

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1 level, sound at 2-level
New suit response F1, jump raise = weak
Cue raises (2NT can be a good 4 card raise too)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 direct, 11-14 passout. System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Pre-emptive
Reopen: Intermediate (10-13ish)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m-2♦=MM; 1♣-2♣=54+M ok hand
1M-2M=oM+m (weak or good NV; intermediate V)
1Y-2NT=2 lower unbid suits
Jump cue at 3 level = stopper ask OR Michaels (6 in high suit)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X=(1) 4M 5+m by PH; (2) PEN otherwise (then 1 T/O)
2♣=MM (2♦ asks longer <gf) then over 2NT inv+ enquiry:
3♣/♦=max long ♥/♠; 3♥/♠=min long ♥/♠; 3NT=44
2♦=one M (2M=P/C; 2NT=inv+ ask)
2M = 5+M 4+m
2NT = minors
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping & non-leaping Michaels, Cue=Michaels
Lebensohl after we X their weak 2M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=MM; 1♦=1 major; 1M=M+minor; 1NT=mm
After (1♣)-P-(1♦): X=MM; 1NT=mm
Similar after strong 2♣ and 2♣-2♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1X-X-XX=10+ then PEN X, F to 2X
After 1X-(X) – system on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & low	Same	
NT	Top seq, 4 <sup>th</sup> , 2 <sup>nd</sup> from 3+x	Sxx(+) ok if raised	
Subseq	Same, maybe top of 3+x		
Other: A ask ATT. K ask CT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	Same as vs Suit	
King	AK(+), KQ(+), AKJ10(+), K(x)	Same as vs Suit	
Queen	(A)QJ(+), Q(x)	As vs Suit plus (A)KQ10(+)	
Jack	(A/K)J10(+), J(x)	As vs Suit plus KQJ9(+)	
10	(A/K/Q)109(+), 10(x)	(K)109(+), 10(x)	
9	9(x), 987(+)	(A/Q)109(+), 9(x), A98(+)	
Hi-X	S(x), xxS(x), rare: Sxx+	Sx, xSx(+), S (rare: Sxx+)	
Lo-X	S, HxS(x), HxxxS etc	S, HxS, HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENC or Even	Lo=Even	Lo=ENC
Suit 2	Lo=Even or ENC	S/P	Lo=Even
3			
1			
NT 2			
3			
Signals (including Trumps): Suit preference in trumps			
Reverse present count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Over multi 2♦ & similar: X=14+, then 2 <sup>nd</sup> X=T/O then 3 <sup>rd</sup> =PEN			
Support X & XX (if we can still play 2 of our M)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Australia</b>
<b>PLAYERS: Ben Thompson – Renee Cooper</b>
<b>EVENT:</b>
[3 May 2023]
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF, semi-forcing NT
2 card 1♣ with transfer responses
5 card 1M with art 2♣ response (and various art raises)
1NT = (14)15-17. 5M, 5m422, 6m all ok
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Variable 2♦ opening in 1/2/3:
NV: (0)3-7 weak 2 in either M, can be 5 or 6
V: 8-11 6+♦
Transfers over our 1♣ opening
Transfers in some competitive auctions
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
4 <sup>th</sup> suit forcing to game
Reverse Gazzilli
<b>PSYCHICS:</b> Rare, can open light in 3rd

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21	1♦=4+♥; 1♥=4+♠; 1♠=6-9 no M / inv ♦; 2♣=0-6 or GF ♦	Accept tfr at 1 level with 3, at 2 level with 4	1NT=8-10 & stop after they overcall
1♦		(4)5	4♣	11-21 (nb resps to 1♦ apply over both m)	2♦/3m=inv+/6-9 raise; 2M=3-7 6M; 2N=weak & om 3N=(12)13-15 bal no M; 3M=void spl; 4M=to play	3♣ ask after 2NT rebid (3 own M = set suit) xyz incl to 1♣-tfr-accept [1]; not to 1♣-1♦-1♠	1m-(1NT)-2om=MM 2M fit jumps by PH
1♥		5	4♣	11-21	1X=5+ nat; 2C=gf (bal or nat) / 8-11 3M; 2M=8-10 3M 2NT=4+M inv+; 3m=nat inv; 1♥-2♠/1♠-3♥=mixed 4+M	To 2NT: 3♣=min;3♦=extras no spl; 3M/NT=extras LMH spl; 4x=55 good suits	3♣/2NT/3m still on after X
1♠		5	4♣	11-21	Dbl JS=void spl; 3NT=13-15 3M433; 1♠-4♥=to play	Rev Gazzilli:1M-1X-2M=M+♣ NF To 2♣: 2♦=art accept; 2M=reject inv raise	
INT			4♣	(14)15-17 5M, 5m422, 6m all ok	2♣=Stayman + Smolen; 2♥-NT=tfer; 4♣/♦=♥/♠ 3♣=puppet stayman; 3♦=55m fg; 3M=3M1oM54m 2♦=♥ tfer or any fg 3-suiter	To 2♣-2♦: 2♥=nat nf; To 2♣-2X: 2♠=inv To 2♦/♥: 2NT=4+M max; 3M=4+M min To 2♠/NT: accept=good fit; step=else	To pen X: XX=pen, else foc Slow show Leb; Rubensohl
2♣	Yes		4♣	fg or 20-21 bal	2♦=negative or waiting; 2M=nat to play opp 20-21 bal 2NT=sound 55+m; 3m=HHxxxx+ positive	To 2♣-2♦: 2♥=♥ or 20-21 bal (2♠ next asks)	
2♦	Yes		None	nv: (0)3-7 wk 2 either M Vul: 8-11 6+♦	2M=P/C; 2NT=game try enquiry 2M=nat f; 2NT=game try shortage ask	To 2NT: 3♣/♦=good ♥/♠; 3♥/♠=bad ♥/♠ To 2NT: 3♦/NT=min/max no shortage	4 <sup>th</sup> : 11-14 6+♦
2♥		6	None	8-11 6♥ (5♥ rare but poss nv)	2NT=game try enquiry; 2♠=nat F1; 3m=nat FG 3♥/3NT/4M=to play; 3♠/4m=SPL; 4NT=RKCB	To 2NT: 3m/♠=spl, 3♥=min no spl, 3NT=max no spl, 4m=void	4 <sup>th</sup> : 11-14 6+♥
2♠		6	None	8-11 6♠ (5♠ rare but poss nv)	Like over 2♥		4 <sup>th</sup> : 11-14 6+♠
2NT				22-24 bal	3♣=ask 4/5M; 3♦/♥=gf ♥/♠; 3♠=54+mm; 4m=♥/♠; 4♥/♠=rkc in ♣/♦	To 3♣: 3♥=no M; 3♠=5♠; 3NT=5♥; 3♦=4M [2]	
3♣		(6)7	None	Pre-empt	3♦=art slam try; new suit = nat F; 4NT=rkc		
3♦		(6)7	None	Pre-empt	4♣=art slam try; new suit = nat F; 4NT=rkc		
3♥		(6)7	None	Pre-empt	4♠=art slam try; new suit = nat F; 4NT=rkc		
3♠		(6)7	None	Pre-empt	4♣=art slam try; new suit = nat F; 4NT=rkc		
3NT	Yes		None	Solid 7+m, no side A/K	4/5/6♣=P/C; 4♦=ask for spl; 4M=to play 4NT=slam invite (accept with 8m)	To 4♦: 4M=spl, 5m=nat & spl om; 4NT=no spl	"to play" in 4 <sup>th</sup>
4♣/♦		7	None	Pre-empt			
4♥/♠		7	None	Pre-empt			
4NT			None	Extreme minors			
5♣			None	Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦			None	Pre-empt		1430 rkc (also 5NT=even plus void x). Step=Q ask then 5trump=no Q	
5♥			None	NAT 11 tricks, no ♥AK		After rkc response, brand new suit (not Q ask) asks for 3 <sup>rd</sup> round control	
5♠			None	NAT 11 tricks, no ♠AK		Exclusion rkc: jump to 4♣/5X after suit agreed (01122)	
					[1] 2-way checkback after 1X-1Y-1Z (not 1♣-1♦-1♠) 2♣ force 2♦ (weak ♦ or INV); 2♦=art FG; 2M=to play 2oM=weak if ♥/inv 44 if ♠; 2NT=force 3♣ (wk ♣ or gf)	Cue 1 <sup>st</sup> /2 <sup>nd</sup> round control equally; 3NT non-serious; 5NT often pick a slam If they interfere over keycard ask: X/XX=0 & P=1	
					To 2♦: 1) 3 resp's M 2) 4oM 3) own 6X 4) 2 <sup>nd</sup> suit	Poor man's keycard if passed-hand/pre-empt/1♥-2♠/1♠-3♥: 01122 responses	

## NOTES

[1] XYZ checkback mechanism – other notes

Jump via 2♣ = slam invite

1♣-1X-1Y-3♣ = 55 GF

[2] More sequences after 2NT opening/overcall/strong rebid

To 2NT-3♣-3NT (shows 5♥)

4♦ = retransfer (then can RKC)

4♥ = mild slam try

To 2NT-3♣-3♦:

3M = oM

4♣ = MM slam try

4♦ = rkc for H

4NT = rkc for S

4♠ = MM no slam OR slam force (can rkc next)

To 2NT-3♣-3♥:

3♠ = transfer to 3NT (can quant etc via this)

3NT = 5♠ 4♥ (similarly 4NT = quant 5♠4♥)

4♥ = 55+ MM no slam interest

4♠ = 55+ MM forcing slam try

After 22+ 2NT-transfer or 2♣-2♦-2♥-2♠-2NT-transfer

Accept = support (GF); 3NT = no support

NB: accept=support NOT on when we overcall 2NT

[3] More sequences after 1NT opening

1NT-3♣-3♦ = no 5M (says nothing about 4M)

1NT-2♣-2♥-2♠ & 1NT-2♣-2♠-3♥ = art slam try in M

1NT-2♣-2♦-3M = Smolen (ie 4M 5oM GF)