

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level => (4)5+c 8+HCP (Could be weaker if green)
2 level => 5+c 10+HCP
Cue Raise = 10+HCP w Fit (12+ in certain situation)
1M (Any bid but X) => 2NT = 4+M 10+HCP, 3M = Mixed
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 Bal or Semi-Bal (In all spots)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1x) 2y = Weak NAT (if 2y > 2x)
Fit showing jump shift in competition
(1x) 2NT = Lowest 2 unbid suit, any range (depends on Vul)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) 2m = 5+♥&5+♠ any range (Depends on Vul)
(1M) 2M = 5+ other Major + 5+minor any range (Depends on Vul)
Response (Note 16)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Strong NT: X = 16+, 2♣ = Long Suiter, 2♦ = Both Majors
2♥ = ♥ & Minor, 2♠ = ♠ & Minor, 2NT Long Minor
3+ level = Preempt
Weak NT: X = 14+, 2♣ = Majors, rest NAT
Mini NT: X = 12+, rest NAT overcall
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2 level: X = T/O with Lebensohl, 4♣/♦ = Leaping Michaels
2NT = 15-18, Cue = Stopper asking
3level: X = T/O, 4level: X = T/O 4NT = 2 Places
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors, NT = Minors, rest NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1 level, treat it as a pass and bid on
XX – 10+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Overlead, 4 <sup>th</sup> Best, MUD	Overlead, 4 <sup>th</sup> Best, MUD	
NT	Overlead, 4 <sup>th</sup> Best, MUD	Overlead, 4 <sup>th</sup> Best, MUD	
Subseq	Attitude	Attitude	
Other: Original count returns in partners led suit			
K count at 5 level+ or in leaders bid and unsupported suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, Ax	AKx+, Ax	
King	KQx+, Kx	KQx+, Kx	
Queen	QJx+, Qx	QJx+, Qx	
Jack	JTx+, Jx	JTx+, Jx	
10	T9x+, Tx	T9x+, Tx	
9	9x, 9	9x, 9	
Hi-X	Xx	Xx	
Lo-X	xXX, HxX, HxxX+	xXX, HxX, HxxX+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Enc	Rev Count	Low Enc
Suit 2	Suit Pref	Suit Pref	
3	Rev Count		
1	Low Enc	Rev Count	Low Enc
NT 2	Suit Pref	Suit Pref	
3	Rev Count		
Signals (including Trumps):			
K for Count only on 5+level contract or unsupported partner suit			
Signal may change to Suit Preference (Depends on Dummy)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X = (10)11+ T/O shape or (16)18+ Any			
(1M) X = Could be Equal Level Conversion (4oM and 5+♦)			
(1M) P (2M) X (P) 2NT = Scramble			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X & XX			
Some X is Stopper asking (on level 3)			
Lead Directing X			
Over TFR over 1♣ =>			
X = Suit, Bid TFR = T/O			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> Green <b>NCBO:</b> Australia <b>PLAYERS:</b> Heath <u>Watkins</u> & Matthew <u>Sieredzinski</u> <b>EVENT:</b> U26
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard 1♣ = 2+ (10)11+HCP, 1♦ = 4+, 1♥/♠ = 5+
1NT = 15-17 except 1 <sup>st</sup> Favourable = 14-16
Bal/Semi-Bal, Upgrade aggressively with 5 card suits
1 <sup>st</sup> seat favourable open light (Nearly all 10 counts)
3 <sup>rd</sup> seat open light. (Can be lead directing, can open 4cM)
HCP is only a guide
2 over 1 response – F1
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣- 1♦ = Nat or 6-9HCP deny 4cM
<b>Openings</b>
2♣ = FG or 23+ Bal/Semi-Bal (Could be off shape)
2♦/♥/♠ = non-Vul 5(6)c 10-HCP, Vul 6+c 4-10HCP
2NT = 20-22 Bal/Semi-Bal (Could be off shape)
3NT = Gambling, Solid Minor, No side A/K
4NT = Specific A ask
<b>SPECIAL FORCING PASS SEQUENCES</b>
Any FG auction
<b>IMPORTANT NOTES</b>
G'Day :D
<b>PSYCHICS: Rare, generally only 1st/3rd green</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♣	1 <sup>st</sup> Favourable 10+HCP rest 11+ May open lighter if shapely	1♦ = NAT or 6-9 no 4+cM, 1NT = 10-11HCP 2♣ = 5+♣ no 4cM 10+HCP, Weak jump, Splinter	1M = unbal F1, 1NT = 11-14(or 10-13) Jump shift = Mini-Splinter,Inv Minor(Note 8)	2♣ = 5+♣ 6-9HCP
1♦		4+	4♣	1 <sup>st</sup> Favourable 10+HCP rest 11+ May open lighter if shapely	1M = 4+ 6+HCP 1NT = 6-9HCP no 4cM 2♣ = 5+♣ 10+HCP, 2♦ = 4+♦ no 4cM 10+HCP	1x -1y – 1NT => 2WCB (Note 7) 1m – 1M – 2M = (3)4 card raise (Note 9)	2♦ = 4+♦ 6-9HCP
1♥		5+	4♣	1 <sup>st</sup> Favourable 10+HCP rest 11+ May open lighter if shapely	1NT = 6-9, 2♣/♦=4+ 10+HCP F1, 2NT = Jacoby (Note 6), Bergan Raises (Note 11)	1M – 2M => Kokish Game Tries (Note 5)	2♣ = 9-10HCP 3+M (Note 10) 3♣ = ♣ inv, 3♦ = 4+ M 6-9
1♠		5+	4♣				2NT = 9-10HCP 4+M w Shortage
INT			4♣	1 <sup>st</sup> Favourable 14-16 Rest 15-17 Bal/Semi-Bal	2♣ - Stayman, 4-way TFR inc. 2♠ = Range Probe 3♣ - Puppet (Note 1),4♣=Gerber , Texas TFR	Stayman => Smolen (Note 12) 2♠ => 2NT – Min, 3♣ - Max	Comp: Lebensohl (Note 11) X = T/O, Cue = Stopper asking
2♣	✓			23+ Bal/Semi-Bal Or any game force	2♦ - Weak or waiting, rest NAT 8+HCP	2NT = 23-24HCP	Comp: X = Penalty
2♦		(5)6+		NAT (10)- HCP 6+♦ (Or 5+♦ if Non-Vul)	2NT = Ogust (Note 2) 3♦ & 4♦ = Extending, Rest NAT F1	Ogust Response (Note 2) 2♦ – 2x – 2NT = Doubleton support	Comp: X = Penalty
2♥		(5)6+		NAT (10)- HCP 6+♥ (Or 5+♥ if Non-Vul)	2NT = Ogust (Note 2) 3♥ & 4♥= Extending, Rest NAT F1	Ogust Response (Note 2) 2♥ – 2x – 2NT = Doubleton support	Comp: X = Penalty
2♠		(5)6+		6+♠ (Or 5+♠ if Non-Vul)	2NT = Ogust (Note 2) 3♠ & 4♠= Extending, Rest NAT F1	Ogust Response (Note 2)	Comp: X = Penalty
2NT				20-22 Bal/Semi-Bal Sometimes can be off shape	3♠ = Puppet Stayman (Note 1), 3♦/♥ = TFR ♥/♠ 3♠ = Minor Slam Try, 3NT =To Play 4♠ = Gerber, 4♦/♥ = TFR ♥/♠		Comp: X = FG
3♣		(6)7+		Preemptive	NAT FG		Comp: X = Penalty
3♦		(6)7+		Preemptive	NAT FG		Comp: X = Penalty
3♥		(6)7+		Preemptive	NAT FG		Comp: X = Penalty
3♠		(6)7+		Preemptive	NAT FG		Comp: X = Penalty
3NT		7+		Gambling, Solid 7+ Minor AKQxxxx+ No Side A or K	4/5/6♣ = P/C Rest To Play		
4♣		(7)8+		Preemptive	NAT FG		Comp: X = Penalty
4♦		(7)8+		Preemptive	NAT FG		Comp: X = Penalty
4♥		(6)8+		Preemptive (to play in 3rd/4th)	NAT FG		
4♠		(6)8+		Preemptive (to play in 3rd/4th)	NAT FG		
4NT	✓			Specific A Ask	5♣ = No A, 5♦/♥/♠ 6♣ = A in suit, 5NT = 2As	To Play	DOPI
5♣						HIGH LEVEL BIDDING	
5♦						4♦/♥ - 1430 RKCB in ♣/♦ (only if trumps suit agreed) (Note 4)	
5♥						4NT – 1430 RKCB in most other spots (Note 3), DOPI (Note 13)	
5♠						Cue Bids, 1 <sup>st</sup> /2 <sup>nd</sup> round control up the line	
						Non-Serious 3NT (After Major suit agreed)	
						Last Train (Only after splinters or skipped first cue)	
						Exclusion 3014 RKCB (Note 15)	
						?NT – 4♣ = Gerber (Note 14), 4NT = Quantitative (if ?NT is NAT)	

**1. Puppet Stayman**

1NT – 3♣ = Puppet Stayman

3♦ = Deny 5cM (Doesn't promise 4cM)

3♥ = 4♠

3♠ = 4♥

3NT = To Play

3♥ = 5♥

3♠ = 5♠

2NT – 3♠ = Puppet Stayman

3♦ = Deny 5cM (Promise 4cM)

3♥ = 4♠

3♠ = 4♥

3NT = To Play

4♠/♦ = 4♥ & 4♠

3♥ = 5♥

3♠ = 5♠

3NT = Deny 5cM & 4cM

**2. Ogust**

After 2x (Weak 2), 2NT = Ogust (Asking about strength of hand and suit)

3♠ = Bad hand -6(7)HCP, Bad Trumps (0-1 Honors)

3♦ = Bad hand, Good Trumps (2-3 Honors in bid suit)

3♥ = Good hand (7)-(10)HCP, Bad Trumps

3♠ = Good hand, Good Trumps

Every bid after that (Except Game contract or rebid suit) is F1.

**3. 1430 RKCB**

Keycards = All As + K trump

4NT = RKCB

5♠ = 1 or 4 Key Cards

5♦ = Q ask (If D not Trumps)

5♥ = 0 or 3 Key Cards

5♥ = Q ask (If H not Trumps)

5♥ = 2 or 5 w/o Q trump

5♠ = 2 or 5 w Q trump

5NT = K ask (Respond K up the line until you reach trumps suit)

**4. 1430 Kickback**

Kickback applies when

1. Agreed in a minor suit
2. There is no ambiguity

4♦ – Keycard in ♠

4♥ – 1 or 4

4S – Q♣ Ask

4♠ – 0 or 3 Key Card

4NT – Q♣ Ask

4NT – 2 or 5 w/o Q♣

5♠ – 2 or 5 w Q♣

5♦ – K Ask (Bid K up the line until you reach trumps suit)

4♥ – Keycard in D

4♠ – 1 or 4 Keycard

4NT – Q♦ ask

4NT – 0 or 3 Keycard

5♠ – Q♦ ask

5♠ – 2 or 5 Keycard w/o Q♦

5♦ – 2 or 5 Keycard w Q♦

5♥ – K ask (Bid K up the line until you reach trumps suit)

## 5. Kokish Game Try

After 1M (Any) 2M (Pass or X), next bid is asking for HSGT & all other bids up to 3M is a Short suit game try, 4<sup>th</sup> level is cue 1<sup>st</sup>/2<sup>nd</sup> Control, 3NT is Non-Serious

1♥ - 2♥

2♠ – Help Suit game try ask

2NT – Accept a HSGT in ♠

3♠/♦ – HSGT in ♠/♦

3♠ – Accept a HSGT in ♠ (Reject a HSGT in ♠)

3♦ – HSGT in ♦

3♦ – Accept a HSGT in ♦ (Reject a HSGT in ♠&♦)

3♥ – Reject any HSGT

4♥ – Accept all HSGT

2NT – Short suit game try in ♠ (Could be a slam try)

3♠ – Short suit game try in ♠ (Could be a slam try)

3♦ – Short suit game try in ♦ (Could be a slam try)

3♥ – General invite

1♠ – 2♠

2NT - Help Suit game try ask

3♠ – Accept a HSGT in ♠

3♦/♥ – HSGT in ♦/♥

3♦ – Accept a HSGT in ♦ (Reject a HSGT in ♠)

3♥ – HSGT in ♥

3♥ – Accept a HSGT in ♥ (Reject a HSGT in ♠/♦)

3♠ – Reject all HSGT

4♠ – Accept all HSGT

3♠ – Short suit game try in ♠ (Could be a slam try)

3♦ – Short suit game try in ♦ (Could be a slam try)

3♥ – Short suit game try in ♥ (Could be a slam try)

3♠ – General invite

## 6. Jacoby

1M – 2NT = 4+M 12+HCP

1♥ – 2NT

3♠ – ♠ shortage

3♥ – Interested in slam

3NT – Not interested in slam

3♦ – ♦ shortage

3♥ – Interested in slam

3NT – Not interested in slam

3♥ – ♥ Bal (12)13+

3NT – Not interested in slam (non-serious)

3♠ – ♠ shortage

3NT - Not interested in slam

3NT – Bal (10-11)11-12

4♠/♦/♠ – NAT 5+♠/♦/♠

1S – 2NT

3♠ – ♠ shortage

3♠ – Interested in slam

3NT – Not interested in slam

3♦ – ♦ shortage

3♠ – Interested in slam

3NT – Not interested in slam

3♥ – ♥ shortage

3♠ – Interested in slam

3NT – Not interested in

3♠ – Bal (12)13+

3NT – Not interested in slam

3NT – Bal (10-11)11-12

4♠/♦/♥ – NAT 5+♠/♦/♥

## 7. 3 Way Checkback

1x – 1y – 1NT

2♣ – relay to 2♦

2♦ – Forced

2♥/♠ – NAT Invite (10)11-(12)

2NT – NT invite

3NT – 5cy choice of game

2♦ – FG

2NT – TFR 3♠

## 8. Inverted Minor

1♠ – 2♣ (5+♠ 10+HCP)

2♦ – Any Min (10)11-12

2♥ – ♥ Shortage FG

2♠ – ♠ Shortage FG

2NT – Good 13-14 or 18-19 Bal FG

3♠ – Anything that doesn't fit in the other bid (2227 or something)

3♦ – ♦ Shortage FG

1♦ – 2♦ (4+♦ 10+HCP)

2♥ – Any Min (10)11-12

2♠ – ♠ Shortage FG

2NT – 13-14 or 18-19 Bal FG

3♠ – ♠ Shortage FG

3♦ – Anything that doesn't fit in the other bid (2272 or something)

3♥ – ♥ Shortage FG

## 9. 1x – 1M – 2M (3-4M (10)-14)

1♦ – 1♠ – 2♠

3♠/♦/♥ – HSGT

3♠ – Deny HSGT

3NT – Accept HSGT w 3♠

4♠ – Accept HSGT w 4♠

3♠ – General invite

3NT – Accept w 3♠

4♠ – Accept w 4♠

2NT – FG INQ

3♠ – 3♠ NAT (Something like 3154 or equivalent)

3♦ – 3♠ NAT (Something like 3(3)6(1) or equivalent)

3♥ – 3♠ NAT (Something like 3451 or equivalent)

3♠ – 4♠ BAL

3NT – 3♠ BAL

4♠ – 4♠ Splinter (Something like 4351 or equivalent)

4♥ – 4♠ Splinter (Something like 4153 or equivalent)

Same rules applies to other spots except

1x – 1♥ – 2♥ – 2NT – 4x = 4♥, ♠ Splinter

## 10. Drury

At 3<sup>rd</sup>/4<sup>th</sup> seat 1M – 2C shows 3+M 9-10HCP

P – 1♥ – 2♠

2♦ – INV

2♥ – To Play (Probably a sub-opening hand)

3♠, 4♠/♦ – Splinter Slam try

**11. Lebensohl**

We play Lebensohl in 2 Spots, over 1NT interference (including NT overcalls), or (2x) X (P) 2NT\*

2NT - Lebensohl (Relay to 3C)

3♣ – Forced

P – To Play

3x (If 2x < Opponent bid suit) – To Play

3y (If 2y > Opponent bid suit) – NAT Inv

3z (Cue opponent suit) – 4M Stopper asking

3NT - 4M choice of games

3x – To Play (Over 1NT interference), NAT 18+ (Over weak 2s)

**12. Smolen**

1NT – 2♣ – 2♦

2♥/♠ – To Play

2NT – INV

3♣/♦ – NAT FG

3♥ – 4♥/5♠ FG

3♠ – 5♥/4♠ FG

3NT – To Play

**13. DOPI**

After 4NT interference

X - 0 or 3 Keycards

P - 1 or 4 Keycards

1<sup>st</sup> Bid – 2 or 5 Keycards w/o Q

2<sup>nd</sup> Bid – 2 or 5 Keycards w Q

**14. Gerber**

After NT bid (Either opening, NAT NT overcall, or during an auction that NT is NAT), 4C is A ask

4♣

4♦ – 0A

4♥ – 1A

4♠ – 2As

4NT – 3As

5♠ – 4As

**15. Exclusion 3014 Keycard**

After a suit agreed, Jumping passed KC is exclusion (Promising a void in that suit)

1<sup>st</sup> bid – 0 or 3 Keycard

2<sup>nd</sup> bid – 1 or 4 Keycard

3<sup>rd</sup> bid – 2 or 5 Keycard w/o Q

4<sup>th</sup> bid – 2 or 5 Keycard w Q

**16. Response to Michaels**

(1m) 2m (p)

2♥/♠ – Weak to play

2NT – INV+ INQ

3♣ – Min

3♦ – FG equal length

3♥/♠ – FG Longer suit

3♦ – M game INV

(1M) 2M (p)

2NT – INV+ INQ

3♣/♦ – Min NAT

3♥ – FG w ♣

3♠ – FG w ♦

3C♣ – P/C

3♦ – INV oM

If you are reading this then Hello :D