OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE								
Aggressive, FREQ 4-card suit, CUE+higher on 2-lvl=TRF		Lead		n Partner's Suit		1 · · · · · · · · · · · · · · · · · · ·			
support, New suit 2-lvl below opener's suit=NF, New suit=F1 at 1-level, New suit	Suit	2nd/4th, RNOW 2nd/4th, RNOW		2nd/4th, AC	2nd/4th, ACE		WBF Convention Card 2.19		
JUMP below opener's suit=F1, Jump RAISE=PRE, NT RESP=NF, JUMP CUE = distr	itNT	2nd/4th		3rd/5th, ACE		1			
raise with defense, DBL JUMP new suit = fit showing,	Subseq	2nd/4th with ATT		2nd/4th with ATT		Category:	Artificial - RED Brown Sticker Note#1		
No modifications in reopening position, exc. all	Other:			•		Country:	Germany		
actions may be even lighter						Event:	World Team Olympiad Istanbul 2004		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					Players:	Daniela von Arnim - Sabine Auken		
2nd POS+4th LIVE: 15-18 HCP, responses as over 1NT OPEN	Lead	Vs. Suit Vs. NT			SYSTEM SUMMARY				
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP	Ace	AK, A(+), AKx(+)[38]		no UB expected		GENERAL APPROACH AND STYLE			
responses as over 1NT OPEN	King	KQ, AKx(+), K, Kx		asks for UB of Q or KQx(+)		strong club (16+ HCP, less on distributional hands)			
2NT in reopening position: 20-21 HCP	Queen	QJ, KQx(+), Q, Qx	Qx(+), Q, Qx QJ, QJx(+), KQ109(asks for UB of J		4-card majors, canape'-style with longer minors, but never longer majors				
responses: STAY + TRF	Jack	J10, QJx(+), J, Jx		J10, J10x(+), HJ10(+) QJ98 (UB 10)		1♦ usually denies 4-card major unless planning to reverse into major (14/15 HCP),			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, J10x(x), 10, 10x, H1	0x	109, 1098x, H109(+), H10x		therefore responder will frequently not mention 4-card majors			
1-Suit: WEAK,5-card rare,New suit=F1,2NT asks shortness	9	109x(x), H9x		109x, H9x, H	198(+)				
2-Suit: (1m)-2NT: ♥+om, (1M)-2NT: ◊+♣	Hi-x	HSx		xSxx, HSx	xSxx, HSx		gs: 10-12- 1st/2nd seat NV, otherwise 14-16		
	Lo-x	xS, HxxS		xS, xxxS, HxxS		2 OVER 1 Responses1◊-2♣ NF, 1M-2♣ ART GF, others TRF			
Reopen: 2NT=BAL(20-21)	SIGNALS	IN ORDER OF PRIORITY	Y			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's	Lead Discarding		1◊-1♥ NAT or (R) with INV+ values			
CUE = 2-suiter with highest unbid + other, 2NT response	Suit:1st	LO=EVEN/HI on K	LO = EVE	N LO = EVEN		Over competition: new suits 2-level NF, 3-level FG,			
asks for 2nd suit. Both OPPT bid a suit: LHOs suit =	2nd	LO=ENCR/HI on K	S/P	LO = ENCR		non-jump 2NT is Lebensohl to compete in a new suit.			
2 other suits, RHOs suit is NAT	3rd	S/P	1	S/P		Over 2♥/♣ overcall: TRF (except 2♣ = NAT)			
JUMP CUE = asks for 3NT with stopper	NT: 1st	xS, Sxx, HSx,	SmithSigna	al[35]	S/P w/ 3 suits	1◊-(1♥)-2♥ 5+♣ FG			
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	HxSx, xxSx,	LO = EVEN			1◊-(1♠)-2♠ 5+♣ FG			
WK NT:x=14+HCP,then pass by advancer F1 thru 2S,DBL NEG	3rd	xxxxS, HxxxS	S/P			1M-(x)-3NT and 1♥-(1♠)-3NT prepared for 4-level comp.			
2♣=both majors(4+4+),then 2♦=bid better major, 2NT=F(R)	Signals (including Trumps): Smith Signals[35], suit preference in trumps if possible N Over competition vs. 1♣ (9): x = 8+ HCP BAL or SEMIBAL								
2◊=1-suiter ♥ or ♠, then 2♥=P/C,2NT=F(R)	vs NT attitude on lead of the King					New suits = TRF up to competition of 2♦ 8+ HCP			
2♥=♥+minor, 2♠= ♠+minor	vs. suits count, but attitude on lead of the Queen						Over higher competition: TRF vs.black suits, NAT vs.		
STR NT: x=4+ major + 5+ minor, then 2♣ =bid your minor and 2♦ = bid your major	TAKEOUT DOUBLES (Style; Responses; Reopening)					red suits. 2NT is Lebensohl with a 6-card or longer			
						suit and 2-5 HCP.			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Emphasize Ms;m unclear, EQUAL LEVEL CONVERSION, CUE=F						Over competition vs. 1NT: TRF LEB [22]		
LEB after (WK2x)-DBL-(P), o/WK 2M:4♣=OM+♣,4♦=OM+♦,o/WK	to S/A, OK pass 3-level RESP DBL if BAL, After RESP DBL						2◊/♥/♣/NT opening (see Brown Sticker sheet)		
2◊:4♣=♣+M,4◊=♠+♥;o/3m[37]: 4m=Ms, 4om=om+M FG, o/3M:	of M:2NT SCRAMBLE, 1m-(DBL)-1M-(2M)=NAT, Over RDBL:						Direct CUE=2-suiter, see defensive bidding		
4m=m+OM FG, 4M=ms; immediate 4NT always BW	Jump is PRE, Pass is NEU, OBAR DBLS(9+)						SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					1NT-(DBL)-RDBL:F, (WK1NT)-DBL-(any)-Pass:F thru 2♣			
Vs 1♣/◊: x=Ms or ms, 1NT=♣ or ◊+♥, 2♣=◊ or ♥+♠ 2◊=♥ or	NEG DBL show points and no specific distribution, NEG					(NV3x)-DBL-(5x)-P=F, (NV3x)-3y-(5x)-P=F, Pass-DBL			
♦+♣, 2♥=♠ or ♣+♦, 2♠=♣+♥ or ♦+♠, also over NEG response	DBL, then new suit=FG, RESP DBL thru 4. At 3+-level						inversion after 1♣ opening (9)		
Vs 2♣: x=◊ or ♥+♠, 2◊=♥ or ♠+♣, principle continues as	RESP DBL: Useful values any shape, Most low-level DBLs=					MPORTANT NOTES THAT DON'T FIT ELSEWHERE			
above, Vs 2◊: same principle, Vs 2M: x=2-suiter w/OM	TO, 2-WAY DBL, COMP DBL, RESP-EXT, MAX DBL, MAX-EXT,					CB Stayman and TRF over 1NT rebid [33]			
OVER OPPONENTS' TAKE OUT DOUBLE	SPL DBL[lead lower suit], Pass-DBL inversion (9),					4SF, 2NT by RESP after 1st round of bidding and w/o			
1M-(x): TRF[34], 2NT=limit+, 3M=preemptive, jump shift=	1M-p-p-DBL-RDBL usually 5 cards in opened M, OPP CUE					COMP is always FG			
PRE, 4♣/◊= fit showing jump, 3NT=prepared for 4-level	our suit (3-lvl+): DBL=lead something else				Psychics: Rare, NT Overcall				
competition, xx=10+HCP					short suits vs. strong openings				
1♦-(x): as w/o DBL, exc. 1♥ NAT+F, xx=10+HCP	DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS			

OPENING BID DESCRIPTIONS										
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding			
1♣	x	0	4♠	16+ HCP, may be less with	1♦=0-7[1], 1M=4+cards 8+HCP[3]2♣/♦/♥/♣= ART	Over 1M 1NT=(R), over 2♣ thru 3♥	no modifications			
1♣				distri-butional hands	8+HCP[2,4-6]2NT/3♣/◊/♥=7-10 HCP 6+♣/◊/♥/♠	nextstep=(R).1♣-1◊-1NT = (16)17-18,1♣-1◊-2NT =				
1♣					1-loser[7],3♠/NT=SOL m/M6+cards[8]	25+HCP, follow-up = STAY + TRF				
1♦		2	4♠	10-16 HCP, can beonly 2♦ w/3325	1♥=NAT or (R)[10],1&=NAT F,1N=7-12HCP2&=NAT	1♦-1♠-2♠ = 3-card support 1♦-1♠-2NT = ♠-support	1◊-1♥ = NAT, [10] doesnot apply			
1♦				see front of card	NF,2♦=7-11 HCP,2♥/♠=WJS2NT/3♣=ms 0-6/7-12 HCP,	any singleton 3♣ asks with step responses				
1♦					3¢=PRE					
1♥		4	4♠	10-15 HCP may have longer	2♣=ART FG[11],2♦=INV+♥[12],2♠=WJS,2NT=12/13	2nd-round minor bid ambiguous, may ormay not be	2♣=NAT			
1♥				minor1♥ w/4♣+4♥	BAL,3♣/◊=NAT INV3 ♡ =PRE,3 ≜ =any singleton	canape' 1♥-1♣/NT-3♣/♦ = MAX w/5+♥5+♣/♦				
1♥					3NT/4♣/♦=void in ♠/♣/♦	1♥-1≜-2NT=≜-support with any singl.				
1♠		4	4♥	as 1 ♡	same structure as over 1 ♡ : 2♣ [13], 2◊=INV+ ♡ [14,	as over 1♥ 1♣-1NT-2♥ = ♠ longer or same length	2♣=NAT			
1♠					2♥[15],3♥=any singl., 3NT=♥ void 4♣/♦=void	1 ≜ -1NT-3♥ = 5+ ≜ 5+♥ MAX				
1NT			4♦			Over competition: TRF Lebensohl [22] DBL of ART bids	no modifications			
1NT				NV14-16 o/wise 5-card M		and 3-lvl or higher bids are card showing DBL of NAT				
1NT					1	2-lvl are T/O after 14-16 but penalty after 10-12				
1NT				honors in both Ms	4♣=5+5+Ms slam interest, 4♦=Ms					
2♣		6	3♦	10-15 HCP usuallyno 4-card M	2♦/♥=TRF, 2♠=♣-SUPP INV+; 2NT=INV+,3♣=COMP	o/2♠: 2NT=BAL not MIN, 3♣=MIN, 3♦/♥/♠=value MAX	3 ◊/♡/ ≜=values w/ & -fit			
2♣					3♦/♥/♠=NAT FG, 2♣-(x)-3♦/♥/♠=values w/♣-fit	3NT=any void,				
2♣						o/2NT: 3♣=MIN, else shortness, 3NT=MAX no shortness				
2◊	X	0	3♦	iweak 2 in 1M, 4-9 HCP, 5/6 cards	2♥/♠=P/C,2N=F(R),3♣/=INV+ asks for TRF, 3♦=own ♥s	o/2N: 3♦=♥MIN, 3♥=♠MIN, 3♣=MAX then 3♦ relay:	2♠=P/C Note#25			
2◊					3 ♥ /♠=PRE	3♥=♣, w/♥ op bids shortness or 3N				
2♥	X	0	3♥	5+♥ + 5+minor 4-9 HCP	2≜=NAT NF, 2N= relay weak or FG, 3♣=INV for minor,		no modifications Note#24			
2♥					3♦=INV for major, 3 ♥ =PRE					
2♠	X	0	3♠	5+♠ + 5+minor 4-9 HCP	as over 2♥, 3♥=constructive but NF		no modifications			
2NT	X			5+5+ms 4-9 HCP	3♣/◊=to play, 3 ♡ =F (R)	o/3♥: 3♠=MIN, 3N=MAX				
3♣		6		PRE w/6 or 7♣ 3-9HCP	3♦ asks for stoppers, 4♦ =slam interest[29]					
3♦				PRE w/6 or 7♦ 3-9HCP	4♣ =slam interest[29]					
3♥		6		PRE 6/7 ♥, 3-9	new suit is F					
3♠		6		PRE 6/7 ♠, 3-9	new suit is F					
3NT	X			gambling	usually no outside ace or king					
4♣		7		PRE						
4♦		7		PRE						
4♥		7		PRE						
4♠		7		PRE						
4NT	x			Blackwood	5♣= no ace, 5◊/♥/♠/NT=◊/♥/♠/♣-ace					
HIGH LEVEL										
				, RKCB-1430, EXCLUSION RKCB						
31], RKCB1430-DOPI, GERBER-1430, PASS then pull is SLAM TRY except [9]										

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Note:..1:1♣-1♦-1♥ = NAT or 19-24 HCP BAL
Responses: 1♠ = relay, denies 5-7 HCP with a 5-card suit
1NT = 0-4 HCP 5+5+ minors
2♣/♦ = 5-7 HCP 5+ cards
2♥ = 5-7 HCP 4+♠<=2♥
2♠ = 2-4 HCP 6+♠
3♣/♦ = 2-4 HCP 7+♣/♦
3♥ = 5-7 HCP 5+♥ BAL or SEMIBAL
Note:..2:1♣-2♣ = 8+ HCP 5+♦ + 4+♥/♠ or 6+♦ UNBAL or 5/5 ms
Over 2◊ (R): 2♥
                   = 5+◊ + 4♠
2♠ = 5+♦ + 4♥
2NT = 11+HCP 6+♦ UNBAL
3♣ = 5+/5+ minors
3♥/♠/NT = 8-10 HCP 6♦, singleton ♥/♠/♣
Note:..3:1♣-1♠-1NT(R)-2♣: ♣ may be longer. Over 2♦ (R) shows 2♠ a
5-card suit, everything else a longer &-suit.
Note:..4:1♣-2♦ = 5+♣ + 4♥ or 6+♣ UNBAL
Over 2♥ (R): 2♠ = 5+♣ + 4♥
2NT = 11+HCP 6+& UNBAL
3♣ = 8-10 HCP 7+◊
3♦ = 8-10 HCP 6♣ + 4♦
3♥ = 8-10 HCP 3136
3▲ = 8-10 HCP 1336
3NT = 8-10 HCP 3316
Note:..5:1♣-2♥ = (54) minors, may be a bad 6-card suit
Over 2♠ (R): 2NT = 11+HCP
3♣ = 8-10 HCP ♥-singleton
3♦ = 8-10 HCP ♠-singleton
3♥ = 8-10 HCP 6♣ + 4♦
3♠ = 8-10 HCP 4♣ + 6♦
3NT = 8-10 HCP 22(54)
Note:..6:1 - 2 = 5/6-card minor BAL
Over 2NT (R): 3♣ = 5/6 ♦ BAL
3♦ = 11+HCP 5/6♣ BAL
3♥ = 8-10 HCP 5/6♣ 3♥ may have 3♠
3 = 8-10 HCP 5/6 ♣ 3 ♠ denies 3♥
3NT = 8-10 HCP 2236
Note:..7:1♣-2NT/3♣/◊/♥ = 7-10 HCP TRF w/1-loser suit 6+cards
Next step is (R) asking for outside feature. Features are shown
directly, 3NT shows extra trumplength otherwise return to trumpsuit.
Note:..8:14-34/NT = solid 6+minor/major
Continuations: 4♣ = asks for shortness
4♦ = asks for outside kings
Note:..9:Pass-DBL inversion only after 1&-opening and when in GF.
A) Responder has shown a suit and OPPT bid to level just below our game:
Pass = asks for DBL: then new suit = multi-playable, raise = decent 3(2)-card
fit, CUE = void, slam try, DBL = better raise than raising directly; new suit =
one suit only
raise = weakest raise; 4NT = RKC in rsponder's suit; CUE =exclusion RKC in
responder's suit
B) OPPT bid past our game:
Pass = as above exc. delayed raise is slam try; DBL = flexible raise, can
defend; new suit or raise as above
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NAT FG

3♣/◊

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Pass = asks for DBL, then a new suit is multi-playable, new suit = one-suited,
DBL = T/O
Note:..10:1◊-1♥ = (R), INV+, denies 5+ spades
1 (5+4+) minors, then 1NT is new (R), with MAX RESP shows 4-card M
1NT BAL 11-13 HCP V, 12+-15 NV
2♣ 6+♦ more than MIN
2♦ 6+♦ MIN
2♥/♠ 5+♦ + 4+♥/♠ 14-16 HCP, then 3♦=NF anything else FG
2N extreme canape, (6)7◊4♥
   5+5+ minors MAX, then 30=NF anything else FG
3♦ 7+♦AKJ or AQJ + outside value
3♥ 6◊5♥
After (R) are all 3-level bids by responder FG unless stated otherwise above.
Note:..11:1♥-2♣ = FG (R)
2♦ 5+♥ + 4♠ or 5+♥ + 4♣/♦ or BAL 11-13V, 12+-15NV or one-suiter ♥
2♥ 4+♥+5♣
2♠ 4+♥+5◊
2NT 4♥ + 6♣
3♣ 4♥+6◊
3♦ 6♥ + 5♠
Note:..12:1♥-2♦ = limit+ in ♥
27 MIN, then new suit is help-suit trial bid
2N G/T+ w/♠ as 2nd suit, may be just values
3♣/♦ G/T+ w/♣/♦ as 2nd suit, may be canape#
3♥ F no 2nd suit no shortness
3♠/4♣/4♦ void in ♠/♣/♦
Note:..13:14-24 = ART FG
2♦ 5+♠ + 4♥ or 5+♠ + 4♣/♦ or BAL 11-13V, 12+-15NV or one-suiter ♠
2♥ 4+♠ MIN + 5♣
2NT 4♠ + 6♣
3♣ 4♠ + 6♦
3♦ 5♠ + 5♥
3♥ 6♠ + 5♥
Note:..14:1≜-2♦ = 5+♥ INV+
2♥ MIN, does not promise ♥-SUPP, could be void!
2  5+  , no ♥-SUPP, NF
2NT MAX 3-card ♥-SUPP FG
3♣/♦ NAT no good ♥-SUPP, may be canape', FG
3♥ one-suiter ♠ FG
4♣/♦ SPL MIN
Note:..15:1♠-2♥ = limit+ in ♠
2 MIN, then new suit is help-suit trial bid
2NT G/T+ any S/S, then 3♣ asks, NAT RESP G/T and FG, 3♠=G/T S/S ♣
3♣/♦ G/T+ w/♣/♦ as 2nd suit, may be canape'
3♥ G/T+ w/♥ as 2nd suit, may be just values
3♠ FG no 2nd suit, no shortness
Note:..16:1NT-2 = TRF , WK INV or FG
o/2NT(accept): 3♣ to play
3◊/♥/♠ slam interest with shortness in that suit
o/3♣(dont
accept): 3◊/♥/♠ slam interest with shortness in that suit
3NT slam interest no shortness
Note:..17:1NT-2♦ INV+TRF or any 4441 or 5+ signoff
o/2♥=MIN: 2♠
               to play
2NT
       (4441),then 3♣ asks,RESP bids suit below singleton
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o/2♠=MAX: 2NT as above 3♣/♦ NAT FG Note:..18:1NT-2♣ = STAY, does not promise a 4-card major,maybe signoff o/2♦ (no 4-card ♥): 2♥ to play 2 INV+ w/4 ♣, longer minor slammish possible 2NT INV 3♣ 5+♣4♥ slam interest 3♦ 5+♦4♥ slam interest 3♥ 5+♥5+♠ INV 3♠ 5+**♡**4♠ FG Gerber Note:..19:1NT-3♦ = (1-3)Majors o/3♥ relay: 3♠ = singleton ♠ 3NT= singleton ♥ Note:..20:1NT-2NT = TRF ♦, WK INV or STR o/3♣(accept): 3♦ to play 3♥/ slam interest with shortness in that suit 3NT to play o/3◊(dont accept): 3♥/♠ slam interest with shortness in that suit 3NT slam interest with ♣-shortness or no shortness Note:..22:TRF LEB after own 1NT opening 1NT-(2♥)-2NT = asks partner to bid better m, then pass/3♦=to play, 3♥= STAY w/stop, 3≜=slamtry 1m w/stop, 3NT=promises stop 3♣ = NAT COMP 3♦ = STAY w/o stop 3♥ = TRF 5+♠ INV+ 3♠ = 1 minor F, no stop 3NT = relatively BAL no stop 1NT-(2♠)-2NT = o/3m:3♦/♥ to play, 3♠=STAY w/stop, 3NT=promises stop 3♣ = NAT COMP 3♦ = TRF 5+♥ INV+ 3♥ = 1 minor F, no stop 3♠ = STAY w/o stop 3NT = relatively BAL no stop Note:..29:3♣-4♦ and 3♦-4♣ shows slam interest and asks partner to CUE Note:..31:Exclusion key-card In fit situations a jump to the 5-level shows a void in that suit and asks for key cards not counting the A in that suit. Responses: 1st step = 0/3, 2nd step = 1/4, 3rd step = 2 w/o Q of trump, 4th step = 2 + Q of trump Note:..33:10-1M-1NT 2♣ CB (asks for 3-card SUPP + strength) 2**◊/♡** TRF 2 asks for distribution 3♣/♦ NAT GF 3M SPL, exc. 1◊-1♠-1NT-3♠ = INV 6+♠ 1**♥**-1**≜**-1NT 2♣ CB (asks for 5♥ and/or 3♠ + strength) 2**◊/♡** TRF

2 asks for distribution

3♣/♦ 5+♣/♦4♠ WK

3♥ FG 4+♥

INV 6+♠

Note:..34:TRF over 1M-(x)

1♥-(x): 1NT=5+♣, 2♣=5+♦, 2♦=good ♥-raise (9-11 HCP)

1♠-(x): 1NT=5+♣, 2♣=5+♦, 2♦=5+♥, 2♥=good ♠-raise (9-11 HCP)

Note:..35:Smith Signal

21/08/2004 Page 3 of 4 If no count is required, echo asks for continuation of the suit led from both sides

Note:..38:The ace may be led from AKx(+) against suit contracts if we intend to switch to a singleton.

Note:..40: (1M)- 2sM:

2NT good hand for the minors, INV+

3**♣** P/C

3♦ INV with support in the major

3sM FG with support in the major

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