

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5 – 17 HCP - natural
Cue bid jump is game forcing after overcall 1M
2NT= invitation without support after overcall 1M, jump another minor = mixed raise; New suit = NF
Jump raise week 4-8 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ND – 15-17 HPC transfers level 2
4 TH - 10-14 HPC transfers level 2
JUMP OVERCALLS (Style; Responses; Unusual NT)
USUAL WEAK 5-11 HCP VUL MATTER
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAEL PRECISE 5-17 HCP (1♥ - 2♥= ♠ +♠, 1♥-3♠=♠+♦)
VUL MATTER
WAKE UP POSITION– MICHEAL (MAJOR + MINOR)
VS. NT (vs. Strong; Reopening;PH)
X = take out - 2♣ - BOTH MAJORS - 2♦ - ONE MAJOR
2♥ - 5♥ + MINOR -2♠ - 5♠ + MINOR -2NT – MINORS
Against weak NT (8-14 HCP) the same but double = points
IN WAKE UP POSITON – THE SAME.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♥ - 4♣,♦ - 5♣,♦ +5♠
2♠ - 4♣,♦ - 5♣,♦ +5♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ - 1 MAJOR
1♥,♠ - NATURAL WITH MINOR
Double= both majors, 1NT= both minors
OVER OPPONENTS’ TAKEOUT DOUBLE
XX - +10HCP, 1 OVER 1 – FORCING, 2 OVER 1 – NF.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th	3/5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx, AK10	
King	KQ or AK (sec)	AKJ(10), KQJ, KQ10	
Queen	QJx	QJ10(9), AQJx, KQx	
Jack	J10x, HJ10x	J109(x),HJ10	
10	109(x), H109	1098(x), H109	
9	9(x)	109x,9xx	
Hi-X	EVEN	Xx,Xxx,xXxx,H10x	
Lo-X	ODD	HxX,HxxX,HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT	COUNT	COUNT
Suit 2	DIRECT	SUIT PREFERENCE	DIRECT
3	PREFERENCE		PREFERENCE
1	COUNT	COUNT	COUNT
NT 2	HI ENC.	SMITH	DIRECT
3	Hi – Low= even.	Low – Hi= odd	
Signals (including Trumps): STANDARD			
FOR A OR Q – HI ENC.			
DIRECT MEANS - HI ♠ - I LIKE ♠. (with KM against NT= Lavinthal)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STANDARD			
RESPONSES -LIMIT BID			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
LIGHTNER			
Support X - 2 our suit			
1♣ (1♦) Dbl shows 4-c in both Majors			
1m (1♥) Dbl shows at least 4-c spades			
1m (1♠) Dbl strongly suggest at least 4♥			

W B F CONVENTION CARD
CATEGORY: GREEN
EBL Championships Open
NCBO: MONACO
PLAYERS: PIERRE ZIMMERMANN
– FRANCK MULTON
– KRZYSZTOF MARTENS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJOR
1NT – 10-13 HPC NON VULNERABLE
1NT – 15-17 HPC VULNERABLE.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRF resp. 1♣ opening,
TRF accept M suit on 1 level promise 3M unbal or 3♥ 4♠ or 4M 18-19 bal. or 5♣4M22 17-18 HCP vulnerable / 3M unbal. or 13-15 HCP or 4M 16-18 HCP bal. or 5♣4M22 17-18 HCP non vulnerable.
In non vulnerable 1NT after M suit TRF. promise 16-18 HCP without 3 card support. Then 2♣ is check-back for 2♦ with any INV. hands. On 2 level rest is TRF. NF or GF hands.
Many TRFs in COMP
2♦ = MULTI – WEAK 6-10 HCP in ♥ OR ♠
2♥ = BOTH MAJORS (+4-4) NON VULNERABLE, 6-10 HCP
2♥ = 5♥ + MINOR. VULNERABLE, WEAK 6-10 HCP
2♠ = 5♠ + MINOR, WEAK 6-10 HCP
SPECIAL FORCING PASS SEQUENCES
FORCING PASS DEPEND ON SYTUATION.
IMPORTANT NOTES
PSYCHICS: RARELY

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	PIERRE ZIMMERMANN – FRANCK MULTON – KRZYSZTOF MARTENS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	VUL – 12-14 OR 18-19. BAL.	1♦,♥,♠ - TRANSFERS same after overcall	CHECK BACK	JUMP – SUIT + SUPPORT
				11-21 – NATURAL	2♣ - =11HPC – NATURAL		
1♦		3		11 – 21 - NATURAL	1♦-3♣ - LIMIT BID WITH SUPPORT	THE SAME	THE SAME
					2/1 in minor G.F. 2♣ 2 cards+	AFTER INTERVENTION JUMP ON LEVEL NF.	DRURY
1♥		5		11 – 21 - NATURAL	2NT – 10-15HPC - = fit	GAZZILLI after 1♥1♠ and 1M 1NT 2♣: 2♦=waiting +8HCP; 2M=nat. 5-7 HCP, 2SA=5-7HCP Misfit; 3m= +6♣/♦ 5-7HCP	JUMMP – SUIT + SUPPORT
1♠		5			3NT – 13-15HPC - 4 CARDS 4 MINOR – SPLINTER 13-15HPC		
INT				10-13HPC NON VULNERABLE	Transfers 2♦,2♥,2♠,3♣,4♦,4♥ 3♦ invitation - 3♥,3♠ weak 4-8 HCP	After x – natural, xx – two- suits	
				15-17HPC VULNERABLE	Transfers 2♦,2♥,2♠,3♣,4♦,4♥ 3♦ invitation- 3♥,3♠ short		
2♣		0		22-23 balanced	2♦ -relay, other natural + 3 controls, good suit		
				GAME FORCING – ANY.			
2♦		0		WEAK IN ♥ OR ♠ 6-10 HCP	2NT – RELAY GF 3♣ - 4♣ ask M in transfer- 3♦-4♦ ask M in natural		
2♥		4		BOTH MAJORS (+4-4) 6-10 HCP NON VULNERABLE	2nt=RELAY at least INV: 3♣=5♥-4♠, 3♦=5♠-4♥, 3♥=55 min, 3♠ 4414, 3sa=4441, 4m=splinter 55 max	3♣ relay for 3♦	
				5♥- 5 MINOR 6-10 HPC VULNERABLE	3♣/4♣ = P/C; 3♦ = ART INV with support		
2♠		5		5♠- 5 MINOR 6-10 HPC	2NT – RELAY at least INV		
					3♣/4♣ = P/C; 3♦ = ART INV with support		
2NT				19-21 NV.	3♦,♥,3♠ 4 ♣- TRANSFERS		
				20-21 VUL.	4♥ - 5♠+4♦, 4♠ - 5♦+4♣		
3♣				PREEMPTIVE 5-10 HCP	NEW SUIT = F1		
3♦				PREEMPTIVE 5-10 HCP	NEW SUIT = F1		
3♥				PREEMPTIVE 5-10 HCP	NEW SUIT = F1		
3♠				PREEMPTIVE 5-10 HCP	NEW SUIT = F1		
3NT				GAMBLING	4♦ - ASKING FOR SHORTNESS		
4♣				PREEMPTIVE 5-9 HCP			
4♦				PREEMPTIVE 5-9 HCP			
4♥				PREEMPTIVE 5-9 HCP			
4♠				PREEMPTIVE 5-9 HCP			
4NT							
5♣				PREEMPTIVE 5-9 HCP		HIGH LEVEL BIDDING	
5♦				PREEMPTIVE 5-9 HCP		BLACKWOOD, SPLINTER, CUE BID	