

| DEFENSIVE AND COMPETITIVE BIDDING   |
|---|
| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>   |
| Aggressive, wide range (6+ no upper limit). Good 4 cd suit possible at 1-level; Normally good suit at 2-lev+ (maybe light hcp); |
| RESPONSES: NSNF thru 3D; 2-lev Q=limit+;  |
| Jump raise=PRE; Jump-Q=mixed raise; JS=F; NSF if 3H+ or 3/3;  |
| Competitive 2NT may be mixed raise or better  |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>  |
| 15-17, system on. Usually natural in any seat. T/O by PH.   |
| Balancing 1NT: 9-14, system on  |
| 2NT O/C: usually natural; natural after opps bid and raised suit or   |
| After (2X)-P-(2Y); jump to 2NT in p.o. seat=strong with minors  |
| Mod. Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)  |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>  |
| 1 suit: PRE-wide range (based on pos & vul)   |
| 2 suit: UNUSUAL 2NT (2 lowest unbid, any range); J/O vs. pre;   |
| 4C/D vs PRE; If avail 2NT asks desc;  |
| Q-bid=INV; 3H+=F; JS=F; jump=PRE  |
| Reopen: Invitational (intermediate)   |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>   |
| MICHAELS, any range: (1C)-2C=5/4 majors (either way); 2M=5/5;   |
| (1C)-2D=5/5 majors; (1D)-2D=5/4 majors; (1D)-2H/2S = 5/5 M  |
| Same vs. short C or D; jump Q below 3NT: asks stopper, creates F;   |
| Vs natural 2C: 3C asks stopper.   |
| <b>VS. NT (vs. Strong/Weak; Reopening; PH) [10]</b>   |
| VS STRONG (14+) DIR, UPH ONLY: X=C+S or D+H; 2C=C+H or D+S;   |
| 2D=H+S; 2H/S=natural; 2NT=C+D (or GF 2-suiter); 3-any=nat, not constr.  |
| VS ALL OTHER: X=cards, not nec. bal; 2C=H+S   |
| 2D=1 major; 2H/S=natural w a minor; 2NT=C+D (or GF 2-suiter);   |
| 3-any=nat, not constr; X of stay or trans=cards   |
| VS 2NT: CRASH   |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>   |
| X=T/O; Q below 3NT asks stopper; Q above 3NT=2 suits (F);   |
| Jump O/C=2 suited (F); (3C)-X-(P): 3D=art (F), usu weak; 3HS constructive   |
| After NT O/C: mod trans & stay (no stay aft 3NT); (4x)-4NT= 2 or 3 suit T/O   |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2♦</b>  |
| Aggressive, 5/4+, 5/5+ at 2-lev+, 5/5+ at UF  |
| VS ALL: CRASH   |
| Same after (1C)-P-(1D)  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE [38]</b>  |
| NSNF; 1M (x): 1NT trans to 2C; 2C=trans to 2D; 2D=trans to 2H;  |
| 2H=trans to 2S; 2S is wk S raise after 1S, fit bid after 1H   |
| JS=fit(F); 1C-2D and 1D-3C=unbal lim; 1m-2NT=bal lim; JR=PRE;   |
| 1M-2NT=Mixed Raise+(4+); 3NT=good PRE; XX=usu 4/4 in 2 other suits, desire to defend; 1M-3M=less than mixed raise, 4 trumps     |

| LEADS AND SIGNALS  |  |   |                        |
|--|--|---|------------------------|
| <b>OPENING LEADS STYLE</b>   |  |   |                        |
|  | <b>Lead</b>                              | <b>In Partner's Suit</b>                      |                        |
| Suit   | 3 <sup>rd</sup> =even; 5th=odd; ACE      | 3 <sup>rd</sup> (not raised); ATT (raised); K |                        |
| NT   | ATT, 2 <sup>nd</sup> hi from bad holding | Sxx if raised; low, not raised                |                        |
| Subseq   | ATT                                      | ATT   |                        |
| Other: Lo=honor in pd's raised suit; KING at 5-lev+; KING in pd's suit;  |  |   |                        |
| KING if shifting to singleton; J,10, or 9=3 <sup>rd</sup> from even, 2 <sup>nd</sup> from odd                                  |  |   |                        |
| <b>LEADS</b>   |  |   |                        |
| <b>Lead</b>  | <b>Vs. Suit</b>                          | <b>Vs. NT</b>                                 |                        |
| Ace  | AK(x)(+) Ax(+)                           | AK(+); Asks ATT                               |                        |
| King   | AK KQ(x) AKx at 5-lev+                   | Strong suit, Asks UB/CT                       |                        |
| Queen  | QJ QJx(+)                                | QJ KQx AQJ10(+) KQT9                          |                        |
| Jack   | J10 J10x(+) KJ10(xx)                     | JT QJx(+) AQJx                                |                        |
| 10   | T9 KT9(xx) KJTx                          | HJTxx(xx) T9 JTx(+)                           |                        |
| 9  | 9x HT9x                                  | HT9x T9x(x) 98 98x(+)                         |                        |
| Hi-X   | Sx                                       | Sx xSx xSxx xSxxx                             |                        |
| Lo-X   | HxS HxSx                                 | HxS HxxS xxxS HxxxS                           |                        |
| <b>SIGNALS IN ORDER OF PRIORITY</b>  |  |   |                        |
|  | <b>Partner's Lead</b>                    | <b>Declarer's Lead</b>                        | <b>Discarding</b>      |
| 1  | Att - Hi=Enc                             | Count if needed (rare)                        | Att - O/E              |
| Suit 2   | Hi/lo=Even (rare)                        | S/P   | Count if needed (rare) |
| 3  |  |   | S/P                    |
| 1  | Att - Hi=Enc                             | Smith Echo                                    | Att - O/E              |
| NT 2   | Hi-Lo Even (rare)                        | Count if needed (rare)                        | Hi/lo = Even (rare)    |
| 3  | S/P                                      | S/P   | S/P                    |
| Signals (including Trumps): Tell partner only what she needs to know   |  |   |                        |
| Rarely give count. Suit preference signal possible in trumps; no count signal in trumps. Leads & signals frequently deceptive. |  |   |                        |
| <b>DOUBLES</b>   |  |   |                        |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>   |  |   |                        |
| 10+, emphasis on majors, minors unclear. 4x3 okay; lighter in 4 <sup>th</sup> seat;  |  |   |                        |
| ELC: C to D only; Q resp maybe bal 9+, no rebid promised;  |  |   |                        |
| Jump resp=5+ cd suit; JumpQ resp asks stopper;   |  |   |                        |
| After Q: doubler's 2NT is minimum - any 3-level = GF   |  |   |                        |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>   |  |   |                        |
| NEG & RESP thru 4D-no upper limit. Tend to be balanced with convertible  |  |   |                        |
| Values—OFTEN PASSED. 1C(1D)X-4/4 majs. 1m(1H)X=3 or 4 sp.  |  |   |                        |
| SUPPORT X thru 3Q; 3-level NEGX=inv, creates F; 2 <sup>nd</sup> NEGX=T/O, xtras;   |  |   |                        |
| NEGX then NSF 3H+; NEGX thru 3S if we open 1NT;  |  |   |                        |
| RESPX thru 4D; Denies 4 cds in other maj thru 2S; most 2-lev dbls=t/o or card-showing  |  |   |                        |
| Anti-lead doubles; many lead-directing doubles   |  |   |                        |

| W B F CONVENTION CARD  |
|--|
| <b>CATEGORY: Green - Aggressive Std American</b>   |
| <b>NCBO: USA</b>   |
| <b>PLAYERS: Lynn Baker &amp; Karen McCallum</b>  |
| <b>SYSTEM SUMMARY</b>  |
| <b>GENERAL APPROACH AND STYLE</b>  |
| Aggressive std. American; light initial actions; 5cd majors;   |
| Open & respond light; wide range 2&3-lev openers;  |
| Weak 2DHS (0-9 hcp); freq. wide-range preempts   |
| Playing strength compensates for hcp in any situation.   |
| 1NT opening = 10-12 NV 1 <sup>st</sup> & 2 <sup>nd</sup> , else 14-16 (odd shapes ok; frequent 5cd majors), 15-17 in 3 <sup>rd</sup> &4 <sup>th</sup> seat |
| Many fit-showing bids; freq WJO; freq art. comp 2NT  |
| Freq low-level comp Xs; picture bids; light 3 <sup>rd</sup> seat openings  |
| 2/1 response promises rebid unless opener rebids 2NT   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>   |
| WEAK 2DHS-NV: 0-9 hcp; usually 5-cd suit, any quality  |
| GAMBLING 3NT: 1 <sup>st</sup> & 2 <sup>nd</sup> . ANY solid suit - 7 winners   |
| NAMYATS: Solid Suit - 7-1/2 to 8-1/2 winners   |
| GOOD-BAD 2NT   |
| Frequent 2NT for TAKEOUT in competition  |
| TRANSFER LEBENSORHL (FASS) + Many VARIATIONS   |
| FIT-SHOWING JUMP SHIFTS; if RHO bids JS=fit  |
| MANY FIT-SHOWING BIDS: In & out of comp  |
| 1NT OPENING 10-12 NV 1 <sup>ST</sup> & 2 <sup>nd</sup>   |
| ESCAPING FROM 1NTX: We don't play in 1NTX  |
| COMPETITIVE CUE = LIMIT RAISE or better (2-level only)   |
| COMPETITIVE 2NT: May be MIXED RAISE or better  |
| AFTER OPPONENTS' 1NT OVERCALL  |
| 2NT OPENING: 5+/5+ minors, 4-10 or strong (9-12 UF)  |
| <b>SPECIAL FORCING PASS SEQUENCES</b>  |
| If we show ownership, FP exists [5]; 2C, 4CD openings create F   |
| 1x-(x)-xx: F thru 2N; comp F thru 3OS; Jump Cue creates F  |
| 1NT-(x)-any-P: No FP unless opp is "running"   |
| <b>IMPORTANT NOTES</b>   |
| If 2NT can't be invitational, it isn't natural;  |
| 3 <sup>rd</sup> seat opening may be 8-9 bal (1M may be 4-cd suit)  |
| Rarely pass partner's opening bid; freq resp with 0-5 hcp  |
| <b>PSYCHICS: Rare</b>  |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU       |  |   |   |   |
|---------|--------------------|-------------------|--------------------|--|---|---|---|
|         |                    |                   |                    | DESCRIPTION  | RESPONSES   | SUBSEQUENT ACTION   | PASSED HAND BIDDING   |
| 1♣      |                    | 3                 | 4D                 | Nat – open 1C w 3-3 minors, poss w 4-4 minors; for opening style   | Resp w 0-5; 1D usually 5+; 1M maybe 4M/5D; 1NT=7-10; 2N=10-12; 1N=no maj; raise=F jump raise=PRE; SPL; SJS                      | 1M=44+; 1N maybe 4HS; 2-way CB; 4SF1; picture bids; 1m-1M-2M-2N=art; 4st trans/2NT; 1m-2m=F to 3m; Raise of 1M art; No Fast Arrival; FSJS   | FSJS – No forcing bid by PH; No 4SF; inverted raise NF; 2-way CB (may be passed)                |
| 1♦      |                    | 3                 | 4C                 | Nat – open 1C or D w 4C/4D; 1D w 3D/2C   | See 1C; also: 1N=6-10   | See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse, 2NT or resp raise=NF  | See 1C  |
| 1♥      |                    | 4                 | 4D                 | Nat -- Usu 5 cds – freq 4 cds in 3rd   | Resp 0-5; 1N=5-11 (nf); 2/1 F1; SPL; Help-suit game try; SJS; Jump Raise=4 trumps < mixed raise; 2NT=mixed raise+, 4 trumps     | See 1C & 1D   | See 1C. 2NT=mixed raise+, 4 trumps; 2CD=lim 3 or 4 cd raise                                     |
| 1♠      |                    | 4                 | 4D                 | See 1H   | See 1H  | See 1C & 1D   | See 1H  |
| INT     |                    |                   | 3S                 | 10-12 NV 1 <sup>ST</sup> & 2nd; 14 to 16, 15-17 3 <sup>rd</sup> &4 <sup>th</sup> seat; freq 5 cd major; odd shape ok | 10-12: 2-way Stayman; SA Texas, 5C Gerber 14-16: 2C=NF stay; 4-suit tr; 3DHS=FG (w longer Cs); SA Texas; 5C=Gerber              | 2C-2x3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS-3SH=slam try raise; 2C-2HS-4CD=nat. ST raise   | Resp same as UPH;   |
| 2♣      | X                  | 0                 |                    | 20+ bal or 8.5 playing tricks  | Cntrl:2D=0-1; 2H=2; 2N=3; 3C=4; 3D=5; 2S=any gd 5+suit (2 of top 3 honors); 3HS=any AKQ(J)5+suit; 4X=SA, 7+cds, 0 cntrls        | Puppet & 4st trans/2N rebid; 2D-2H>2S=Hs or 24+bal; Opnr JS= solid suit, asks Q; SPL;C3L2N; no BW by resp   | Same as by UPH  |
| 2♦      |                    | 5                 |                    | NV: 0-9, 5cd suit, any qual or Shape; VUL: 4-9, std but wk suit ok; UF: intermed, 6 losers                           | NV: NSNF (not necessarily weak); VUL: 3 lev-F; 2NT=mod. ogust; raise=PRE; NV jump to 3M=inv; 4m=ask; rarely pass w sing or void | opener usu. bids again w fit or max; Many art. follow-ups   | Wide range in 3 <sup>rd</sup> seat; PH resp: 1st step scramble; other NS=fit 2NT=fit, asks sing |
| 2♥      |                    | 5                 |                    | See 2D   | See 2D  | See 2D  | See 2D  |
| 2♠      |                    | 5                 |                    | See 2D   | See 2D  | See 2D  | See 2D  |
| 2NT     | X                  |                   |                    | 5+/5+ minors PRE; 3-9, or strong; UF: 9-13 good suits  | 3m=to play; 3M=nat F; 4m=PRE; 4NT=BW  |   |   |
| 3♣      |                    | 6                 |                    | Aggress; wide range, 0-15; Anything ok opp PH  | 3C-3D ask Maj; 4D singleton ask; 4C=RKC   |   |   |
| 3♦      |                    | 6                 |                    | See 3C   | See 3C; except 4D=raise; no singleton ask   | See 3C  | See 3C  |
| 3♥      |                    | 6                 |                    | See 3C   | See 3C  | See 3C  | See 3C  |
| 3♠      |                    | 6                 |                    | See 3C   | See 3C  | See 3C  | See 3C  |
| 3NT     | X                  | 7                 |                    | Any solid st; no A/ K (1 <sup>st</sup> / 2 <sup>nd</sup> st)   | 4CD=P/C, 4HS to play; always pass 3 <sup>rd</sup> /4 <sup>th</sup> seat 3NT   |   |   |
| 4♣      | X                  | 7                 |                    | NAMYATS-solid Hs- 7.5-8.5 tr   | 1step=ST, 1 or 3 aces; > 4M=2 aces, 2-loser suit  |   |   |
| 4♦      | X                  | 7                 |                    | See 4C – solid Ss  | See 4C  | <b>HIGH LEVEL BIDDING</b>   |   |
| 4♥      |                    | 6                 |                    | Wide rng – not solid, maybe gd   | 4NT=BW (not RKC); 5C=RKC; control asks  | Cue: 1 <sup>st</sup> or 2 <sup>nd</sup> rnd control. Last chance cue: no cntrl promised if only Q below game; RKCB 1430; BW on 1 <sup>st</sup> round; EXCLUSION, SUPERGERBER, 4C=RKC after pre-empts; R2D2 after BW/RKC interf ; in FP auctions, PASS is weakest action; pass and pull is weak, passer is prepared for reopening dbl, has made decision, and has automatic action regardless of partner's tempo |   |
| 4♠      |                    | 6                 | See 4H             | See 4H   |   |   |   |
| 4NT     | X                  |                   | Asks specific aces | 5C=no ace; 5N=CA   |   |   |   |
| 5NT     | X                  |                   | Minors; grand try  |  |   |   |   |