

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-Level 7-17 HCP, nat, usually 5+ ;
Transfers over (1X) – 1M – (X) starting at 1NT
2-Level 12-17 HCP, usually 6+, may be lighter if quality suit
Versus Multi 2D [N5]; Versus Landy over NT [N10]
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT 15-18 Systems on
Bal NT 11-16, 2C Range Stayman (2N = max; 2X = min) [N7]
(1X) – P – (1Y) – 1NT → Natural, 15-18 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
3-8 HCP Natural jump overcalls (may be stronger if partner passed)
(1X) – 2NT → Shows 2 lowest unbid
Reopen: 2NT: 20-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1c) – 2C → Always natural; (1C) – 2D → Michaels
(1m) – 3m → Natural; (1M) – 3M → Asks for a stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
2C majors
2D 1 major
2H H+m
2S S+m
2N Minors
X vs. Strong (16+ in range) 4M, 5+m; X vs. Weak (15-) Penalty
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X → Takeout, 2N LEB response relays 3C.
2N/3N → Nat [N8]; Cuebid → Asks for stopper
4m → 5+m, 5+ other major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X → Majors; 1NT → Minors; All else natural
Over short diamond (2-) 2D is natural, 2H is Michaels, 3D is forcing Michaels.
OVER OPPONENTS' TAKEOUT DOUBLE
1M – (X) - ?? Transfers starting at 1NT [N8]
XX → 10+ HCP implies no fit
1X – (X) – 2NT → 10+ HCP. Raise; Fit Showing Jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even; low from odd	Same	
NT	2 nd from bad holding, 4 th from good	Same	
Subseq	3 rd /5 th best when breaking new suit thru declarer, otherwise ATT	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKQ(+); AKxx	
King	AK; KQ(x+);	AKJT(+); KQT9(+); AKQ(+)	
Queen	QJ(x+)	KQxx; QJT, AQJx	
Jack	JT(x+); KJT(+)	KJT(x+), JT9(+)	
10	T9(+), QT9(+); KT9(+)	Tx	
9	9x	9xx	
Hi-X	Xx	xXx; xXxx; xXxxx; Xx	
Lo-X	xxX; xxXx; xxxX;	HxX	
SIGNALS IN ORDER OF PRIORITY – Low = Enc			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	Count	Attitude
Suit 2	Count	Suit preference	Suit Preference
3	Suit Preference		Count
1	ATT	Count	Attitude
NT 2	Count	Suit preference	Suit Preference
3	Suit Preference		Count
Signals (including Trumps):			
Standard Trump Suit Preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ HCP usually. Jump responses are showing values, cuebid is FG.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After 3 unique suits with no jumps by our side, X in fourth seat is 10+ HCP, 5 cards in last suit and, xx in partner's suit.			
1m – (P) – 1M – (1X); X → 3 card support for M			
When we bid and raise and the oppt bids 1 below our suit (i.e. 3D when we're bidding hearts) X shows a good invite, 3H is to play			
(1X) – 1M – (X) – XX → Shows Hx in M [N8]			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Morgan Johnstone Sujessada Udomsrirungruang
EVENT: U31 World Championships 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 FG, 5 Card Majors, Semiforcing 1NT response
1NT 14-16 1 st -3 rd Seat; 15-17 in 4 th Seat
1NT may include 5 card major, 6 Card Minor, or stiff honor.
Wide ranging pre-empts but natural
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N opening shows a good 4-Level Major bid
SPECIAL FORCING PASS SEQUENCES
2C – (Interference) – ?? X shows less than a K, P shows K+
IMPORTANT NOTES
Lower shows Lower when two suits shown
PSYCHICS: Deviations, likely. Pure psych, unlikely.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	Better minor	2m → 10+ HCP, FIR. 3m → 5-9 HCP 2-Level J/S → Weak; 3-Level J/S → Invitational Double Jump → SPL	Show stoppers over raise 1m – 1M; 2M – 2M+1 = 3344 [N6]	2m/3m STD over double; 1m – (X) – 2NT: Weak, 5+ m; 1m – (X) – 3m: 10+ HCP, 5+ m 1m – (1H) - ? <i>Italian Defense to 1H Overcall</i> [N4]
1♦		3	Better minor			
1♥		5	Natural, 11+ HCP May be 4 in 3 rd seat	1N: Semi – F; 2X: FG; 3-Level J/S = Invitational, 6+, natural; 2M+1: 10+ HCP, 4M [N1]; 3M+1: Any SPL 9-12; 4X: SPL, 13-15 [N11]	2M Rebid promises 6, 2N Rebid default over FG response	TRF over 1M – (X) starting at 1N By PH: 2C shows 3+ card SUPP, 10+ HCP, Jumps are Fit-Showing
1♠		5	Same as 1H			
INT			14-16 HCP 1 st – 3 rd 15-17 HCP 4 th , BAL May have off-shape distribution	2C: STAY; 2D/2H: TRF; 2S: Asks Range or C 2N: PUP STAY [N3]; 3C: D; 3D: 55mm; 3H: 31(54) 3S: 13(54); 4C: 6+ Hearts, 4D: 6+ Spades, 4M=NAT		Systems on over ART X & most 2C. Over 2D multi, we play our multi defense [N4], LEB otherwise except Over 2m showing majors → 2M shows long minor forcing, 3m natural, 2N invite
2♣	X		21+ HCP, Any dist. May be 19+ with good dist.	2D Waiting 2H Less than a K	2H(R) 2S → Either hearts or 25+ NT [N13]	X → Less than a K, Pass → K+
2♦		6	3-9 HCP, Nat, 6+	New Suits forcing 2NT asks quality	In response to 2N: 3C bad hand, bad suit; 3D: Bad hand, good suit; 3H: Good hand, bad suit; 3S: Good hand, good suit	
2♥		6	3-9 HCP, Nat, 6+ May rarely have 5	Same as over 2D		
2♠		6	3-9 HCP, Nat, 6+ May rarely have 5	Same as over 2D		
2NT			19-20 HCP, BAL	3C: Modified Muppet STAY [N2], 3R: TRF; 3S: Minor Suit ST [N12]; 3N: Nat; 4C: 6+ Hearts, 4D: 6+ Spades, 4M=NAT		
3♣		6/7	3-9 HCP, Nat, 7+ (may have 6)	4D: Ace Ask		
3♦		7	3-9 HCP, Nat, 7+	4C: Ace Ask		
3♥		7	3-9 HCP, Nat, 7+	4C: Ace Ask		
3♠		7	3-9 HCP, Nat, 7+	4C: Ace Ask		
3NT	X		7-8 Card Major, 10+ HCP 1-1.5 Tricks better than a 4M 0-1 A/K outside M	4C: Asks opener to transfer to their suit 4D: Asks opener to bid their suit 4H: P/C → Over 4H, 4N is forcing, 4S: To play		Natural
4♣		8	3-10 HCP, Nat, 8+			
4♦		8	3-10 HCP, Nat, 8+			
4♥		8	3-10 HCP, Nat, 8+			
4♠		8	3-10 HCP, Nat, 8+			
4NT	X		Asks Aces	5C: 0/4, 5D: 1, 5H: 2, 5S: 3		
5♣				HIGH LEVEL BIDDING		
5♦				2/3X – 4C (or 3C – 4D) → 01122		
5♥				If we bid 3N after finding a major fit, we are mildly interested in slam		
5♠				4X+1 asks for keycards 1430 (if we can set trump and F below, we do that); 4m invites control bids from partner		
				Triple Jump asks for keycards outside of the suit jumped in, 3014 responses		
				1 st /2 nd round controls always		

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Note 1: Invitational Raise of Major with 4

1M - 2M+1 → 10+ HCP, 4+ Card support, may have shortness if 15+ HCP

- 1st Step → min, 11-13
 - Next Step asks → Game Forcing
 - Same structure as below
 - 3M → signoff, invitational hand
- 2nd Step → 17+
 - Next step → asks, responses follow the same structure
- 3rd Step → void
 - Next Step → asks
 - LMH responses
- 4th Step → singleton
 - Next Step asks
 - LMH responses
- 5th Step → no shortness (5422 usually)
- 6th+ Step → 5+ cards, LMH

Note 2: Modified Muppet Stayman

Modified Muppet Stayman

2NT - 3♣

- 3♦ → No 4 card major, MIGHT have 5 spades
 - 3♥ ASKS if opener has 5 spades (Obligatory, otherwise you're bidding Smolen)

- 3♠ → partner, I've got spades
 - 3NT → I don't have spades
- 3♠ → Smolen, 4 spades, 5 hearts
- 3NT → Smolen, 4 hearts, 5 spades
- 3♥ → 4 hearts
- 3♠ → 4 spades
- 3NT → 5 hearts

Note 3: 1NT-2NT Puppet Stayman

Puppet Stayman

1NT - 2NT

- 3♣ Denies a 5 card major
 - 3♦ → 53 in the majors
 - 3♥ → Asks (Obligatory)
 - 3♠ → Shows 5 hearts
 - 3N → Shows 5 spades
 - 3♥ → Shows 4 spades
 - 3♠ → Shows 4 hearts
- 3♦ shows diamonds
 - 3♥ → Shows 4 spades
 - 3♠ → Shows 4 hearts
- 3♥/♠ → Shows 5+ cards in the major
- In Comp:
 - 1N - 2N - (3♣) → X to respond 3♣, otherwise bids are normal
 - 1N - 2N - (3X) → Bids are natural over interference
 - 1N - 2N - (X) → Treat as is opp passed.

Note 4: Italian Defense to 1H Overcall

Italian Defense to 1H Overcall

1m – (1H) - ?

- X = 4/5 Spades
- 1♠ = 6-10 No stopper OR strong minor OR 6+ Spades Inv
- 1NT = 6-10
- 2m = NF
- 2♥ = 6+ Spades FG or Weak
- 2♠ = 6+ Spades Mixed

Note 5: Defense Against Multi 2D Opening

Defense Against Multi 2D Opening

- X → one major
- 2M – corresponding minor, 10+ HCP
- 3m – natural, <10 HCP
- 2NT – natural, 15-18

Note 6: Spiral Raises

3344 - Spiral

1m - 1M; 2M (may be on 3) - 2M+1

- 1st Step → 3 Card support, Bad hand
- 2nd Step → 3 Card support, Good Hand
- 3rd Step → 4 Card support, Bad hand
- 4th Step → 4 Card Support, Good Hand

Note 7: Range Ask Stayman

Range ask stayman

1NT → 11-14 over 1m, 11-16 over 1M in balancing seat

- 2♣ → 2♦ / 2♥ / 2♠ → Minimum hand, standard meanings and continuations
 - 2NT → Would accept an invite
 - 3♣ → Re-Stayman
- Otherwise, systems on

Note 8: Transfers over 1M - (X)

Over the opponents double of our opening or overcall of 1M, our transfers start at 1NT.

- 1♥ - (X)
 - XX →
 - After opening → 10+ HCP, penalty oriented, forcing to at least 2H, might have 3 cards support
 - After overcall → Hx in partner's suit
 - 1♠ → natural
 - 1NT → good ♣
 - 2♣ → good ♦
 - 2♦ → constructive/mixed raise
 - 2♥ → 3 cards weak raise
 - 2NT → 4+ cards limit+ raise
 - J/S → Fit showing jump
 - 3♥ → 4 cards weak raise

- 1♠ - (X)
 - XX →
 - After opening → 10+ HCP, penalty oriented, forcing to at least 2S, might have 3 cards support
 - After overcall → Hx in partner's suit
 - 1NT → good ♣
 - 2♣ → good ♦
 - 2♦ → good ♥
 - 2♥ → constructive/mixed raise
 - 2♠ → 3 cards weak raise
 - 2NT → 4+ cards limit+ raise
 - J/S → FSJ
 - 3♠ → 4 cards weak raise
- 1M - (2X)
 - 2NT → 4+ cards limit+ raise
 - 3X → 3 cards limit+ raise
 - Jump → FSJ

Note 9: Transfers over (2X) - 2NT

Transfers over (2X) - 2NT

When 2X shows a known suit, over 2NT we play Transfers.

- All suits transfer into the next higher suit.
- Transferring into their suit is stayman.

Example:

(2♥) - 2NT

- 3♣ → Diamonds
- 3♦ → Stayman
 - 3♠ → Fit in spades
 - 3NT → No fit in spades
- 3♥ → Spades
- 3♠ → Clubs

Note 10: Defense Against Landy

1NT - (2♣/2♦) Showing Both Majors

- 2♦ → Natural, 5+ Diamonds
- 2♥ → Good clubs
- 2♠ → Good diamonds

- 2NT → Invitational, May or May not have stoppers
- 3m → Natural, weak

Note 11: Two-tier splinter

1M - 3M + 1 → Shows 4+ Cards Support, 9-12 HCP with ambiguous shortness

- 1st Step: ask shortness
 - LMH response
- Other bids are control bids and forward going

1M - 4X → Shows 4+ Card Support, 13-15 HCP, and specific shortness

- Bids over this show 1st or 2nd round control

Note 12: Minor Suit Slam Try over 2NT

3♠ → *minor suit slam try*, relay to 3NT. May have one or both minors.

- 3NT → forced Relay
 - 4♣/4♦ → set trump, optional keycard
 - Next step rejects keycard ask
 - Next step re-asks for keycards
 - 4♥ → both minors with longer clubs
 - 4♠ → both minors with longer diamonds
 - 4NT → mild slam try 55m
 - 5♣ → Minimum slam try hand with 55m
 - 5♦ → Slam going with 55m

Note 13: Kokish/Birchright With Switch

2♣ → 22+ HCP, Very strong. May be closer to 19+ HCP if single suited.

- 2♦ → Waiting, default response
 - 2♥ → Kokish, relays 2♠, may be strong NT or hearts
 - 2♠ → Forced
 - 2NT → 25+ HCP
 - 3♣ → Single suited with hearts
 - 3♦ → Tolerance for hearts (2+)
 - 3♥ → Denies good support for hearts (0-1)
 - 3♠ → Also denies good support for hearts, but offers spades as an option
 - 3♦ → Diamonds and Hearts
 - 3♥ → Hearts and Clubs
 - 3♠ → Spades and Hearts