

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Light NV
Reponses: Jump Raise = Preemptive
Cue-Bid = General raise
New Suit = NF - jump shift = nat inv
In Balancing Position: Same, also jump cue = mixed raise
2NT= raise facing 1M/2M O/C except NAT if (1x) 1M (P) 2NT
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Position = 15 - 18
Responses: Systems on (bid as if 1NT opened)
4th Position = 11 - 15
Responses: Stayman and transfers apply
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak and natural
Responses- like weak 2 opening
2NT = 2 lowest suits
Reopen: 10-14 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = NAT; (1♠) 2♦ = 5+5+MM, (1M)-2M = oM+m; (1♥) 2♦ = MM
Responses: 2NT = asks for m good hand; 3♣ = pass or correct
3♦ = good hand with major; 3♥/3♠ = support for M weaker
(2♥/2♠)-4♥/4♠ = mm strong, (2M)-4NT = mm no slam interest
VS. NT (vs. Strong/Weak; Reopening; PH)
By a passed hand and vs 2NT, we play Meckwell [3]
X = direct seat penalty; balancing by UPH: 4M, 5mi
2♣ = MM; 2♦ = one M; 2M = 5+M 4+m; 2NT = mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = MM 1nt/2nt = mm; suits = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level; RDBL = 10+
Jump Shift non-forcing; TRF over 1M-(x)
Double Jump = Splinter; 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /LOW	3/LOW	
NT	4th	4th	
Subseq	ATT	ATT	
Other: 2nd from 4 small against NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace [1]	AKx(+), Ax	AKx(+), Ax	
King [1]	AK, KQ, KQ109x(+)	AKJT(+), KQ109(+), KQJ10(+)	
Queen	QJ, QJx(+), Qx	QJx, KQx(+), Qx	
10	109,10x, 109x(+), H109x(+)	109,J10x(+),109x,HJ10x(+)	
9	9x, 98x(+), KJ9x	9x, 98x, 109x(+), (A/K/Q)109x(+)	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx, Sxxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS,	
SIGNALS IN ORDER OF PRIORITY			
[1]	Partner's Lead	Declarer's Lead	Discarding
SUITS 1	Lo/hi = S/P	Lo/hi = even	Lo/hi = encourage
2	Low/hi = doubleton		Lo/hi = even
3	Lo/hi = ENC	Rev Smith	S/P
NT 1	Lo/hi = ENC	Lo/hi = even	Lo/hi = ENC
2	Lo/hi = even	S/P	Lo/hi = even
3	S/P		S/P
Signals (including Trumps): see note [1]; subsequent discards hi/lo = even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening			
May be light with classic shape, can be off shape in minors over 1M			
Responses: cue of openers suit = forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Unusual vs unusual			
Support DBL through 4♥			
Negative DBL through 4♠			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Emma <u>Kolesnik</u>, JoAnna Stansby
EVENT Venice Cup 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors, Transfers after 1♣ opening
2♥/♠ = WEAK
1NT = 14-16 HCP 1 st , 2 nd , 3 rd NV, 15-17HCP, BAL 4 th
1♣ opening can have 5♦, 5♥, or 5♠ if 17-19 range and (5332)
2♦ opening = 5+♥ 4♠ 10-14
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near Game Force - any suit,(s) any shape
Many transfers in competition, especially after 1♣ opening
After 1♦ opening and spade overcalls, switch definition of
Club bids and heart bids by responder
Gazilli after 1M p 1NT (on by passed hand) [2]
2♦ opening = 5+♥ 4 ^a 10-14
1♣.-2♥ = 5♠ + 4/5♥ less than INV
SPECIAL FORCING PASS SEQUENCES
We bid game freely and have both shown values when Vul vs not, then Pass is forcing
IMPORTANT NOTES
(1♠) p (2♠) 2NT is hearts and a minor; 3♠ is minors
PSYCHICS: rare

Opening	Tick if artificial	Min # of cards	Neg. dbl through				
				Description	Responses	Subsequent Action	Passed hand & competitive bidding
1♣		2	4♥	11-21 HCP	1NT/2NT/3NT: 11-12/13-15/16-18	After 1♣-2♣: 3♣=WK, not BAL; 2♦=WK, BAL	Over X: XX=10+ HCP
				Can have 5♦ or 5♥ or 5♠	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = no 4M, 2♣=10+ HCP, 5+♣; 2♦ = 10+ HCP, 5+♦, 2♥ = 5+♥ 4♠ less than INV, 2♠ 7-9 HCP 9+ cards both minors	Other bids= NAT, FG; 1♣-1M-2N = 6+♣ and 3M; 1♣-1red-1N= 17-19 BAL	All systems on over x, 1♦ Over 1♥- Italian advances
1♦		4	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15, 2♥=5+♥4♠;2♠=7-9 HCP 5+♦	After 1♦-2♦: 3♦=min short spades; 2♥=some 4441; 2S= min short C or H; 2NT natural, 3C extras some short; higher void	Flip Club and Heart bids 1D (1H) dbl 4sp... 1S=5+
				4441 or 5+♦	2♦=10+ HCP, 4+♦; 2♥= 5+♥ 4♠, 7-9; 2♠ mixed	Other bids= NAT, FG, 1♦-1M-2N rebid shows 6+♦ and 3M	
1♥		5	4♥	11-21 HCP	1NT=F; 2NT=4+♥/♠,GF; 2♥/♠=7-10 HCP, 3+♥/♠	After 1♥/♠-2♥/♠, 3M=blocking	by PH: 2♣/2D=9+ HCP SUPP;
					3C= INV JS; 3M= 6-9 HCP 4+M; 3♠/3N=8-11HCP SPL	After 1M-1NT: 2♣ = either 6+ M or 17+ any; 2M = 5M + 4+♣	
1♠		5	4♥	11-21 HCP	Over 1♥: 2♠= 6+♠WK; 3D invite in support		Fit jumps
INT			4♥	15-17HCP, 4 th	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK, ♣		Transfer Lebensohl
				5 card M common	2NT= PUP; 3♣= 3♦; 3♥/♠=13(45)/31(45)	After 2♠: 2NT = MIN, 3♣= MAX	Systems on over X, 2♣
				14-16HCP 1 st , 2 nd	4♣=KCB; 4♠=light QUANT or 7NT inv	Smolen (1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG)	Over 2♦/♥/♠ interfere: Cue= STAY
				3 rd , NV	4NT=QUANT		
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/2NT/3♣ = positive 5+ in suit	After 2♣-2♦-2♥/♠/3♣: cheapest m = 0-2 HCP	
						After 2♣-2♦: 2♥ forces 2♠ (Kokish) – both flips	
2♦	*	0		5+♥ 4 ^a 10-14	2M/3♣/3M=to play; 2NT= ASK; 3♦= inv; 4m = KC	After 2NT: 3♣=min, 3♦=4522; 3M =m short, 3N=6 +♥	X of overcalls = penalty
2♥		5		PRE 3-8 HCP	3♥/4♥ = to play; 2NT= ASK; new suit = NF NV, F VUL	After 2NT: regular ogust; 3NT is 4cards oM	After 2M-(x) “naturalish”
2♠		5		PRE 3-8 HCP	3♠/4♠ = to play; 2NT= ASK; new suit = NF NV, F VUL		xx = values; 2N raise
					Jump new suit = F; 4♣ = preempt KC	V: 3♣=MIN 3♦= non min (61xx) 3♥ = no S/S 3♠= MAX no S/S	After 3♣: 3m/♥ = to play
2NT				19-21 bal	3♣=STAY; 3♦/3♥/TRF;3♠=MSS; 4C= optional KC in ♦4D/4H= xfer, 3♦ followed by 3S = optional KC in ♣	After transfer, then natural 4m, lowest step is KC for minor, 4NT, higher off suit KC for major	
3♣/♦		6		PRE 3-8 HCP	New suits = F; raises/3NT = to play		
3♥/♠		7		PRE	New suits = F; raises/3NT = to play		
3NT	*			SOL 7 or 8 card M no side A/K	4♣ asks for 8 card suit, 4♦ asks for suit, 4M to play	After 4♣: 4♦ = 7 cards, higher = 8 cards, with shortness ♣/♦/OM	
4♣		7		PRE	Non game bids = F		
4♦		7		PRE	Non game bids = F		
4♥/♠		7		To play	New suits = ASK	Over ASK: CUE =1 st round CTRL; bid slam = 2 nd round CTRL	
4NT	*			6-5 mm PRE	5♣/5♦/6♣/6♦ = to play	HIGH LEVEL BIDDING	
5♣/♦		8		To play		Five-Ace Blackwood: 1430, specific K ASK; EXCL 0314, PREEMPT KC 01122, NS 3S/3NT inversion	
5♥/♠		8		2 ♠ losers, no others	With 1 ♠ H: bid 6♠; 2 ♠ H: bid 7♠		

Supplementary Notes for Emma Kolesnik - JoAnna Stansby Venice Cup 2025

[1]

Vs All:

T and 9 mid hand shows 0 or 2 higher cards, both when shifting through dummy and declarer.

Spot card shifts are primarily attitude, with some possible count. If count, it's 3rd/5th

Vs Suits:

On lead of the Ace vs suit contracts, 3rd hand plays Low High if a ruff is possible.

When a ruff is not possible, 3rd hand gives S/P:

6, 5, 7 in that order are the most encouraging

10, 9, 8 in that order show a preference for the higher ranking suit.

2, 3, 4 in that order show a preference for the lower ranking suit.

The Jack says "I don't have the card I want to play"

Vs. Suits on a non-Ace lead: if 3rd hand is not playing to win the trick, she gives S/P as in [1]

We lead K from A/K:

At the 5-level or higher and partner gives upside down count

When shifting to a singleton

When opening leader wants a S/P signal

When following to trump, signal is S/P

Vs NT:

On lead of the Ace partner encourages to ask for cashing the King next.

We play reverse Smith echo only on declarer's Trick 2 lead. Low by either hand says we like the opening lead.

Exception: When declarer is playing on dummy's entryless suit we give upside down count.

[3] By PH vs your 1NT opening (direct/balance) and always vs your 2NT opening:

X = 1 minor or both Majors.

2♣ = P/C ; 2♦ = asks better major; 2M = natural

2m = this suit and a higher

2M = this suit