

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>                    |
| 1 level 6+ HCP, 2 level 9+ HCP, New suit F by UNPH exc. in comp                |
| Jump Raise=WK (mixed if jump cue or jump to suit below our suit)               |
| Jump Cue=mixed (7-9 HCP 4+ trumps)   |
| Strength can be a little lighter if PH   |
| Cue bids in responses are 3+ Trumps and LIM+ values                            |
| ACBL Option 1 versus MULTI 2D  |
| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> |
| (1X) 1NT and (1X) P (1Y) 1NT 15-18 HCP (Upgrades) System On                    |
| (1X) P (P) 1NT=11-16 HCP 2C=range ask, TRF, 2NT INV                            |
| (1X) P (P) 2NT 18+20- HCP (Upgrades) System On                                 |
| (1m) P (2m simple raise) 2NT 15-18 HCP System On                               |
| (1M) P (2M) 2NT=15-18 HCP System On  |
| (1X) P (2Y) 2NT=UNT  |
| PH (1X) P (1Y) 1NT=UNT   |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| 2/3 level-good suits esp. VUL-usually less than an opening bid-but             |
| VUL can be stronger, esp.if Partner a PH. Exp. Length 2 lev 6, but             |
| may have 5 if good sui t NV or 7 VUL if suit medium and 7-2-2-2 3              |
| level 7 w/ some variances w/ respect to VUL. 2NT asks/2 level                  |
| Reopen: Jumps are very good suits and usually a card outside (INT)             |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| Over mm cue=MM Sound w/ respect to VUL-can be very strong if                   |
| Planning to take 2 bids. Over mm 2 or less m 2m=NAT.                           |
| Over M=OM + 1 unknown m  |
| 1M-3M asks stopper/1m-3m= NAT  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                  |
| X=PENish, 2C=D or M+m, 2D=H, 2H=MM, 2S NAT, 2NT=C                              |
| 3C=mm/AFTER 2C X asks compete, 2NT F inquiry all auctions.                     |
| In BAL position VS Strong X=T/O w/ less than 3 S, 2C=T/O w/3+S                 |
| (Both promise at least 2 suits), 2D=MM (5+,5+) CONST-2NT asks                  |
| In BAL position as PH VS weak NT X=C CONST                                     |
| Otherwise Direct System applies  |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                          |
| X T/O/weak 2 w/ LEB responses unless PH is X                                   |
| Leaping Michaels over 2M/2D/3D=MM, 4C=C+M,4D=BIG MM                            |
| 2M 3M asks stopper   |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                           |
| CRASH/1C/2C (Color/Rank/Shape) and after (1C/2C) (1D/2D)                       |
| Bids after CRASH are P/C and cheapest NT says have own suit.                   |
| Cheapest NT=Cue if we bid a NAT suit. We tend to bid soundly.                  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| TRF Advances THRU 2M, after M (X) 2M very WK, 2NT=LIM+,                        |
| Suit below 3 of our suit=MIXED, 3NT FG raise with F PASS                       |
| 1C (X) 2D=LIM+, 2NT=mixed, 3C weak, 1D (X) 2NT,3C,3D                           |

| LEADS AND SIGNALS   |  |   |                  |
|---|--|---|------------------|
| <b>OPENING LEADS STYLE</b>  |  |   |                  |
|   | Lead   | In Partner's Suit                       |                  |
| Suit  | 3 <sup>rd</sup> from E, low from odd               | Same                                    |                  |
| NT  | HxxS(+),xSxx(+),Sxx,Sx                             | 3 <sup>rd</sup> from even, low from odd |                  |
| Subseq  | ATT (if CT then as above)                          | ATT (if CT then as above)               |                  |
| Other: : J denies, 10 or 9 zero or 2 higher if feasible after trick 1       |  |   |                  |
| Versus slams tend to lead ATT rather than CT                                |  |   |                  |
| <b>LEADS</b>  |  |   |                  |
| Lead  | Vs. Suit   | Vs. NT                                  |                  |
| Ace   | AKx(+) unless 5 level or DECL is a PRE=CT lo E     | AK+ asks ATT lo ENC                     |                  |
| King  | AK, KQ(+), AKx(+) at 5lev or DECL is a PRE=CT lo E | AKJ10(+), KQ109(+ asks UB or CT lo E    |                  |
| Queen   | QJ(+), Qx, ATT lo ENC                              | KQ(+) asks ATT lo ENC                   |                  |
| Jack  | J10(+), Jx, ATT lo ENC                             | QJxx(+),RUS4+, J10(x) ATT               |                  |
| 10  | 109(+), 10x,                                       | J10xx(+) RUS4+, 109(x)                  |                  |
| 9   | 98(+), 9x,   | 109xx(+) RUS4+, 9xx, 9x                 |                  |
| Hi-X  | Sx, Sxx if SUPP PARTNER                            | xSxx(+), Sxx, Sx                        |                  |
| Lo-X  | HxS(x), HxSx(xx), HxxxS xxS, xxSx(xx), xxxS        | HxS, HxxS(+)                            |                  |
| <b>SIGNALS IN ORDER OF PRIORITY</b>   |  |   |                  |
|   | Partner's Lead                                     | Declarer's Lead                         | Discarding       |
| 1   | ATT lo ENC   | CT lo EVEN                              | ATT lo ENC (S/P) |
| Suit 2  | CT lo EVEN (S/P)                                   | S/P                                     | CURRENT CT (S/P) |
| 3   | S/P  | S/P                                     | S/P              |
| 1   | ATT lo ENC   | CT lo EVEN (S/P)                        | ATT lo ENC       |
| NT 2  | CT lo EVEN   | S/P Unless CT needed                    | CURRENT CT (S/P) |
| 3   | S/P  | S/P                                     | S/P              |
| Signals (including Trumps): We play ALOT of S/P including TRUMP S/P         |  |   |                  |
| Generally, our Default signal is S/P when their is no future in a SUIT      |  |   |                  |
| However, there may be other considerations relative to the hand before S/P  |  |   |                  |
| <b>DOUBLES</b>  |  |   |                  |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                        |  |   |                  |
| 10+ HCP w/ shortness in OPPT suit/Cue bid FG UNPH/2 Suits by a PH           |  |   |                  |
| 18+HCP if offshape/If offshape aggressive to overcall 1NT and/or good 4M    |  |   |                  |
| Equal level conversion, converting C to D not extras, BAL 2NT=C+another     |  |   |                  |
| PENALTY PASS over XX, RESP X when bid and raise suit after T/O X            |  |   |                  |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>                      |  |   |                  |
| NEG thru 7S, 1C (1D) X both MM, 1m (1H) X=4S, 1m (1S) X tends 4+H           |  |   |                  |
| RESPOSIVE X thru 7S (Almost all initial X are T/O)                          |  |   |                  |
| Max X thru 3H, SUPP X and XX thru 2H, SOL X (X says can lead another suit). |  |   |                  |
| Snapdragon thru 3S ((1X) Y (Z) X other suit not strong enough to bid)       |  |   |                  |
| Tolerance XX thru 2S (8+HCP) and doubleton in Partner's suit                |  |   |                  |
| SPL X=NO lead if 1 unbid suit/lead lo suit if 2 unbid.                      |  |   |                  |

| W B F CONVENTION CARD   |  |
|---|--|
| <b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>   |  |
| <b>NCBO:</b>  |  |
| <b>PLAYERS: Drew Casen, Jim Krekorian</b>   |  |
| EVENT (Open/Women/Senior/Transnational)   |  |
| <b>SYSTEM SUMMARY</b>   |  |
| <b>GENERAL APPROACH AND STYLE</b>   |  |
| Standard American 2/1 FG 5+card M (semi-F 1NT)  |  |
| With 4-4mm will open 1D unless C significantly better   |  |
| We tend to open 1C with 4D and 5C   |  |
| We almost never respond 1 D to 1C w/ 4M unless FG (exc. is a hand like xxxx/x KQJxxx/xx). We rebid 1NT with a variety of distributions including (3-1)(54) w/ 11-14 HCP |  |
| We respond light to 1M. We open most 12 HCP and shapely 11s using the rule of 20. We stretch to open 1NT to avoid rebid   |  |
| problems w/ (5422) and (5431) subject to ACBL restrictions. We are more likely to upgrade 2NT rebids, opening 2NT, BAL  |  |
| 2C hands rather than 1NT openers. PRE sound w/respect to VUL  |  |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |  |
| We play TRF advances when we open 1M (X) and when we overcall 1M (X)  |  |
| 4+M raises at the 3 level,H/S C/D=LIM,D/H=MIX,H/S=PRE   |  |
| 2NT BAL so 2S/1H and 3C/1S are our FG raises with 4+ plus M   |  |
| Option 1 ACBL DEF VS Multi ie. 2H=T/O and X= T/O of S   |  |
| Unusual/Unusual (Lo=OM/mm/Om over MM with punt  |  |
| Over (1C,1D) 2 or less in suit 2m =NAT, (1C)-2D=MM  |  |
| (1D)-2H=MM, 2S= BIG MM  |  |
| Over (1C)-P-TRF-X=T/O for other suits. Bidding the TRF suit T/O of TRF suit so includes C-only 1 cue bid  |  |
| WKJS in COMP thru 3S by UNPH unless mixed applies   |  |
| Jumps higher than 3S by UNPH=FITS (EXC 4OM)/short if their suit. By PH Jumps are FITS w/ SPL in their suit at 4 level.  |  |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |  |
| Direct raise=Slam try/Pass and pull=weaker  |  |
| New suit NAT, tends NOT to be a slam try  |  |
| If make LIM+ and we don't get to clarify= a F Pass situation  |  |
| <b>IMPORTANT NOTES Default for X is T/O in COMP</b>   |  |
| New suit in COMP NF 2 level/F 3 level   |  |
| <b>PSYCHICS: Rare/Could only pass a F bid to expose</b>   |  |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS      | NEG.DBL THRU |   |   |  |   |
|---------|--------------------|------------------------|--------------|---|---|--|---|
|         |                    |                        |              | DESCRIPTION   | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED HAND BIDDING   |
| 1♣      |                    | 3                      | 7S           | 11-21 HCP (Rule of 20) w/ 3-3mm open 1C                   | 2C=NAT FG, 2D=NAT FG Good Suit, 2H=ART 11-12 BAL, 2S ART LIM, 2NT BAL FG, 3=S/S       | 2-way CB after NT rebid, Jump REV after 1M response for INV S/S or Super S/S   | WK JUMP in COMP by UNPH thru 3S, 2C=NAT raise by PH                                       |
|         |                    |                        |              |   | 1 level NAT F, 1NT 6-10HCP, 3NT=16-17 BAL   |  | PHJF  |
| 1♦      |                    | 3                      | 7S           | 11-21 HCP (Rule of 20) w/ 4-4 usually open 1D             | 2C=NAT FG, 2D=NAT FG, 2H=ART 11-12 BAL 2NT=BAL FG, 3C= NAT INV, 3M=S/S                | 2-wau CB after NT rebid, Jump REV after 1M responsefor IV S/S or Super S/S   | WK JUMP in COMP by UNPH thru 3S, 2D=NAT raise   |
|         |                    |                        |              |   | 1level NAT F, 1NT 6-10, 3NT=16-17 BAL   |  | PHJF  |
| 1♥      |                    | 5 (4 3 <sup>rd</sup> ) | 7S           | 11-21 HCP (Rule of 20)                                    | 1S NAT F, 1NT semi F, 2/1FG,2NT BAL FG,2S, 3C, 3D, 3H= FG, LIM, MIX, WK,3S/3NTART S/S | ART FG 2S/1NT, INV 5+,5+ Jump S mm   | WK JMP in COMP by UNP thru 3S-ST Bel Mix,REV Drury,PHJF                                   |
| 1♠      |                    | 5 (4 3 <sup>rd</sup> ) | 7S           | 11-21 HCP (Rule of 20)                                    | 1NT semi F, 2/1 FG,2NT BAL FG,3C,3D,3H, 3S=FG, LIM, MIX, WK 3NT ART S/S, S/S 4level   | ART FG 3C/1NT, 3D NAT FG, 3H 5+5+ NAT FG   | WK JMP in COMP by UNP thru 3S-ST Bel Mix, REV Drury,PHJF                                  |
| INT     |                    |                        |              | 15-17 HCP   | 2C=STAY, 2H,2S=TRF,2S=size or C,2NT=D or weak mm, 3C=PUP,3D FG mm,3M=S/S (1-3)(4-5)   | Pre Acc/TRF,2NT 3 card MAX/TRF, 2S CONST/ STAY 5S, Smolen (4-5MM),3OM  | Syst on/ART X and 2C and Multi NEG X,TRF LEB,/ PEN X,2C2D                                 |
|         |                    |                        |              |   | 4C=mod Gerber,4D,H=TEX TRF,4S=44mmQuant   | Slam try S/S, 4C=BAL Slam try, 4D= RKC   | Suit+HI,2H,2S NAT,XX F 2C   |
| 2♣      | ART                |                        |              | 22+ w/ Upgrades   | CTRL, 0-1,2,A+K,KKK,4,5+, 3H,S 6 card M   | KOKISH (REV), Jump to 3M=4M and 5+ D   | CTRL-2D, PENAltyish 2H,2S   |
|         |                    |                        |              |   | Less than 2 controls-at least 3 of top 5 in suit                                      | 3NT 4card raise of M even after REV Kokish   | 2NT+ X=NEG, PASS=Value  |
| 2♦      |                    | 6                      |              | 5-11 HCP  | 2NT asks min/max and/or 4M, 4C MOD RKC  | 3C max=FG, 3D=min NF, 3M=4OM   | 2NT, new suit F (LD w/ fit/X)   |
|         |                    | 5,7 rare               |              |   | New suit F (6+), MOD RKC after 2NT ask  |  | XX/X for own suit   |
| 2♥      |                    | 6                      |              | 5-11 HCP  | 2NT asks suit and hand range, new suit F  | 3C=gd suit, 3D=gd hand, 3H=weak,3S=gd hand/gd suit, 3NT=AKQxxx   | 2NT, new suit F (LD w/ fit/X) XX/X for own suit   |
|         |                    | 5,7 rare               |              |   | 4C=MOD RKC and after 2NT ask  |  |   |
| 2♠      |                    | 6                      |              | 5-11 HCP  | 2NT asks suit and hand range, new suit F  | 3C= gd suit, 3D=gd hand,3S=weak  | 2NT, new suit F (LD w/ fit/X)   |
|         |                    | 5, 7 rare              |              |   | 4C=MOD RKC and after 2NT ask  | 3H=gd suit/gd hand, 3NT=AKQxxx   | XX/X for own suit   |
| 2NT     |                    |                        |              | 20-21 HCP w/ Upgrades                                     | STAY,TRF, 3S=mm FG, 4C MOD Gerb, 4D,H=TEX TRF, 4S=44mm QUANT                          | Pre-Accept, 3OM after STAY=slam try M  |   |
|         |                    |                        |              |   |   | Pre-Accept with a suit don't have all suit cntr.   |   |
| 3♣      |                    | 7 (6,8)                |              | 5-11 HCP-Rule of 2 or 3                                   | New suit F, 4D=MOD RKC  |  |   |
| 3♦      |                    | 7 (6,8)                |              | 5-11 HCP-Rule of 2 or 3                                   | New suit F, 4C=MOD RKC  |  |   |
| 3♥      |                    | 7 (6,8)                |              | 5-11 HCP-rule of 2 or 3                                   | New suit F, 4C=MOD RKC  |  |   |
| 3♠      |                    | 7 (6,8)                |              | 5-11 HCP-Rule of 2 or 3                                   | New suit F, 4C+MOD RKC  |  |   |
|         |                    |                        |              |   |   |  |   |
| 3NT     |                    | 7+                     |              | SOL m, at least AKQxxxx                                   | 4C,5C,6C=P/C, 4D asks S/S 4M NAT NF   | /4D 4M=S/S, 4NT=2-2-(2-7), 5m=om S/S   | In 3 <sup>rd</sup> can have outside K- can be pulled, in 4 <sup>th</sup> anything-to PLAY |
|         |                    |                        |              | No outside A or K 1 <sup>st</sup> or 2 <sup>nd</sup> seat | 4NT asks extra length (8+)  | /4NT extra length can cue Qor bid 6 if 8+  |   |
| 4♣      |                    | 7+                     |              |   |   |  |   |
| 4♦      |                    | 7+                     |              |   |   |  |   |
| 4♥      |                    | 7+                     |              |   |   |  |   |
| 4♠      |                    | 7+                     |              |   |   |  |   |
| 4NT     |                    |                        |              |   |   |  |   |
| 5♣      |                    | 8+                     |              |   |   | <b>HIGH LEVEL BIDDING</b>  |   |
| 5♦      |                    | 8+                     |              |   |   | 4NT=1430 Resp, 4 of our m=1430 if in FG , 1/m if find fit at 4 level and in FG   |   |
| 5♥      |                    | 8+                     |              |   |   | Gerber 14, 03,2 min, 2 max, if show a VOID after 4NT RKC- 1 <sup>st</sup> step starts at 5NT   |   |
| 5♠      |                    | 8+                     |              |   |   | VOIDWD=0-3,1,4 resp, MOD RKC=0,1,1w/Q,2, 2w/Q, DOPI,DEPO Cue Ksup the line after RKC, 5NT RKC if OPPT takes 4NT away, Tend to cue up the line. |   |