

W B F CONVENTION CARD
CATEGORY: Green – Aggressive 2/1 NCBO: USA PLAYERS: Lynn Baker & Olivia Schireson
[7/13/25]
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Aggressive 2/1; light initial actions; 5cd majors; Open & respond light; wide range 2&3-lev openers; Weak 2DHS (3-10 hcp); freq. wide-range preempts Playing strength compensates for hcp in any situation. 1NT opening = 14-16 (odd shapes ok; frequent 5cd majors) Many fit-showing bids; freq WJO; freq art. comp 2NT; Freq low-level comp Xs; light 3 rd seat openings
SPECIAL BIDS THAT MAY REQUIRE DEFENSE WEAK 2DHS-NV: 3-10 hcp; usually 5-cd suit, any quality GAMBLING 3NT: 1 st & 2 nd . Solid minor – 7 winners NAMYATS: Solid Suit – 7-1/2 to 8-1/2 winners
2NT can be TAKEOUT in competition TRANSFER LEBENSOLH (FASS) + Many VARIATIONS FIT-SHOWING JUMP SHIFTS; if RHO bids JS=fit
ESCAPING FROM 1NTX: We don't play in 1NTX COMPETITIVE CUE = LIMIT RAISE or better (2-level only) COMPETITIVE 2NT: May be MIXED RAISE or better
SPECIAL FORCING PASS SEQUENCES If forced to game, FP exists; 2C, 4CD openings create F 1x-(x)-xx: F thru 2N; comp F thru 3OS; Jump Cue creates F 1NT-(x)-any-P: No FP unless opp is "running"
IMPORTANT NOTES 3 rd seat opening may be 8-9 bal (1M may be 4-cd suit) Rarely pass partner's opening bid; freq resp 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, poss w 4-4 minors; for opening style	Can resp w 0-5; 1D usually 5+; 1M maybe 4M/5D; 1NT=7-10; 2N=10-12; 1N=no maj; raise=F jump raise=PRE; SPL	1M=44+; 1N maybe 4HS; 2-way CB; 4SGF; 1m-1M-2M-2N=art; 4st trans/2NT; 1m-2m=F to 3m; single Jump = weak; double jump = SPL	FSJS – No forcing bid by PH; 4S=inv; inverted raise NF; 2D=CB; 2C to play
1♦		3	4C	Nat – usu open 1D w 4C/4D; 1D w 3D/2C	See 1C; also: 1N=6-10	See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse, 2NT or resp raise=NF	See 1C
1♥		5	4D	Nat -- Usu 5 cds – possible 4 cds in 3rd	Can resp w 0-5; 1N=5-11 (F); 2/1 GF; SPL; Help-suit game try; Jump Raise=4 trumps < mixed raise; 2NT=mixed raise+, 4 trumps; 3NT = bal COG	See 1C & 1D; after 2NT by responder: 3C=art, 5- losers; 3D = art, 6 losers; 3H=art, 7 losers; 3S=art, 8(+) losers	See 1C; 2NT=mixed raise, 4 trumps; 2CD=lim 3 or 4 cd raise
1♠		5	4D	See 1H	See 1H	See 1H	See 1H
INT			3S	14 to 16; freq 5 cd major; odd shape ok	14-16: stay; 4-suit tr; 2S=size or Cs; 3DHS=FG (w longer Cs); SA Texas; 5C=Gerber	2C-2y-3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS-3SH=slam try raise; 2C-2HS-4CD=nat. ST raise	Resp same as UPH;
2♣	X	0		22+ 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	Stay & 4st trans/2N rebid; Kokish (2D-2H>2S=Hs or 24+bal); Opnr JS=solid suit, asks Q-bid; SPL;C3L2N	Same as by UPH
2♦		5		NV: 0-9, 5cd suit, any qual or Shape; VUL: 3-10, std but wk suit ok;	NV: NSNF (not necessarily weak); VUL: 3 lev-F; 2NT=mod. ogust; raise=PRE; NV jump to 3M=inv; 4C=preRKC; rarely pass w sing or void	opener usu. bids again w fit or max; Many art. follow-ups	Wide range in 3 rd seat;
2♥		5		See 2D	See 2D	See 2D	See 2D
2♠		5		See 2D	See 2D	See 2D	See 2D
2NT				20-21 bal	Stay; 3D/3H=tr; 3S>3N (slam int. m(m)) 4C/D=SA; 4H/S to play; 5C=Gerber	3S>3N, 4m=nat; 4H=mm, longer C; 4S=mm, longer D	
3♣		6		Aggressive; wide range, 0-15; Anything ok opp PH	4C=RKC		
3♦		6		See 3C	See 3C	See 3C	See 3C
3♥		6		See 3C	See 3C	See 3C	See 3C
3♠		6		See 3C	See 3C	See 3C	See 3C
3NT	X	7		Solid minor; no A/ K (1 st / 2 nd st)	4CD=P/C, 4HS to play; always pass 3 rd /4 th seat 3NT		
4♣	X	7		NAMYATS-solid Hs- 7.5-8.5 tr	1step=ST, 1 or 3 aces; > 4OM=2 aces w 2-loser suit		
4♦	X	7		See 4C – solid Ss	See 4C	HIGH LEVEL BIDDING Cue: 1 st or 2 nd rnd control. Last chance cue: no cntrl promised if only Q below game; RKCB 1430; BW on 1 st round; EXCLUSION, SUPERGERBER, 4C=RKC after pre-empt; R2D2 after BW/RKC interf ; in FP auctions, return to trump is weakest action; pass and pull is stronger	
4♥		6		Wide rng – not solid, maybe gd	4NT=BW (not RKC); 5C=RKC		
4♠		6		See 4H	See 4H		
4NT	X			Asks specific aces	5C=no ace; 5N=CA		
5NT	X			Minors; grand try			