

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NV may be light, Reopening may be very light
Transfers over 1♣, Canape style
Response in new suit forcing.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Over m Nat. 15-17, system on/over M 1 m and 4 cards in other M
Reop: 10-14, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
2♦ over m =M (5/5)
Weak two style else
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump Cue over M =ask stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=both M, 2♦=1 M, 2♥/♠=5M+m, 2NT=both m or strong 2-suiter
Direct X over strong NT: 5m + M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O. lebensohl + Leaping Michaels over weak two
Cue=m + m / M + M
NT=nat., 15-18, system on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Transfers over 1♣, other bids like over 1NT
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	Same	
NT	2 nd /4 th	3 rd / 5 th	
Subseq	attitude		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AK	
King	KQ, AK	KQ, AKJT	
Queen	QJ, Qx	QJ, KQT9	
Jack	JT, Jx	JT, HJT _x , J _x	
10	T9, Tx	T9xx, Tx, HT9 _x	
9	98xx, 9x, H98	9xx, H98	
Hi-X	even	even	
Lo-X	Odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L=E	Revcount	Odd=E
Suit 2	Rev. count	Suit pref	Rev.count
3	Suit pref		
1	L=E	Rev.count	Odd=E
NT 2	Rev. count	Suit pref	Rev.count
3			
Signals (including Trumps):			
Reverse Smith			
Trump echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg.X → 4♠, Resp.X → 4♣, Comp.X → 3♠, Supp.X after 1♠ response			
LightnerX			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: AUSTRIA
PLAYERS: Heinrich BERGER – Hans-Richard GRÜMM
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Blue Club (strong club, 4 card Major, Canape-Style by opener)
1NT = 15-17, semibalanced
2/1 GF
Jump responses by non-passed hand weak
Otherwise fit jump
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = 5+♠ + 4+♥, 7-15 Hcp
2♥/♠ = 5+, 6-10 Hcp
2NT = 5/5 minors, 6-11 Hcp
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1♦-1♥/♠=may be <4 cards, 1♦--1NT=may have 4 M
1♦-1♥ - 1♠ = 5+♦, 4+♣
PSYCHICS: rare
Transfers over 1♣, Canape style

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	X	0	6any	Strong	Controls by step, 2♦/♥=transfer, 3♣♦♥=transfer, semisolid 7-suit, 3♠=any solid suit	1♣-1♦-1♥=♥ or stronger NT	same	
1♦		2	3♠	11-16, longer suit poss. Usually no 4 card M	1♥/1♠=<4 card poss., 1NT=6-11 4M poss 2♦=4+ forc., 2NT=m <11Hcp/17+ bal. 3♦=PRE	1♦-1♥/♠-1NT-2♣=artif. Relay, 3♣/♦=sign off	same	
1♥		4	3♠	11-16, longer suit poss.	2NT=11+ supp.,	1♥-2NT-any=artif.	same	
1♠		4	4♦	11-16, longer suit poss.	2NT=11+ supp.	1♥-2NT-any=artif.	same	
INT			3♠	15-17, 5M, 6m poss.	2♣=stayman, 2♦/♥, 2NT/3♣ 3♦ MM, 3♥/♠ Slam in other M 2♠=m	1NT-2♣-2any-3♥/♠=short - 2♣ -any - 3♣ further asking	same	
2♣		5	3♠	11-16, 4/5M poss.	2♦=relay; 2NT=transfer, 3♠=constructive	2♣-2NT-3♣: -3♦=5/5M, 3♥=5♥/5♦, 3♠=same 3NT=5/5M	same	
2♦	X	0		8-14, 5+♠/4+♥, distrib.	2NT=relay, 3♥/♠=offensive/defensive	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5, 8-11Hcp, 3♠=6/4, 8-11, 3NT=6/4max	same	
2♥		5		6-11, 5+cards	2NT=relay	2♥-2NT-3♣ shortness, others: feature	same	
2♠		5		6-11, 5+cards	2NT=relay	2♠-2NT-3♣ shortness, others: feature	same	
2NT	X			8-12, 5/5m	3♥=relay, 4m=PRE	2NT-3♥-any=artif.	same	
3♣		6		PRE				
3♦		6		PRE				
3♥		6		PRE				
3♠		6		PRE				
3NT	X			Solid m	4♦=ask shape			
4♣		7		PRE				
4♦		7		PRE				
4♥		7		PRE				
4♠		7		PRE				
4NT	X			Artif. Blackwood				
5♣				PRE				
5♦				PRE				
5♥								
5♠								
							HIGH LEVEL BIDDING	
							RKCB, Cue-Bid(1 st /2 nd), Splinter, Josefine	