

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive, wide range (6-17 hcp). Good 4 cd suit possible at 1-level; Normally good suit at 2-lev+ (maybe light hcp);
RESPONSES: NSNF thru 3D; 2-lev Q=limit+ or F in new suit;
Jump raise=PRE; Jump-Q=mixed raise; JS=fit; 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: 11-14, system on
2NT O/C: usually natural; natural after opps bid and raised suit or
After (2X)-P-(2Y); jump to 2NT in p.o. seat=19-21;
Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: PRE-wide range (based on pos & vul)
2 suit: UNUSUAL 2NT (2 lowest unbid, any range);
4C/D vs PRE = leap. Michaels; If avail 2NT asks desc; OGUST resp.
Q-bid=INV; 3H+=F; JS=fit; jump=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; all same vs. short C
jump Q below 3NT: asks stopper, creates F;
Vs natural 2C: 3C asks stopper.
VS. NT (vs. Strong/Weak; Reopening; PH)
VS STRONG (14+) DIR, UPH ONLY: 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);
3-any=nat, not constr; X of stay or trans=cards
VS 2NT: CRASH - X= red or black; 3C = MM or mm; 3D = S+D or C+H
VS.PREEMTS (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);
After NT O/C: mod trans & stay (no stay aft 3NT); (4x)-4NT= 2 or 3 suit T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2♦
Aggressive, 5/4+, 5/5+ at 2-lev+, 5/5+ at UF
VS ALL: CRASH
Same after (1C)-P-(1D)
OVER OPPONENTS' TAKEOUT DOUBLE
NSF; 1M (x): 1NT trans to 2C; 2C=trans to 2D; 2D=trans to 2H;
2H=trans to 2S; 2S is wk S raise after 1S, fit bid after 1H
JS=fit(F); 1C(X)2D and 1D(X)3C=unbal lim; 1m(X)2NT=bal lim;
Jraise=PRE;
1M(X)2NT=Mixed Raise+(4+); XX=usu 4/4 in 2 other suits, desire to defend; 1M(X)3M=less than mixed raise, 4 trumps

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3 rd =even; 5th=odd; ACE	3 rd (not raised); ATT (raised); K
NT	ATT, 2 nd hi from bad holding	Sxx if raised; low, 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		
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	HJTxx(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
	Partner's Lead	Declarer's Lead
1	Att - Hi=Enc	Count if needed (rare)
Suit 2	Hi/lo=Even (rare)	S/P
3		S/P
1	Att - Hi=Enc	Smith Echo
NT 2	Hi-Lo Even (rare)	Count if needed (rare)
3	S/P	S/P
Signals (including Trumps): Tell partner only what she needs to know		
Suit preference signal possible in trumps; no count signal in trumps.		
Leads & signals frequently deceptive.		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Aggressive, emphasis on majors, minors unclear. 4x3 okay; lighter in 4 th seat;		
ELC: C to D only; Q resp maybe bal 9+, no rebid promised;		
Jump resp=5+ cd suit; JumpQ resp asks stopper;		
After Q: doubler's 2NT is minimum - any 3-level = GF		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
NEG & RESP thru 4D. Tend to be balanced with convertible		
values—OFTEN PASSED. 1C(1D)X-4/4 majs. 1m(1H)X=3sp (rare) or 4 sp.		
SUPPORT X thru 2 our suit; 3-level NEGX=inv, creates F; 2 nd NEGX=T/O, extras;		
RESPX thru 4D; Denies 4 cds in other maj thru 2S; most 2-lev dbls=t/o or card-		
showing		
Anti-lead doubles when we open a pre-empt; many lead-directing doubles		

W B F CONVENTION CARD
CATEGORY: Green - Aggressive 2/1
NCBO: USA
PLAYERS: Lynn Baker & Olivia Schireson
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 LEBENS OHL (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
If 2NT can't be invitational, isn't natural;
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♥		4	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	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♠		4	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	
4♥		6		Wide rng – not solid, maybe gd	4NT=BW (not RKC); 5C=RKC	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	See 4H	See 4H			
4NT	X		Asks specific aces	5C=no ace; 5N=CA			
5NT	X		Minors; grand try				