

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1level: can be GOOD 4-card suit, 6+ - 17-; 2/1 sound.
RESPONSES: 1+NT bids = nat; 1/1, 2/1 or 2/2 = RF by uPH,
After 1 level: Q = fit or 14+; Jump Q = 4+ fit, 10+.
After 2 level: Q = usually ? stopper for 3NT .
JUMPS in a new suit under game = suit + fit, RF.
BALANCING: natural, Jump suit = 13 -15, 6+ suit; Q = Michaels
1NT OVERCALL (2nd/4th pos.; Responses; Reopening)
[1x]-1NT=15 - 18. If Xed: XX->2♠ and 2♣+ = 4-4 2suiter;
[1x]-P-[1y]-1NT=15-18 or other suits (6m-4M) by PH.
BALANCING: 1NT = 10+ - 14, X + NT = 15-17, 2NT=18-19
[1x]-P-[P] - 1NT = 10+ - 14(15); Q = stayman, natural, jumps = inv
[2♥]-P-[P] - 2NT = 15-18 -> 3♣+ = transfer; id. in 2 nd seat
[2♠]-P-[P] - 2NT = 15-18-> 3♣+ = transfer; id. in 2 nd seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak in M, weak 3♦+. ART 3♣ (2-suiter)
Precised Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
[1♠] - 2♣ = natural; other Q = Michaels.
[1x]-3x = ? stopper for 3NT.
[weak 2♥/♠]-3♥/♠ = minor 2-suiter.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2♦ _{Multi} : X=♥shortness or 16+; 2♥=♠shortness; 2NT=15-18 with M stoppers; 2♣+= NAT, good suit, sound;; P followed by X=TO. In 4 th seat, X=,short in the bid M; 2NT=15-18, 3x=natural.
2♥/♠ wk: X = TO(lebensohl); 2NT=15-18;
vs. ART Pre: X=natural; Q = TO; vs. Nat Pre: X=TO; Q=majors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠/♦
vs.STR 1♣: 1x = NAT, may be very weak; X=TO for M ; 1NT = ♣+♥ or ♦+♠; 2♣+=SUCTION; 3♣+ NAT.
In 4 th seat: X=NAT; 1/2NT=minors; others=NAT
vs. STR 2♣: X = ♦ or ♥+♠; 2♦+=SUCTION; 3♣+=NAT
vs. STR 2♦: X ♥ or ♠+♣; 2♥+=SUCTION; 3♦+=NAT
OVER OPPONENTS' TAKEOUT DOUBLE
1m-[X]-2M=weak, 2NT= pre-empt; 3m= invit.with fit;
1M-[X]-3/4M=pre-empt; 2NT=3card-fit, invit.; 1M-[X]-3m=Bergen
1M-[X]-2m= 6HCP+; NF.
XX = 12+ without good fit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5th	3 rd /5th	
NT	4 th from Honor or 5+ suit; 2 nd from Xxxx. 3 rd from Hxx; top from Xxx.	3 rd /5th .High from Xxx if raised.	
Subseq	Attitude	Count	
Other: Count if high cards can be reasonably placed.			
No rules if partner rates to have very little			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Asks for ATTITUDE	
King	AK, KQx+, Kx	KQJx+, KQ109+, AKJ10+, Asks UNBLOCK / COUNT	
Queen	QJx+, Qx, AKQ+	QJ10+, QJ9+, Qx	
Jack	J10+, Jx or KJ10+	J10+, Jx or A/KJ10+	
10	109+, 10x or K/Q109+	109+, 10x or A/K/Q109+	
9	98+, 9x or K/Q 98+	98+, 9xx , 9x or K/Q/J98+	
Hi-X	Usually doubleton	Highest from Xxx or 2 nd best from 10/9 xxx	
Lo-X	xxX, XxXx, xXxxX	from Hxxx+ or xxxXx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Vs Suit - High	D, 1, (pref)	1, (pref)	D, 1, (pref)
- Low	E, 2, (pref)	(-), 2, (pref)	E, 2
Vs NT - High	D, (1)	1, (pref)	D, 1, (pref)
- Low	E, (2)	(-), 2, (pref)	E, 2, (pref)
TAKEOUT DOUBLES (Style; Responses; Reopening)			
From 9+ hcp if perfect shape OR (16)17+ with a suit.			
After cheap response: Suit = 17- 20, NF; Q = 20+, but not GF			
Against artificial responses, dble is natural and not TO.			
OVER OPPONENTS' STRONG 1 NT			
2 nd or 4 th pos.: SUCTION (X=♣ or ♦+♥; 2♣=♦ or ♥+♠; ...; 2NT=♣+♥ or ♦+♠;etc); 3♣+=NAT			
OVER OPPONENTS' WEAK 1 NT			
2nd or 4th pos.: X=14+; 2♣=♥+♠; 2♥+=transf.; 2NT=♣+♦; 3♦+=NAT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣/♦/♥-[Any]-1♦/♥/♠-[X/any] - XX/X = (2)3-cards support in partner suit if partner showed 4+ card suit			
[1x] - 1y - [Suit/Raise/1NT] - X = other suit(s)+tolerance for partner's suit.			
Responsive X up to 3; [1♥/♠]-X-[2/3♥/♠]-X= usually for minors.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Switzerland
PLAYERS: Peter Schurter - Gérard Fierz
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card ♥/♠, Better Minor, 1NT = 15 - 17.
2♠ = multi strong, 2♦ = GF, 2♥/♠ = 6♥/♠, (5)6 -10
2NT = 22-23
Weak jump shifts
OVERCALLS
1/1 = 6+ - 17, can be 4 cards; 2/1 = sound; weak 2M.
Precised Michaels, 2NT = 2 lowest
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SUCTION against 1NT and strong artificial openings
GOOD BAD 2 NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
m = minor; M = Major.
Opening in 3 rd seat may be light
PSYCHICS
occasionally, but rare

OPENING	TICK IF ARTIFICIAL	MIN. N°. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10+–21	NAT;1M may have longer m; 1NT=7-10 no 4card M; 2x=6+cards,(4)5-8; 2♣=5+fit, 9+; 2NT=11-12, no 4M		Jump shift = natural + fit, constructive. Preempt if interference.
1♦		3	4♥	10+–21	NAT;1M may have longer m; 1NT=6-10, no 4card M; 2M=6+cards,(4)5-8.; 2♦=5+fit, 9+;2NT=11-12.		Jump shift = natural + fit, constructive. Preempt if interference.
1♥/♠		5	4♦	9 – 21, 1 st and 2 nd seat 3 rd seat can be weaker	1NT=F1;2♥/♠=8-10 , 3card-fit; 3♣/♦ = 4(5)card-fit, 7-9/10-11;4♥/♠ = pre-empt; 2NT = fit, 12+; 3NT = 3card-fit, 12-14; 3♠/4♣/♦ = Splinter.	Basically NAT.	2♣=Drury-fit (->2M=weak opening) Jump shift = NAT + 3+ card-fit.
1NT			3♠	15 – 17, BAL may have 5M/6m	2♣ = Stayman + Smolen; 2♦–3♣=transfer; 2NT=invitational; 3♦+ NAT, strong; 4♣=5+-5MM ; 4♦/♥=transfer.	1NT-2♣ ->2♦ = no M /2M = 4-5card/3M = 5card-suit, MAX. 1NT-2♠/3♣- 3♣/3♦ -3M =shortness in the other M.	
2♣	√			20.21 bal. or strong one suiter (15)16+ (8 playing tricks) or strong 5+-5 MM or strong 7+cards M with 2Aces	2♦=relay; 2♥/♠=5+cards, 0-4; 3♣/♦=5+cards, 0-4; 2NT=5-5mm, 0-4; 3♥...NT=KQJxxx	After 2♣-2♦- 2NT=20-21 bal.;2♥/♠=6+cards,17+; 3♣/♦=6+cards, 17+; 3/4♥/♠=7-9 tricks, 2Aces; 3NT=AKQxxxx ♥/♠ + outside Ace	
2♦	√			GF	2♥=NEG,0-1 ital.contr., 0-7; 2♠ = 2 ital.contr. or 8+; 2NT=3 ital.contr.;3♣=4+ ital. contr. (K=1 i.c; A=2 i.c.)	Basically NAT.	
2♥/♠		6		(5)6 - 10	3/4♥/♠=to play; 2NT=asks for strength; new suit=NAT, F1, if no interv., NF if interv..	Basically NAT.	
2NT				21+ -23, BAL may have 5M/6m	3♣ = Staym (puppet) 3♦/♥/♠ = transfer; 3NT = 4-3-3-3 distr.; 4♣ =5+-5MM; 4♦/♥=transfer.	Basically NAT.	
3♣/♦/♥/♠		7		Preempt, 6-7 tricks	new suit=NAT, F1, if no interv., NF if interv.	HIGH LEVEL BIDDING	
3NT	√			ARDxxxx ♣/♦+ outside Ace	4/5♣=pass or correct; 4♦=asks for outside Ace	4NT = RKCB 41/30/25 no Q/2+Q; next free suit is asking for the Q. Q = 1 st or 2 nd round control in economic way or looking for control in next ranking suit.	
4♣/♦/♥/♠		7	Preempt, 7-8 tricks				
4NT	√		5+-5 ♣+♦, 8-9 tricks.				
5♣/♦		8	Preempt, 8-9 tricks				