' TAKEOUT DOUBLE</b></p>	<p>Action/competitive/cooperative x; rosenkranz x after forcing bid of opp (shows A or King after pd's suit); supp x/xx to 2♥ (x above 2♥ T/O character);</p>	
<p>1 over 1 as unpassed Round Forcing</p>	<p>x of (only) splinter bid requires lead of the lowest unbidden suit</p>	<b>IMPORTANT NOTES</b>
		<p>1♦ -(1NT)-2♣ majors  Help suit trial bids (2NT asks for values at 3<sup>rd</sup> level or shortness at 4<sup>th</sup> level)  Reverse bidding not forcing, 2NT then artificial requires 3♣ for weak sequences  Inviting with max 8 losers; accepting with max 6 losers  2NT rebid responses only passable since there is no 2/1GF Situation or since there is another forcing bid at 2 level available</p>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	AFTER INTERVENTION
1♣	✓	0+	7♠	17 HCP + or other strong hand	<p>Artificial  1♦ 0-6  1♥ 7+, no 3 controls;  1♠ 3contr  1NT 4 contr  2♣ 5 contr  2♦ 4-6 with 6card ♥  2♥ 4-6 with 6 card ♠  2♠ 6 contr  2NT 7+ contr  3♣/♦/♥/♠ transferbid for next suit with 7 cards with AK, AQ or KQ, nothing else  3NT 7 cards with AKQ, nothing else (4♣ asks for cuebid, own suit no cuebid)</p>	<p>1♣-1♦-1♥ artificial  1♣-1♦-2♥=5♥/4+♣  1♣-1♦-1NT=18/19  1♣-3NT-4♣ asks for cuebidding  after each 1NT rebid of opener : system on as over 1NT opening bid  after 2NT jumpebid of opener: stayman, Smolen,  3♠ xfer for ♣, 4♣ xfer for ♦; 4♦ 5-5 in majors</p> <p><u>1♣-1♦-1♥:</u>  1♣ artificial  1NT: any 5-5, 4-6 HCP; 2♣ asking (2♦: ♣+major [2♥ asking: 2♠ shows ♥; 2NT shows ♠]; 2♥: ♦+♥; 2♠: ♦+♠; 2NT: ♣+♦; 3♣: majors with ♣ shortness; 3♦: majors with ♦ shortness; as shortness not yet shown, next step asks for shortness (answers show shortness upwards)  <u>2♣♦♥♠</u>: 6 card suit, 0-3 HCP</p> <p>1♣-1♦-1♥-1♠-1NT20-21; 2NT24-25  1♣-1♦-2NT22-23  1♣-1♦-3NT to play</p> <p><u>1♣-1♦-1♥-1♠-2♣ GF (not after intervention of RH opponent of opener):</u>  2♦ no minimum hand  2♥ minimum hand (0-3, no king)  2♠ 5+ cards ♣, no minimum hand, at least Q+  3♣ 5+ cards ♦, no minimum hand, at least Q+  3♦ 5+ cards ♥, no minimum hand, at least Q+  3♥ 5+ cards ♠, no minimum hand, at least Q+</p> <p>1♣-1NT: 2♣(bal); 2NT(♣+other suit); 3♣(clubs)</p> <p>1♣-1NT-2♣(bal): 2♦ (bal); 2NT (♣+othersuit)  3♣(clubs)</p> <p>1♣-2♣ or more controls: bids are natural, 2NT natural (3♣ then stayman/Smolen , other bids xfers)</p> <p>1♣-2♦/♥-2NT: asks for shortness (3♣ shows any shortness, 3♦ then asks, Shortness upwards; 3NT shows no shortness)</p>	<p>1♣-(x)-xx=4-6, 5+♣; 1♦=4-6  1♣-(1♦)-x=4-6  1♣-(1♥)-x=7+, no 3 controls; 1♠=3contr. no stopper; 1NT= max 3contr. +stopper in ♥ (positional bid); 2♣=4contr, 2♦ (as long as 1♥overall shows hearts) = 5 contr.  1♣-(1♠)-x=7+; 1NT= max 3contr +stopper in ♠ (positional bid), 2♣ =3 controls no stopper, 2♦=xfer, 2♥ (as long as 1♠ overall shows spades)= 4 contr  1♣-(1♥)-2♥=4-6 with 6♠  1♣-(1♠)-2♦=4-6 with 6♥</p> <p>after each GF sequences each x is for penalty; after Non forcing sequence each first x is for TO</p> <p>1♣-(1NT+)- x 7+ no 5-card suit  1♣-(1NT)-x-(2any)-cuebid=4-4-4-1 with good hand (single in opps suit)</p>

1♦	✓	0+	4♥	11-16	<p>Inverted minors GF (only for unpassed hand) 2NT minors (weak/strong)</p> <p>2♥: 4+♥ with 5+♠, 4-8 2♠: 4+♥ with 5+♠, 9-11 2NT asks then for further distribution and strength: 3♣ min 5/4, 3♦ max 5-4, 3♥ 5-5, 3♠ 6-4 or more, 3NT 5-4-2-2 max with values in minors</p>	<p>After inverted min opener bids natural or values or 2NT (balanced good 13-14), 3♥♠/4♣ splinter; 1♦-(any)-2♦ forcing (2/1), x TO</p> <p>2 way checkback (see additional notes)</p> <p>1♦- (p) -3♥/♠ = NF pre-empt</p> <p>After 2NT rebid of rebidder shows major shortness</p>	<p>1♦- (x or 1/2 any)- 2NT : at least 9 cards in minors weak/strong</p> <p>1♦- (1 any)- x and then 2NT : invitational</p>
1♥		5	4♦	11-16	<p>After 1<sup>st</sup> 2<sup>nd</sup> seat 1NT forcing 1 round; 2/1 GF; Simple raise constructive; double raise preemptive; Jacoby 2NT GF (shortness at 3<sup>rd</sup> level – next step asks: 1<sup>st</sup> step then single, 2<sup>nd</sup> step then void; 2<sup>nd</sup> suit at 4<sup>th</sup> level), fitjump after competitor, 2♠ : weak jump shift, jump to 3 min (unpassed): 5+/5+♠ invitational</p>	<p>help suit game tries</p> <p>1♥-1NT-2♣ can be 2 cards 1♥ - 3♠ weak, 3NT splinter 1♥- (p)-1 any-(p)-2NT 14/16 good 6 card major, 3NT 14/16 good 7 card major</p>	<p>After 3<sup>rd</sup> 4<sup>th</sup> seat: new suit 2<sup>nd</sup> level NF; fit jumps, 2NT invitational (3+)</p>
1♠		5	4♥	11-16	<p>Same as over 1♥ jump to 3 min (unpassed): 5+/5+♥ invitational</p>	<p>♠/♦/♥ help suit game tries</p> <p>1♠ - 3♥ weak, 3 NT splinter 1♠- (p)-1NT-(p): 2NT 14/16 good 6 card major, 3NT 14/16 good 7 card major</p>	<p>After 3<sup>rd</sup> 4<sup>th</sup> seat: new suit 2<sup>nd</sup> level NF; fit jumps, 2NT invitational (3+)</p>
INT				15-17	<p>2♣ stayman/smolen or asking for distribution; 2♦/♥/2NT/3♣ x-fer; 2♠ asks for min/max; 3♦/♥ strong x-fer; 3♠ quantitative, 4♣/♦ (in jump situation) southafrican texas x-fer</p> <p>minor x-fers shows semi good suit to bid 3NT</p>	<p>1NT-2♣-2 any-3♣ asking for further distribution</p> <p>1NT-2NT/3♣-3 x-fer suit- 3 major shows shortness</p> <p>1NT-2♣-2♠-3♥ forcing raise 1NT-2♣-2♥-3♠ forcing raise</p> <p>1NT-2NT-3♣-3♦ natural with slam interest in minor</p> <p>Smolen: 1NT-2♣-2♦- 3 major shows 4 card + 5 card other major</p> <p>After major xfer: 2NT good hand with 4+, jump 4+ min</p> <p>1NT-2♠-2NT-3♣/♦ then signoff</p>	<p>1NT-(x strong): pass requires xx from opener.; xx requires 2♣ from opener; 2♣/♦/♥ x-fer; 2♠ natural + minor 4+; 2NT minors; after pass and obligatory xx of opener: pass shows good hand; suit shows this suit + at least 1 higher suit; pass out x: xerfs, xx xfer for ♣ or for 2 suiter-bid</p> <p>1NT-(x for 2-suiter): xx strong, system on</p> <p>1NT-(any natural bid): x: TO, after natural 2♣ full x-fersystem on, other suit in 2: nat to play 2nt and all other bids: x-fer; x-fer in opps suit shows stopper, further bid then 5+ GF or 3NT with stopper and no 5 or 4 card majors xfer and then cuebid: 5+cards and Stopper xfer and then 3NT: 5+cards and no stopper; 3 NT direct: no 5 cards and no stopper</p> <p>1NT-(any artificial bid)-x and x again shows penalty, pass and then x shows T/O; bid in opps suit shows stopper there; 2NT and all other bids: x-fer as shown above;</p>
2♣		5	4♥	11-16	<p>2♦ relays; 2♥/♠ RF; 2NT 10-11 bal; 3♦ both majors invit; 3♥♠ 5 major + 5♦ invit</p>	<p>2♣-2♦-3♣-3♦: 3♥ diamond stopper, 3♠ heart stopper, 3NT spade stopper 2♣-2♦-2NT-3♦: 3♥(♦+♥), 3♠(♦+♠), 3NT (♥+♠)</p>	<p>2♣- (2 any) – 2 or 3 any new suit without jump: RF 2♣- (2 any) – neg x - (p) - 2 NT with stopper in opp suit</p>

2♦		(5) 6		Weak 2	2♥/♠ RF; 2NT relays,	After 2NT: features; 3 cl any shortness, next step asks, answers upwards
2♥		6		Weak 2	2♠ RF; 2NT relays	After 2NT: features; 3 cl any shortness, next step asks, answers upwards
2♠		6		Weak 2	2NT relays	After 2NT: features; 3 cl any shortness, next step asks, answers upwards
2NT	✓	5/5Min		5-11, minors	3♥ relays	3♣=5-5- min; 3NT=5-5- max; 4♣/♦ longer suit; 4♥ 5-5 with 3♥; 4♠ 5-5- with 3♣
3♣		6/7		preempt	New suit forcing	
3♦		6/7		preempt	New suit forcing	
3♥		6/7		preempt	New suit forcing	
3♠		6/7			New suit forcing	
3NT	✓			1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> seat barrage in minor	4♣ pass/correct	
4♣	✓	7+ ♥		AKDxxxx+		
4♦	✓	7+ ♠		AKDxxxx+		
4♥		7+		preempt		
4♠		7+		preempt		

#### HIGH LEVEL BIDDING

RKC 03/14/25/2+Q (4♣ ♦ RKC after accepted suit); q-asking: no Q return to trump suit, 5NT q and no king, new suit shows Q with 1 specific K; 4NT- (x): answers as over 4NT; 4NT-5NT= 2Keycards + void (no further asking bids for void, next bids are proposal for play or asking for values); 4NT-6any = 1 Keycard + void  
5NT asks for specific kings

Exclusion RKC

Splinter, cuebids,

Josephine (answers: 0,1,2...)

POD1

In competitive situation direct x at 6<sup>th</sup> level shows 2 tricks, pass out x shows 1 trick (so pass with 2 tricks!)

After aceasking and (x) of answer: xx = 1<sup>st</sup> RoundControl; pass = nothing special; cuebid = cuebid in xed suit and 2<sup>nd</sup> round control in cuebid suit

#### Additional Notes:

- 1 any - (2-suiter): x points (so x and x is penalty; pass and x is TO); new suit forcing; bid in opp's suit shows, 2NT meaning as no overcall
- (1 major) – p – (2 major) – x – (p) – 2NT: lebensohl
- 1♦ - (1♥/♠): 2♥/♠= asking for stopper; 3 cuebid= splinter;
- 1♥ - (1♠): 2♠ asking for stopper; 3♠ splinter;
- 1 any - (1NT) - 2NT= 2suiter GF
- 1♦ - (1maj) – 1 NT- (2 any) : x = good hand, 2NT = minors
- 1 maj – (p) – 1NT forc – (2/3 any) – x=TO
- 1 maj – (p) – 1NT forc – (2/3 any) – p – (p) - x=TO
- 1♥ – (p) - 1NT – (p) – 2minor – (p) – 2♠=good minor raise, 3minor =normal minor raise
- 1maj – (p)- 2/1bid – (p) – 2any – (p) : 4maj=support with very good minor; 2maj=raise; 3maj=good raise
- 2-way-checkback 1♦/♥-1 major-1♠/1NT (after x intervention both sides on, after suit intervention RH opp of opener on):
  - 2♣ (passed hand too): x-fer for 2♦: then invitational bids; other major shows shortness; 2NT (invit) = 4 major + 6♣/♦; 3♣/♦ (invit) = 5major + 5minor
  - 3♣/♦: 4 major/6+ minor weak
  - 2♦ (only unpassed hand) checkback GF
  - ♦/♥-1 major-1NT-2NT=invitational balanced
- 1♦♥♠-(1NT strong)-multi Landy
- 1♥- 1♠- 2 minor – 3♥ GF
- lebensohl over weak2 after direct x as well as after pass out x