

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS(Style: Responses:1/2 Level; Reopening)
Usually 5 card suit, new suit at 1L and 3L=F1
Jump Raise=Pre-empt, Jump Cue of Opener's=mixed
Cue=limit raise
2N=often limit raise
Transfers after 1M overcall and negative Double
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, System on except TFR to their Major=any invite
4 th seat=15+-18
Balancing=10-16 then 2♣=enquiry
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
DIRECT & JUMP CUE BIDS (Style Response; Reopen)
Michaels, Leaping Michaels, we don't play any non-Leaping
Except by PH or 4 th hand, Jump cue 3M asks stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
VS NT except protective v Strong NT
Double=Penalties then FP to 2♥ with first DBL=Hxx type
2♣=Majors (2♦=Relay, 2N=NAT, 3♣=♥s, 3♦=♠s)
2♦=♦ and Major (2♥=P/C, 2♠=NAT, 2N=Relay)
2M=natural (2N=NF, 3♣=best raise of Major)
Passed hand and protective v Strong NT (includes 16)
Double=1 minor/ both Majors/good 2♣ (2♣=P/C, 2♦=Relay)
2♣=♣ and Major (2♦=Relay, 2M=NAT)
2♦=♦ and Major (2♥=P/C, 2♠=NAT, 2N=Relay)
2M=natural (2N=NF, 3♣=best raise of Major)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DOUBLES, Lebensohl if weak 2M, 2N asks better minor
(2M)-3M=Asks Stop, Cue bid of minor=Majors
Jump 4M cue=Majors, 4N=minors over 2M/3M
VS. ARTIFICIAL STRONG OPENINGS
Strong ♣, Double=Majors, 1N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers from 1N, 2N=strong Raise, 3M=weak/Mixed

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad suits	Maybe top if support	
NT	4 th , 2 nd from bad suits	Same	
Subsequent	Attitude	Attitude	
Zia often leads the "wrong" systemic honour, sometimes the wrong spot card lead			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	KQ(x) AK AK(x) 5 level	Unblock Queen or attitude	
Queen	QJ(x)	Unblock Jack or attitude	
Jack	J10(x) Jx	J10(x)	
10	109(x) 10x	109xx(x) 10x	
9	9x, H98(x)	9x, H98(x)	
Hi-X	Sx, xSx, xSxx(x) Poss Att	SSx(x), Possibly Attitude	
Lo-X	HxS, HxxS(x)	HxS, HxxS(x), Poss Att	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Suit Preference	Attitude
2	Suit Preference	Count	Count
3	Count		Suit Preference
NT 1	Attitude	Smith	Attitude
2	Count	Suit Preference	Count
3	Suit Preference	Count	Suit Preference
Signals (including Trumps):			
Standard Trick 1, Upside down count and attitude after Trick 1.			
Suit Preference in Trumps, Smith versus NT, Mini-count, Nine (Jack) Alarm Clock!			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Double including 1♦ to 2M then 2m/2m=NF, Cue=FG			
Splinter Double			
Action Double			
Lead Directing			
Lightner			

W B F CONVENTION CARD 26-June-2023
CATEGORY: GREEN
NCBO: USA
PLAYERS: JEFF MECKSTROTH
ZIA MAHMOOD
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors but can be 4 cards in third seat
1♣=3+, 1♦=4+♦ or 4432
1N=14-17 and may contain 5M/6m
2♦=Multi bad weak 2 Major
2M=constructive weak 2 Major
In 3 rd can go either way with 2♦/2M, in 4 th 2♦=better
2/1=natural FG
Fit jumps in competition at 4L, maybe 3L by PH
Sound openings if balanced
Light openings unbalanced especially good suits
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Raises pre-empt to mixed
1m-2♥=Invitational NT hand or right side
1♥-2♠ and 1♠-3♣=3+ card Limit Raise
1M-3♦=mixed raise, on by passed hand
Responder 2N over our 1 Major is 4 card fit
Unusual versus Unusual
1m-2♣=Limit raise
3N opening=Good 4 Major
opening in third seat suspect
opening leads, sometimes anti-systemic
1M-2M-2N=all slam non SPL,
1M-2M-new suit=game-try maybe suspect
SPECIAL FORCING PASS SEQUENCES
Rare
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Might open "wrong" minor

Opening	artificial	Min No:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5♦		2m=FG, 2♦=multi, 2♥=BAL invite+, 2♠=Limit Raise, 2N=NAT FG 12-14 or 17+ 3♣=pre-empt/mixed, 3♦/3M=pre-empt, 3N=15-bad 17	1N rebid maybe 4M then 2-way check-back Transfers after 2N rebid not competition unless jump to 2N	2♦=4♥ 5♠ 6-9 2♠=Fit showing
1♦		4 (3)	5♣	Only 3 if 4432	2m=FG, 2♥= BAL invite+, 2♠=Limit Raise 2N=NAT FG 12-14 or 17+ 3♣=invite, 3♦=pre-empt/mixed, 3M=pre-empt, 3N=15-bad 17	1N rebid maybe 4♣ then 2-way check-back Transfers after 2N rebid not competition unless jump to 2N	2♣/3♣=Fit showing
1♥		5 (4)	5♦	Possibly 4 cards in 3rd	1N=semi-forcing, 2m=NAT FG, 2♥=3(4)♥ 2♠=3+♥ Limit raise, 2N=Jacoby, 3♣=NAT invite, 3♦=mixed, 3♥=pre-empt 3♠=8-11 any SPL, 3N(♠)/4m=12-14 SPL	After 1N rebid 2-way check-back Transfers after 2N rebid not competition unless jump to 2N	2♣=Drury 2N=4♥ and SPL, 3♣=NAT 2♠=Fit showing jump 4L SPL=void
1♠		5 (4)	5♦	Possibly 4 cards in 3rd	1N=semi-forcing, 2m/2♥=NAT FG, 2♠=3(4)♠ 2N=Jacoby, 3♣=3+♠ Limit raise 3♦=mixed, 3♥=NAT invite, 3♠=pre-empt 3N=8-11 any SPL, 4L=12-14 SPL	1♠-1N-3♣=Artificial	2♣=Drury 2N=4♠ and SPL, 3♣=NAT 3♥=Fit showing Jumps 4L SPL=void
INT			4♥	14-17	2♣=Stayman, 2♦/2♥=Transfer 2♠=♣s or range ask, 2N=♦s, 3♣=Puppet Stayman, 3♦=minors better or longer ♦s 3M=SGL, 4♣=4N bid, 4♦/4♥=Transfer 4♠=5♣332, 4N=5♦332	1N-2♣-2♦-3M=Smolen 1N-2♦-2♥-2♠=5+♥ Invite 1N-2R-2M-2N/3♦=4+ Transfer 1N-2R-2M-3♦=6+ Major slam-try 1N-2♥-2♠-3♠=5+5+ Majors slam-try	
2♣	yes	0		FG or 22+ balanced except 2♣-2♦-3M=NF	2♦=waiting, 2M=Natural, 2N=mild positive 3m=Natural	2♣-2♦-2♥=Kokish 2♣-2♦-2♠-3♣=Double Negative	RDBL/DBL of intervention=double negative
2♦	yes	0		Multi, weak 2♥/2♠, Maybe strong 3rd, stronger 4th	2N=REL, 3♦=FG either Major, 3♣=NF 2M/3/4♥=pass/correct, 3♠=Inv, 4♣=TFR suit	2♦-2N-3m=minimum or medium ♥/♠ 2♦-2N-3♥=♠s, 3♠=6♥, 3N=5♥	
2♥		6		Constructive weak 2 Maybe weak 3rd, weaker 4th	2♠=F1, 2N=Relay, 3m=to play, 3♣=Invite 4m=NAT FG then 4N=good hand	2♥-2N-3♣=best/worst, 3♦=bad suit/4m 3♥=FG good suit, 3♠=Natural	
2♠		6		Constructive weak 2 Maybe weak 3rd, weaker 4th	2N=Relay, 3m=to play, 3♥=F1 4m=NAT FG then 4N=good hand	2♠-2N-3♣=best/worst, 3♦=bad suit/4m 3♥=Natural, 3♠=FG good suit	
2NT				19+- bad 22 balanced	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4L=suit 2 above slam-try		
3♣		5		Can be very light first FAV Zia=2 of 3 hons 1/2 VUL	3♣-3♦=puppet to 3♥, 3M=Forcing 4♦=Pre-empt KC		
3♦		5		Can be very light first FAV Zia=2 of 3 hons 1/2 VUL	3M=Forcing 4♣=Pre-empt KC		
3M				Can be very light first FAV	3♠=Forcing 4♣=Pre-empt KC		
3NT	Yes			Good 4 Major No void	4♣=Relay 4♦=asks Major, 4M=P/C		
4m		7		Sound Vulnerable	4♣-4♦=pre-empt KC	HIGH LEVEL BIDDING 4N=RKC 03/14, Redwood Jump to 4m+1 but not 4♥ if ♥s bid 4♠=RKC after 1N-4♦-4♥ and 2N-4♣ either hand, also 1♥-2N=Jacoby DOP1 and DEPO over intervention, DKC, Exclusion, 5N=Pick, Last Train 4 our minor=KC after inverted minor or 2/1 response	
4M		7	Sound Vulnerable	5 new suit=slam-try with 2 losers in suit			
4NT			Asks specific Ace	5♣=0 Aces, 5N=2 Aces, 5♦/5M/6♠=Ace suit			
5L		7					