



WBF Convention Card

Category: Green

NCBO: USA1 Bermuda Bowl

Players: Adam Kaplan – Finn Kolesnik

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Transfers over our 2+ 1C opening, 2/1 GF
Modern Aggressive Style (open almost all 11s NV)
Transfers in Competition (i.e. 1M(X) or (1x)1M(X))
Many artificial raises, especially in Comp

1NT Opening: 13+-16 in 1/2 and 3NV, 14+-17 in 3V/4
2 over 1 RESP: 2/1 is GF, 2C can be as short as 1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:

1C opening is 2+C, including all 17-19 BAL (can have 5D)
With 4D BAL we can choose to open 1C or 1D
1D opening is 4+D, 5+D unless 4441 or BAL w/4D suit-y
2D/2H/2S Weak
1N opening can be offshape including a small singleton

RESPONSES:

Transfers over 1C, 1S usu no major, 2C INV+ D, 2D GF C
1m-2H is 5+S 4+H <INV, 1m-2S is 5+S 4+H INV
1H-2S is 6+S <INV, 1S-3C is 6+H INV

COMP:

Transfers after 1M (X) and (1x) 1M (X)
Woolsey over 1N opening direct (2C majors, 2D 1M, etc)
1C (X/1D) – Transfers/Systems on
1m (1H) – X 4-5S, 2H 6+S constr+

SPECIAL FORCING PASS SEQUENCES

(1N weak or overcall) X – we are forced thru 2C
1X (X) XX – we are forced thru 2X

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

N/A

PSYCHICS: Rare

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/low	Attitude if raised
NT	4 th , top or 2 nd from bad	Attitude if raised
Subs.	Attitude-based 4 th -best	Attitude
Attitude-based shifts in middle of hand, same as lead if count		
Lower of touching honors, K Power vs NT		

LEADS

Lead	Vs Suit	Vs NT
Ace	AKx+	AK+
King	KQ+, AK	Count/Unblock
Queen	QJ+	KQx+
Jack	(A/K) JT+, QJxx (rare)	(A)QJx+
10	(A/K/Q) T9+	(A/K)JTx+
9	(A/K/Q/J) 98+	(A/K/Q)T9x+, 9xx+
Hi-x	High from 2	Top or 2 nd best from bad
Lo-x	3 rd /low	(2 nd) 4 th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's lead	Discarding
suit	1 st Low enc (Att)	Lo-hi even (Ct)	Low=enc
	2 nd Lo-hi even	Suit Pref.	Lo-hi even
	3 rd Suit Pref.	N/A	Suit Pref.
NT	1 st Low enc (Att)	Lo-hi even (Ct)	Low=enc
	2 nd Lo-hi even	Suit Pref	Lo-hi even
	3 rd Suit Pref.	N/A	Suit Pref.

Signals (including trump):

Low-high encouraging or even, Suit Pref in Smith Situations
Standard remainder count, Trump Suit Pref
Middle=Enc, High=HighSP, Low=LowSP if shown 5+ cards

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Aggressive, sometimes mildly offshape takeout doubles
Jumps are NF constructive, double jumps are pre-emptive
Most low-level doubles are takeout unless otherwise agreed
(1x) X (1y): X Pen, Both 2x+2y cuebids by major playability

SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

(1x) 1y (X) XX is doubleton and desire to compete/values
Snapdragon after (1x) 1/2y (1/2z) X – Other suit + tolerance
Support X/XX thru 2M, higher levels X is values and takeout
1 or 4 Doubles after 1X (X) XX and (2M) P (3M) P (P) X
XX is penalty after X of a Stayman, 3M+max after Transfer
Maximal X after 1M-2M-(3M-1)

DEFENSIVE & COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Aggressive overcalls on the 1-level
Responses to overcalls: NF constr on 1-2 level, F on 3-level
Jump Cue = Mixed, 2N is a raise if 3rd hand bids. Fit jumps.
Transfers after 1M overcall is doubled; XX shows 2+values
2NT Overcall: Cuebid is Stayman, all others are transfers

1NT OVERCALL (2nd/4th live; Responses; Reopening)

Other 2 suits BPH, otherwise 15-18, systems on
Balancing 1NT is 11-16, range Stayman with 2 ranges

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jumps over constructive openings are pre-emptive
Jumps over preemptive openings are strong/constructive
2N is lowest 2 unbid suits when jump

DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

(1C) 2C natural, 2D Majors; (1D) 2D Majors
(1M) 2M is oM+minor (2N asks w/Values 3C p/c, 3D LR)
(1m) 3m natural preemptive, (1M) 3M stopper ask
(1m) P (1x) 2m other suits, 2x natural, (1H) P (1S) 2H is S+m

VS. NT (vs. Strong / Weak; Reopening; PH)

Direct vs Strong NT (contains 16): X 4cM and longer minor,
2C Majors, 2D 1 Major, 2M 5+M and 4+m, 2N Both Minors
Balancing: X = C+M/D/Good 2M, 2C MM, 2D D+M, 2M Nat
Against Weak NT: X is penalty, others are the same as direct
After X, first X is takeout, Lebensohl

VS PREEMPTS

(2M) 3M Michaels, 4C mm NF, 4D good 4M, 4M minors GF
Jumps are strong, new suits F. Better Minor Lebensohl
If 3S is ambiguous as raise/stop ask, 3S stopper ask, 4C raise

VS ARTIFICIAL STRONG OPENINGS

X shows both majors, 1N/2N both minors, NT = cuebid

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers after 1M(X) starting with 1N, XX is values
1D(X)1M is F1, 2m is NF, 2H 5+S 4+H <INV, 2S same INV
1m(X)3m mixed raise
1C(X) Systems On

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	Adam Kaplan Finn Kolesnik			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4H	2+C, can have longer D	1R Transfer 4+M, can be very light	2-way XYZ, 1C 1D 1H 1S relay to 1N	New suits F1, 1m(1X)3X transfer to 3N
				All 17-19 BAL opens 1C	1S GF C+M or <GF C, <INV D, or BAL	Cheaper of 4 th suit and 2N after reverse is bad	Jump-raise mixed
				including 5D2C, not 5M	1N INV can have 4M, 2C INV+ D	1C-1R-3D is mini-SPL, 3M 17-19 BAL w/4M	1C (X/1D) – Transfers/Systems on
				With 4D and 2-4C, can	2D GF C no 4M, 2N GF can have 4M	1m-1M-2m, 2D is Checkback, jumps are INV	1C (1H) – X 4-5S, 2H 6+S constr+
				choose based on D quality	2M 5+S 4+H: 2H <INV, 2S INV	1m 1R 2M shows 4M minimum	1C(1N) 2C majors, 2D 1 major, 2M M+m
				and whether ‘suit-y’		1m 1x 2m 2N is F1	
1♦		4	4H	4+D, if only 4D then	1M F1, 1N 6-10, 2C 2+ GF, 2D INV+	Often raise 1M on 3 (Spiral)	1D (1N) 2C majors, all others natural
				4441 or good D with 4D BAL	2M 5+S 4+H: 2H <INV, 2S INV	1D-1S-3H is mini-SPL	1D (1H) – X 4-5S, 2H 6+S constr+
				Otherwise 5+D BAL/unBAL	2N INV, 3C INV, 3D Preemptive	1D-1M-2N is 6D 3M extras	
1♥		(4)5	4H	5+H, 10+ HCP	1S F1, 1N SemiF, 2C 1+ GF, 2D 5+ GF	Natural Game Tries	After X, Transfers start with 1N
					2H Constr, 2S <INV 6+S, 2N GF Raise	Gazilli after 1H-1S and 1H-1N	1M (X) 3M-1 Mixed, 3M weak
					3C INV Nat, 3D 3unbal/4 LR, 3H Mixed		3M mixed otherwise
					3S Spl w/1, 3N S void, 4C/4D Void SPL		Reverse Drury, then 2D = civilized
1♠		(4)5	4H	5+S, 10+ HCP	1N SemiF, 2C 2+ GF, 2D/H 5+ GF	See 1H.	See 1H.
					2S Constr, 2N GF Raise, 3C H INV,	Gazilli after 1S-1N	
					3D D INV, 3H 3unbal/4 LR, 3S Mixed		
1NT			4H	13+-16 (Semi)BAL 1/2, 3NV	2C Stayman, 2D/H Transfers, 2S Size/C	Transfers after Transfers	After X of Stayman: P = no stopper, then
				14+-17 (Semi) BAL, 3V/4	2N Puppet, 3C D, 3D Minors GF	Stayman then 2S: 5S INV	XX is retransfer, and resp are transfers
				Can have 5cM, 6cm etc	3H 31(45), 3S 13(45), 4D/H Transfers	Transfer to H then 2S: 5H INV	Transfer Lebensohl, where cue = cue
				Can have small singleton	4C -> 4D: Weak D, 1M, or good QUANT	After 3D Minors GF, 3M flags m	If X of 1N for penalty, DONT runoff
							1N(2N), 1N(3C), 1N(3D): INV+ transfers
2♣	x	0		Strong, Artificial, Forcing	2D Waiting, other bids natural positives	Kokish, then after 2S switch 3C/D with 3H/S	2C (Bid) X = Negative, P = GF
				22-24 BAL or GF		3C nat, then 3D is “Stayman”/waiting, 3M = 5	
						3D nat no 4cM, 3M shows 4M and 5+D GF	
2♦		(5)6		(5)6+D 2-10	2M NF if NV, F otherwise, 2N asking	After 2N: 3C mid/good, 3D bad, 3M short	X is penalty, bids are NF lead-focused
				Can be 5 or very weak NV			
2♥		(5)6		(5)6+H 2-10	2S NF if NV, F otherwise, 2N asking	After 2N over 2M: 3C best/3D mid/3H worst	X is penalty, bids are NF lead-focused
				Can be 5 or very weak NV		Then S1 non-trump asks shortness	
2♠		(5)6		(5)6+S 2-10		HIGH LEVEL BIDDING	
				Can be 5 or very weak NV		Pre-empt RKC is 01122 and Exclusion is 0314, otherwise 1430	
2NT				19+ - 21 (Semi) BAL	No pup. , 3S Club Stayman, 4C QRKC-D	Non-Serious 3N, Last Train, Mulberry when showing 3-suiters	
3x		6		Pre-emptive	4C PRKC (4D for C), 3C-3D is either	Kickback (4T+1), Super Kickback (5T+1), DOPI if 2 lets us out at 5M, otherwise DEPO	
					M NF, Doubtful 3N, or C Slam or MM	4C/D as flag bids if both majors are in the picture at 3S/3N with competition	
3NT				Gambling, no outside A/K	4C P/C, 4D Slam Try, 4M to play	Optional Keycard for minors when pulling 3N or no major in the picture	
4m		6		Pre-emptive	4N Natural		