

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8-17 HCP
NEW SUIT FORCING
JUMP RAISE : WEAK
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18
BALANCING SEAT: 11-16 ; 2 Clubs is range finder by PH
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 card suit
Michaels
Unusual 2 NT
Reopen: 11-15 for jump overcall in 4 <sup>th</sup> seat
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT: MICHAELSs
JUMP CUE: MIXED RAISE IF PARTNER HAS OVERCALLED OR ASKING FOR STOP FOR NT IF ONLY OPPOSITION HAS BID
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
MECKWELL AGAINST STRONG NT: 2C= C+M; 2D=D+M; 2H=H;2S=S;X=SINGLESUITED MINOR ; BOTH MAJORS OR GOOD SPADES; 2NT= MINORS
MODIFIED CAPPALETTI: 2C= Majors; 2D= one major;2H/S= H/S and a minor at least 5/4+
1m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X UP T AND INCLUDING 4H; X = PENALTY ORIENTATED;
4NT=TAKE OUT TWO PLACES TO PLAY AT LEAST
3LEVEL OPENING: 4C= ONE SUIT; 4D= BOTH MAJORS; 4MAJOR= M/M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X= MAJORS; NT= MINORS; OTHERS NATURAL
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
ONE UNDER IF x OVER A MAJOR= 2LEVEL 3 Card const; 4 card AT three level; four card at four level

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3-5	COUNT IF NOT SUPP' ATT. IF SUPP	
NT	4	'	
Subseq	ATT/COUNT AS REQUIRED		
Other: REV. SMITH ECHO AGAINST NT; SUIT PREF IN TRUMPS			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K, give ct, below 5-level	UNBLOCK OR COUNT	
King	Shows Q, give att below 5-level	ATTITUDE ( 5 LEVEL=COUNT)	
Queen	QJx() unless short	UNBLOCK OR COUNT	
Jack	(K)JT(x), can have K, or short	STD	
10	T9x(), can have K or Q, or short	STD	
9	Top pard suit or short	STD	
Hi-X	Typically doubleton	STD	
Lo-X	3 or 5 lead	STD	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count unless K or A wins in Dummy	Count unless K or A wins in Dummy	UDCA/SUIT REF
Suit 2	Count or SP	Count or SP	UDCA/SUIT REF
3	SP	SP	UDCA/SUIT REF
1	ATT	Count	UDCA
NT 2	Count	SP	UDCA
3	SP		UDCA
Signals (including Trumps): SUIT PREFERENCE, REV SMITH			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
VALUES/SHAPE			
RESPONSES STD OVER A WEAK 2 X= LEB APPLIES			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
N/A ALL STD; THOUGH SYSTEMIC/CONVENTION AGAINST NT X/OR 2C X OR 3C PUPPET SEQUENCES ; OR INTERFERENCE OVER ROMAN 2 DIAM.			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO: N269814; J691538</b>
<b>PLAYERS: Brenda Bryant and Pamela Nisbet</b>
<b>EVENT Women</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1 GAME FORCING
VARIABLE NT: 12-14 EQUAL AND FAV VUL; 15-17 ONLY WHEN VUL AGAINST NOT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TWO DIAMOND OPENING IS 11-15 WITH 4441 OR 544 UNSPECIFIED SINGLETON. NO 5 CARD MAJOR
DEFENCE TO NT ALTERS ACCORDING TO STRENGTH OF APPONENTS RANGE
DIFFERENT STRUCTURE OVER WEAK AND STRONG NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
WOLFE;INGERMAN;GOUBA;UNUSUAL V. UNUSUAL LEAPING MICHAELS; MODIFIED PUPPET OVER 2NT;
<b>PSYCHICS: EXTREMELY UNLIKELY</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H;	NATURAL; OVER 1NT REBID- 2WAY MINOR FORCING	STD
					NT=12-14; OR 18+;3NT=15-17		
1♦		4/3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H;		
					NT=12-14; OR 18+;3NT=15-17		
1♥		5	4H		JACOBY, BERGEN= 3C=9-11;3D=6-8		DRURY FROM PH= 2C=3/4CARD WITH CONST OR LIMIT- 2D ASKS. 2D= 3 CARD LIMIT
1♠		5	4H			SAME AS ABOVE	
INT			2/3	12-14 EQUAL VUL AND FAV VERSES NOT	2C=NFSTAYMAN;2D=G/F STAYMAN; 2H/S=TOPLAY;2NT=MNRS;3C/D=PREEMPT;3H/S=G /F TO 3NT OR 4H/S		
				15-17 VUL VERSES NOT	STAYMAN;4WAY TRANSFERS	SUPERACCEPTS ALL 4'S BID SUIT INMINOR	
2♣				22+	2D=01;2H=2;2S=3+ 3LEVEL =6CARD G/F		
2♦			4H	11-15; 4441/5440	2H/S =P/C; 2NT ASKS SHORTAGE ( BID ONE UNDER SINGLETON		
2♥			/	WEAK 6 CARD SUIT 5-10	2NT ASKS FEATURE;3C ASKS SHORTAGE	NATURAL	
2♠			/	WEAK 6 CARD SUIT 5-10	2NT ASKS FEATURE;3C ASKS SHORTAGE	NATURAL	
2NT			/	20-21	3C= MOD.PUPPET;JACOBYTRANS;3S= RELAY TO 3NT	3C- RESPONSES= 3D=1/2 4CD MJR;3H=NO 4OR 5MJR;3S=5S;3NT=5H.	
3♣		6/7	/	PREEMPTIVE 6/7 CARD			
3♦		6/7	/	PREEMPTIVE 6/7 CARD			
3♥		7	/	PREEMPTIVE 7 CARD			
3♠		7	/	PREEMPTIVE 7 CARD			
3NT		7/8	/	GAMBLING SOLID MINOR	NO OUTSIDE ACE OR KING		
4♣		7/8	/	PREEMPTIVE 7/8 BROKEN SUIT			
4♦		7/8	/	PREEMPTIVE 7/8 BROKEN SUIT			
4♥		7/8	/	VULNERABILITY RULE OR 123 FOR			
4♠		/8	/				
4NT			/	BLACKWOOD	04,1,2,3		
5♣		7/8+	/	PREEMPTIVE		<b>HIGH LEVEL BIDDING</b>	
5♦		7/8+	/	“ “ “ “		Rkc= 1430; Gerber=041,,2,3; Exclusion = 4130;BLACKWOOD 04,123	
5♥		7/8+	/	“ “ “ “		SPECIFIC KINGS; CUE FIRST AND SECOND CTLS UNDER GAME	
5♠		7/8+	/	“ “ “ “			

Supplementary Sheets (5 Total)

**Note 1: Michaels Cue Bids:**

1C – 2C  
1D – 2D  
Both majors 5(+) / 5(+)

1H – 2H = 5S + 5m  
1S – 2S = 5H + 5m  
All jumps in known suits are PRE (but may be tactically strong)

**Note 2: Lebensohl (applies over NT interference and X of a WK 2 level bid)**

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF  
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)  
3C (p) 3x = GF with Stopper (Fast Denies)

**Note 3: 2 Way Checkback**

Two way check back is on over all auctions in which there is a suit response and the opener rebids 1 NT.

- 2C = Starts all invitational or get out sequences.  
Forces 2D for D get out or other inv sequences. To get out in clubs, respond must bid 3C weak right away  
e.g., 1C-1S-1NT-3C is to play as bidding 2c forces 2d, then 3c (Ex. 1C/D-1H-1NT-2C-2D-3C = invite with clubs)
- 2D = Starts all GF sequences, tends to be more balanced.  
Is usually checkback, but could be a GF planned auction.

Over a nt rebid all jumps in suits EXCEPT 3 clubs are strong and GF, e.g., 1D-1D-1NT-3S/3H. They show good suits. Jumps in the same suit show at least six. Jumps in a new suit show at least 5-5 with good suits. Note using 2D implies a more balanced hand. Both ways are GF.

1C/D-1X-1NT-3X = 6+ good X and at least mild slam interest.

Ex. Ax, KQJxxx, Kxx, Kx, if X=H

1C/D-1M-1NT-3C= is to play only in this sequence, else gf

3 of om or oM is natural 6 or 5/5 GF

1m-1M-1NT-2C-2D-2NT invitational

2 Way Checkback does NOT apply with interference, nor by PH. If the action is 1c 1d 1s/h...we do NOT play this only over NT rebids.

**Note 4: Opener's Splinter Raise**

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

## Note 5: 2D Opening and Responses (Roman 2D)

11-14 3 suited hand, 4X1 or 4450 or 4405, NO 5 card major, and we do NOT know the shortness.

To Play or Invite:

2d 2h/s/3c tends to be natural, but could be 3, and asks partner to pass or correct till fit found

-IF opener LOVES what responder bid and they have a MAXIMUM, they can make a GAME TRY by bidding their shortness to show 4 or 5 and a max,

-NOTE, however, if showing the short suit forces responder beyond the 3 level opener simply raises responder's bid to the 3 level, e.g.,

-2d 2h 3c/d shows max, 4h and shortness in c/d (remember if I don't like h I bid 2s...so 3c/d is out of sorts)

-2d 2h 3h shows max, 4h and shortness in spades (cause if I bid 2s...that says I am short in h)

Game or Slam Bidding

2d 2nt – asks partner to bid one below their shortness; responder, having an idea of opener's hand, can now place the contract OR they can investigate more...

2d 2nt -3c (short d)

-3d (short h)

-3h (short s)

-3s (short c)

If you you want to investigate slam you can ask min/max and shape by CUE BIDDING OPENER'S SHORTNESS

e.g., 2d 2nt 3c (short d) 3d asks shape and min/max; opener bids up the line to show:

-step 1 4X1 min

-step 2 4X1 max

-step 3 4450/4405 with min

-step 4 4450/4405 with max

-IF they interference over 2nt, we bid our shortness directly (as opposed to 1 below) or we X opponent's bid to show shortness there. Note responder can pass for penalties or bid accordingly.

Over Interence:

2D (X) P = Can stand diamonds

XX = Cannot stand diamonds

2d (2s/h/c/d) X is negative

2d (2h/2s) 3c pass or correct to d

2d (?) 3? You are on your own

2D (P) 2nt (?) ? Any bid here shows shortness directly (because they interfered; if you X opponents suit you have shortness there

2D (P) – 2H – 2S – P – P –?

DBL = T/O with some values, opener may pass with good spades

2NT = asks opener to pick a minor

3C/3D = asks opener to pass or correct to hearts (e.g., their 1st bid suit)

3H = responder is on own

## Note 6: GUOBA Rescues

We play Guoba Rescues for WK NT over any X by opponents –

1nt (X) - bid right away shows suit and suit above e.g, 2D shows D and H, 2H shows H and X

- pass forces REDBL and you can pass OR if you bid if shows non-touching suits, e.g, 2D=D+H, 2C = C and H or S

- XX right away asks partner to bid 2c (showing a one suited hand) and you can pass or bid your suit

## Note 7: WOLFF

2NT rebids: WOLFF where

- 3D is checkback asking for 3 card support or oM
  - if responder bids 3oM AFTER forcing opener to bid 3d, it shows 5/4
  - if responder bids 3NT AFTER forcing opener to bid 3d it shows support for the opener's minor and interest in slam
- 3oM is GF and shows 5/5
- 3C forces 3D which can be passed or responder may bid 3M which is to play

## Note 8: INGBERMAN

Reverses are usually 17+ points but can be weaker if 6-5. We play INGBERMAN  
Where 2NT by responder may or may not be beginning of a get out.

1m-1M-2D/2H-2M is GF forcing, shows min 5 may or may not be weak

- 2OM is GF showing 5/5 or 6/5
- 3c/d is forcing showing values
- 2nt forces 3c:
  - 3c can be passed
  - If responder now rebids her major over clubs this is to play

NOTE: If partner opens 1D-1M-2H-2NT-3C – 3D or 3M is to play.

Other inferences:

1C-1M-2D/H-2NT-3C

- If responder bids oM it is GF, natural and shows 5/4
- If responder bids 3NT, this is GF and shows interest in opener's original minor

IF RESPONDER BIDS 2NT AFTER YOUR REVERSE AND YOUR OPENER IS TOO GOOD TO HAVE 3C PASSED OUT, YOU WILL HAVE TO BID SOMETHING ELSE.

## Note 9: MOD PUPPET

2NT Structure

- transfers to majors
  - puppet stayman (responder always bids the major they don't have)
  - if responder has both majors over 3d response by opener, 4c is pick a major with interest in slam, 4d pick a major to play
- 2NT-3c puppet
- 3d (shows 1 or 2; responder bids the one they don't have; if both, responders bids 4d pick or 4c slam interest
    - 3nt by responder shows was only looking for 5card major
  - 3h (opener has no 4 or 5 major)
    - 3s ask opener to pls bid 3nt
    - 3nt by responder shows 5s, 4h
  - 3nt (opener has 5h)
    - 4d by responders asks opener to bid 4h
  - over any response by opener
    - 4c 1 minor slam interest
      - 4d asks which minor
        - 4h shows clubs/4s shows d
        - 4nt to play
        - if you like the minor answer KC (where nt is NOT a step)

## Note 10: 3S TRF over 2NT opener

-2NT-3s (shows both minors and forces 3nt)

-4c longer c than d

-if opener likes clubs they q ELSE bid 4d

-4 nt is to play

-4d longer d than clubs

-if opener likes d they Q else bid clubs

-4nt is to play