

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive, wide range (6+ no upper limit). Good 4 cd suit possible at 1-level; 2-level 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
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17, system on. Usually natural in any seat. T/O by PH.
Balancing 1NT: 10-14, system on (11-16 after 1S)
2NT O/C: usually natural; natural after opps bid and raised suit or After (2X)-P-(2Y); natural w tricks after Art 2X; jump to 2NT in p.o. seat=strong with minors
Mod. Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: Aggressive PRE-wide range (based on pos & vul)
2 suits: UNUSUAL 2NT (2 lowest unbid, any range);
Vs 2x & 3x: 4C & 4D
If avail 2NT asks desc;
Q-bid=INV; 3H+=F; JS=F; jump raise =PRE
Reopen: Invitational (intermediate)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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.
VS. NT (vs. Strong/Weak; Reopening; PH)
VS STRONG: DIR SEAT ONLY, UPH ONLY:
Mod CRASH: 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)
VS WEAK ONLY: 3m jump = Intermediate; X of stay or trans=cards
VS 2NT: Mod CRASH (same as vs 1NT)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
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; (4x)-4NT= 2 or 3 suit T/O
After NT O/C: mod trans & stay (no stay aft 3NT);
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2♦
VS ALL: mod CRASH
Aggressive, 5/4+, 5/5+ at 2-lev+, 5/5+ at UF
Same after (1C)-P-(1D)
OVER OPPONENTS' TAKEOUT DOUBLE
1M (x): NSNF; Trans thru 2M; JS=PRE; 2NT=Mixed+ (4+);
1m(x): JS other minor=unbal lim; 2NT=bal lim.
Any (x): JR=PRE; 3NT=good PRE; XX=usu 4/4 in 2 other suits, desire to defend

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd =even; 5 th =odd; ACE	3 rd (not raised); ATT (raised); K	
NT	ATT, 2 nd hi from bad suit	Sxx if raised; low, if 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; From Int. Seq: J,10, or 9=3 rd from even, 2 nd from odd			
LEADS			
Lead	Vs. Suit	Vs. NT	
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	HJTx(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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (Obvious shift)	S/P	Att - O/E
Suit 2	Count (rare)	Count if needed (rare)	Count if needed (rare)
3	S/P		S/P
1	Att	Smith Echo	Att - O/E
NT 2	Court (rare)	S/P	Court (rare)
3	S/P	Count if needed (rare)	S/P
Signals (including Trumps): Standard: Hi Enc, Hi Even;			
Tell partner what she needs to know; Mostly S/P if undefined;			
Odd/Even 1 st discard; S/P in trumps; Rarely give count. No count signal in trumps. Rare to signal vs slams; Leads & signals frequently deceptive.			
DOUBLES			
Aggressive; emphasis on majors, minors unclear, 4x3 okay; lighter with shape. ELC: C to D only; Q resp maybe bal 9+, no rebid promised;			
Jump resp=5+ cd suit; Jump Cue by resp asks stopper;			
After Cue : doubler's 2NT is minimum - any 3-level = GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG & RESP thru 4D-no upper limit. Tend to be bal w convertible values - OFTEN PASSED. Dbl of 4S is always penalty.			
1C(1D)X = 4/4 majs. 1m(1H)X= 4 sp.			
SUPPORT X thru 3Q; 3-level NEGX=inv, creates F; 2 nd NEGX=T/O, xtras;			
NEG X 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
CATEGORY: Green - Aggressive Std American
NCBO: USA
PLAYERS: Lynn Baker & Karen McCallum
6/28/23
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive std. American; light initial actions; 5cd majors
Weak 2DHS (0-9 hcp); freq. wide-range preempts
Playing strength compensates for hcp in any situation.
1NT opening = 10-12 (NV 1 st & 2 nd); 10-15 (NV 3 rd & 4 th);
14-16 (V 1 st , 2 nd , 3 rd); 10-13 (V 4 th) -- odd shapes ok; frequent 5cd majors
Freq art. comp 2NT
Freq low-level comp Xs; light 3 rd seat openings
Aggressive 2/1 response; promises rebid unless opener shows weak NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
WEAK 2DHS-NV: 0-9 hcp; usually 5-cd suit, any quality
GAMBLING 3NT: 1 st & 2 nd . ANY solid suit - 7 winners
NAMYATS: Solid Suit - 7-1/2 to 8-1/2 winners
GOOD-BAD 2NT
Frequent Art 2NT in competition (Good/Bad; Takeout; Puppet to 3C; Lebensohl; Mixed Raise)
TRANSFER LEBENSÖHL (FASS) + Many VARIATIONS
PRE JUMP SHIFTS;
FIT-SHOWING JUMP SHIFTS by PH
2NT OPENING: 5+/5+ minors, 4-10 or strong (9-12 UF)
SPECIAL FORCING PASS SEQUENCES
FP when we show ownership; 2C, 4CD openings create F
1x-(x)-xx: creates F; Jump Cue and Leaping Michaels create F; low level penalty X creates F
1NT-(x)-any-P: We don't play in 1NTX (i.e., Pass = F)
IMPORTANT NOTES
If 2NT can't be invitational, it isn't natural;
3 rd seat opening may be 8-9 bal (1M often 4-cd suit)
Rarely pass partner's opening bid even with 0-5 hcp
PSYCHICS: Rare

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, 1C poss w 4-4 minors;	May respond v light; 1D usually 5+; 1M maybe 4M/5D; 1NT=8-10; 2N=11-12; 1N=no maj; raise=F1; jump raise=PRE; no splinter; JS to play	1M=44+; 1N maybe 4HS; 2-way CB; 4SF1; picture bids; 1m-1M-2M-2N=art ask; 4st trans/2NT; 1m-2m=F to 3m; Raise of 1M art; 1C-2C-2D: Art. Min.	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; 1D poss w 4D/5C	See 1C; also: 1N=6-10	See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse; 1D-2D-2H: Art Min.	See 1C
1♥		4	4D	Nat -- Usu 5 cds – freq 4 cds in 3 rd seat	May respond v light; 1N=5-11 (nf); 2/1 F1; SPL; Help-suit game try; PRE JS; Jump Raise=PRE; 2NT=mixed raise(+)	See 1C & 1D	See 1C. 2NT=mixed raise(+); 2CD=lim 3 or 4 cd raise
1♠		4	4D	See 1H	See 1H	See 1C & 1D	See 1H
INT			3S	1NT: 10-12 (NV 1 st & 2 nd); 10-15 (NV 3 rd &4 th); 14 to 16 (V 1 st , 2 nd , 3 rd); 10-13 (V 4 th); freq 5 cd major; odd shape ok	Stayman; SA Texas, 5C Gerber 10-12, 10-13, 10-15: 2-way Stayman 14-16: 4-suit tr; 3DHS=FG (w longer Cs)	2C-2x: 3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS: 3SH=slam try raise; 2C-2HS: 4CD=nat. ST raise	Same as UPH;
2♣	X	0		20+ bal or 8.5 playing tricks	Cntrls: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	C3L2N; 2C-2D-2H>2S=Hs or 23+bal Oprn JS= solid suit, asks Q; After any 2NT rebid: Puppet & 4st trans No BW by resp when controls known	Same as 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; 4D=PRE; 4C=pre KC; rarely pass w sing or void	opener usu. bids again w fit, 2D opener bids again w max; Many art. follow-ups	Wide range in 3 rd seat; PH resp: 1st step scramble; NS=fit; 2NT=fit, asks sing
2♥		5		See 2D	See 2D (except 4D is 1-suited slam try in a minor)	See 2D	See 2D
2♠		5		See 2D	See 2H	See 2D	See 2D
2NT	X			5+/5+ minors PRE or GF; PRE: 3-9, but UF: 9-13 w good suits	3m=to play; 3M=nat F; 4m=RKC in that minor; 4NT=BW		
3♣		6		Aggress; wide range, 0-15; Anything ok opp PH	3D asks 3-cd Maj; 3M NF NV; 4C=PRE; 4D=RKC		
3♦		6		See 3C	3M NF NV; 4C=pre KC; 4NT=BW	See 3C	See 3C
3♥		6		See 3C	See 3D	See 3C	See 3C
3♠		6		See 3C	See 3D	See 3C	See 3C
3NT	X	7		Any solid st; no A/ K (1 st / 2 nd st)	4CD=P/C, 4HS to play; always pass 3 rd /4 th seat 3NT		3 rd & 4 th seat to play
4♣	X	7		NAMYATS-solid Hs- 7.5-8.5 tr	1step=ST, 1 or 3 aces; Above 4M=2 aces, 2-loser suit; 4NT=BW		
4♦	X	7		See 4C – solid Ss	See 4C	HIGH LEVEL BIDDING	
4♥		6		Wide rng – not solid, >4 losers	4NT=BW (not RKC); 5C=RKC; NS=control ask	Cue: 1 st or 2 nd rnd control. Last chance cue: no cntrl promised if only Q below game; Respond KC to SPL; RKCB 1430; no RKC on 1 st 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; 6C=2 Aces		
5NT	X			Minors; grand try			