

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style Sound In Balancing Position: Same
1-level: 5+ 8-17 HCP
2-level 5+ equivalent opener
Responses: New suit F1 by non PH; cue (+ 2NT) LIM+ Jump raise = pre-emptive Jump cue = mixed raise Jump in new suit= fit-showing Double-jump=splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position: 15-18 systems on (respond as to NT opener)
4 th position: 11-16 systems on (respond as to NT opener)
Responses include Puppet Stayman, 4-way transfers
3 rd position: Sandwich NT shapely, weakish for 2 unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Natural and pre-emptive
2NT is 2 lowest unbid suits except in balancing seat (strong)
Responses: New suit forcing by unpassed hand
Reopening: Intermediate jumps; 2NT=19-21 (systems on)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m= 5+/5+ MM; 2NT asks for longer m to INV in M
(1M)-2M= 5oM+/5+m; 2NT asks for m (and to INV in M)
(1m)-3m=stopper ask, (1M)-3M=stopper ask
(1m)-3m= pre-emptive over Precision 1♣ or over 1♦ “short as 2”
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong/weak:
2♣=m or Mm; 2♦=MM; 2♥=♥; 2♠=♠; 2NT=mm; DBL=PEN
Vs weak if Partner DBLs and we pull, respond as if partner opened 1NT
Reopening; PH same
2NT=mm; DBL=PEN
Vs 1m/M-(INT) Overcall: 2♣=m or Mm; 2♦=MM; 2♥=♥; 2♠=♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= takeout through 4♠; LEB vs weak 2 all seats
2NT=15-18
Leaping Michaels (2x)-4m Non-Leaping Michaels (3x)-4m
(2x)-3x = stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣)-DBL=MM, (1♣)-NT=mm, (1♣)-any suit=natural
Same over (1♣)-P-(1♦)
Over 1♦ “short as 2” (1♦)-2♣= natural; (1♦)-2♥ = MM
OVER OPPONENTS’ TAKEOUT DOUBLE
New suit F 1-level only; 1M-(dbl)-rdbl=10+ could have 3 supp
1M-(dbl)-2NT=4 card LIM+; 1m-(dbl)-2NT=PRE in m
NonPH: 1M-(dbl)-2♣=CONST w/3/4 supp;
PH: 1M-(dbl)-2♣=4 supp 7-12; 1M-(dbl)-2♦=3 supp LIM

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low	
NT	4 th , 2 nd from bad, coded T9	4 th best or count, Sxx if raised suit	
Subsequent	ATT, Low if want return		
Other: Against NT, A or Q asks for count, K asks for attitude			
REV honour leads at 5-level or higher			
REV honour leads (KA) from length then we switch to suit with shortness			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) A(+)	AK(+) A asks unblock, K ATT	
King	KQ(+); AK	AK; KQJ; KQT(+)	
Queen	QJ; QJ(+)	QJT/9(+);KQT9(+);AQT(+)	
Jack	JT(+); KJT(+)	JT(+)	
10	Tx; T9(+); HT9(+)	Tx, T9(+) A/KJT(+)	
9	9x; KJ9xxx	9(+); 98x; HT9(+)	
Hi-X	Sx	Sx; xSxx; Sxx (if raised suit)	
Lo-X	HxS; HxSx; xxS; (H/x)xxxS	HxxS(+); xxxS(+) Sxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (high=ENC)	Count (high=even)	ATT (high= ENC)
Suit 2	Count (high=even)	S/P	Count (high-even)
3	S/P	S/P	S/P
1	ATT (high=ENC)	Reverse Smith	ATT (high=ENC)
NT 2	Count (high=even)	Count (high=even)	Count (high=even)
3	S/P	S/P	S/P
Signals (including Trumps): Standard ATT, Count, S/P (as above)			
Vs suits: Echo (hi/lo) in trump suit shows ability to ruff; S/P trick one if dummy has x, (K/KQ)x; Vs NT: REV Smith=Low card by us to declarer's first trick says we like partner's lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light if shapely or any strong hand; may be light in balancing seat or when both OPPT bid			
Responses: next level weak; jump invitational			
Reopening: Tend to reopen DBL with most hands minimum+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(1♦)-DBL=44xx			
Support DBL and RDBL for MM through 2♥ even if 5-card suit shown			
Responsive DBL through 4♥			
Maximal DBL=DBL is game try in COMP situations when no room to make game try in new suit: 1S-(♥)-2♠-(3♥) DBL			
Snapdragon=(1♣)-1♦-(1♥)-DBL: Double shows ♠(4/5) and ♦ tolerance			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CANADA
PLAYERS: Barbara <u>Shnier</u> and Barry <u>Senensky</u>
EVENT: MIXED 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 forcing to game
5-card majors, forcing 1NT over 1M (1NT by PH semi-F)
15-17 NT
2♣ = strong opening, any suit/shape, 2♥ response NEG
2♦ opening (45xx) 11-15 HCP
NAT weak 2s in hearts and spades
2NT 20-21
Inverted minors (1m-2m=GF) Jump shift om INV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening = 45(xx) 11-15 HCP (Flannery)
REV Flannery: 1m-2♥ = 54(xx) 5-8 HCP
3NT opening = gambling, no outside A or K
Lebensohl after O/C of 1NT or over DBL of OPPT weak-2
Puppet Stayman=1NT-3♣ asks for 4/5 card M (on over 2NT)
Kokish over 2♣ opening= 2♣-2♦-2♥-F2♠ then 2NT=24-26 HCP
Fit-showing jumps (by passed hand or in competition)
Wolff: Over 1x-1y-2NT:3♦/♥/♠ natural and F, 3♣ forces 3♦ to start signoff or for additional forcing sequences
Ingberman over reverses= 1♦-1♠-2♥-2NT forces 3♣ (weak); 1♦-1♠-2H-2♠ NF
Non-Leaping Michaels=(3♦/3M)-4m=5+m/5+OM
TRFs over WK 2 dbled: 2♥-(DBL)-3♦-(P)-3♥=heart honour
Jacoby 2NT: Over 1♠-2NT: 3♣MIN hand, 3♦/♥SPL 16+hcp, 3♠17+hcp no shortness, 3NT♠SPL 16+hcp
SPECIAL FORCING PASS SEQUENCES
When game freely bid by partnership on values.
After we DBL or RDBL for strength.
IMPORTANT NOTES
If OPPT dbls our 2♣ Stayman we pass with a stopper
Vs NT opening lead give CT if can’t beat dummy’s card, ATT if Hx in dummy
1♣-1♦-1♥-1♠=NAT NF 1♣-1♦-1♥-2♠=GF with or w/o ♠
PSYCHICS: Rare

OPENING	LOOK IT UP ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	11-21 HCP	♦/♥/♠=4+ NAT; 2♣=GF; 2♦=LIM in ♣; 2♥=54xx 5-8 hcp; 2♠=6+♠ PRE; 2NT=10-12 HCP; 3♣=PRE (except LIM over DBL); 3NT=12-15 HCP.	Over 1m-2m, 2M=stopper, 2NT=MM stops 4 th suit GF, 1♣-1♦-1♥-1♠=NAT NF: 1♣-1♦-1♥-2♠=GF with or w/o ♠	1♣-2♣=6-9 HCP; FSJ in COMP, 1♣-(DBL)-2NT=PRE; 1♣-(DBL)-3♣=LIM
1♦		3	4♣	same	Same except 1♦-3♣ LIM in ♦	same	same
1♥		5		11-21 HCP	1♠=4+♠; 1NT=F1; 2♣/♦=4+ NAT GF; 2♥=3+♥ 5-9 HCP; 2♠=6+♠ PRE; 2NT=4+♥ GF (Jacoby); 3♣/3♦=4+♥ LIM/CONST; 3♥=PRE; 3♠=SPL; 3NT=PRE w 5+♥ to outside A/K	Reverses F1, 4 th Suit FG; Over 1♥-2NT: 3♣=MIN hand (3♦ asks), 3♦/♠=SPL 16+hcp, 3♥=17+hcp no shortness, 3NT=♣SPL 16+hcp; 4♠=weak	Same for hearts and spades: Fit showing Jumps NonPH: 1M-(dbl)-2♣=CONST w/3/4 supp;
1♠		5	4♣	11-21 HCP	1NT=F1; 2♣/♦=4+ NAT GF; 2♥=5+♥ GF; 2♠= 3+♠ 6-9 HCP; 2NT=4+♠ GF (Jacoby), 3C/3D=4+♥ LIM/CONST; 3NT=PRE 5+♥ to outside A/K	Same as♥. Over 1♠-2NT: as above switching ♥/♠bids. Over 1♥/1♠- 2NT: 4♣/♦/OM=5+ good suit.	PH: 1M-(dbl)-2♣=4 supp 7-12; 1M-(dbl)-2♦=3 supp LIM <i>See also Bidding over Doubles</i>
1NT			3♠	15-17 balanced	2♣=Stayman; 2♦/2♥=TRF to M; 2♠=TRF to ♣ (3♣ super-accepts w Hxx+); 2NT=TRF to ♦ (3♦ Sup-accepts w Hxx+); 3♣=Puppet ask for 4/5 card M, 3♦=GF+ both minors, 3♥=31(54); 3♠=13(54); 4♣=Gerber; 4♦/4♥=TRF to M	1NT-2♣-2♦-2♥ p/c=weak 4/4 MM; 1NT-2♦-2♥-2NT=4+Supp max hand; 1NT-2♦-3♥=4+Supp non-max hand,♠ same; 1NT-2♣-2♦-3♥/♠=54(xx)/45(xx): Smolen ; 1NT-2♣-2♦-4♦/4♥=TRF ♥/♠: Extended Smolen	System on over 2♣ (unless MM) and non-pen dbl; Lebensohl; DONT runouts over penalty DBL of 1NT
2♣	x			22+ balanced, any strong F hand	2♦=GF; 2♥= no A/K or <3 Q; 2NT=♥ (good to solid suit) 2♠/3♣/3♦ = good suit GF	Kokish relay=2♣-2♦-2♥-forces 2♠ then: a) 2NT=24-26 HCP; b) 3x shows ♥ and x	Pass=GF; DBL=no A/K or 3 Q's, new suit GF
2♦	x			45(xx),11-15 HCP	2NT=INV+ asking; 3M=GF 3♣/♦=to play	Over 2NT: 3m=3m; 3♥/♠ = min/max with 2\2 MM; 4m=4 card m (show only with max)	Natural
2♥		6		5-10 HCP, Good suit 1 st and 2 nd In 4 th 6 cards no interest in game	New suit forcing; 2NT feature ask; 4♣=Keycard Over Pre-empts	Over 2NT: Show A or K; Responses to 4♣=0, 1w/o, 1w, 2w/o, 2w (Keycard over Pre-empts)	2♥-(DBL)-2 any suit (or RDBL)=TRF; 2♥-(DBL)-3♦-(P)-3♥=heart honour (Transfer McCabe)
2♠		6		Same as ♥	Same as ♥	Same as ♥	Same as ♥
2NT				20-21 balanced	3♣=Puppet Stayman; 3♦/3♥ TRF; 3♠ relay to 3NT; 2NT-3NT=54(31); 4♣=Gerber; 4♦/4♥ TRF; 4♠S=mm (to play)	Over 3♣: 3♦=M/MM; 3M=5; 3NT=no M. Over 2NT-3♣-3♦: 4♣=♣: 4♦=both majors. Over 3♠ (relay to 3NT): 4♥/4♠=5+/5+mm w ♥/♠ SPL; 4NT=4+/4+ mm, mild slam try.	
3♣		6		Pre-emptive	New suit forcing; 4♦=Keycard Over Pre-empts		
3♦		6		Pre-emptive	New suit forcing; 4♣=Keycard Over Pre-empts		
3♥		7		Pre-emptive	New suit forcing; 4♣=Keycard Over Pre-empts		
3♠		7		Pre-emptive	New suit forcing; 4♣=Keycard Over Pre-empts		
3NT	x	7		Long solid minor no outside A or K	4♣=pass or correct; 4♦ forcing; 4M=to play		
4♣		8		Pre-emptive			
4♦		8		Pre-emptive		HIGH LEVEL BIDDING	
4♥		7-8		Pre-emptive		4NT KC 1430 ; specific Kings; Gerber over NT & 1NT-2♣-2♥/♠-4♣=1430 Gerber	
4♠		7-8		Pre-emptive		Minorwood : m agreed below 3NT in GF (usually) auction, then 4m asks: resp 1430;	
4NT				Ace asking	0 or 4, 1, 2, 3 Aces	Exclusion Blackwood (0, 1, 2 w/o , 2w);	
5♣				4-10 HCP		D1P2/RIP2 and DEPO/REFO (higher levels) over interference;	
5♦				4-10 HCP		Keycard over Pre-empts on over 2♥ thru 3♠: 4♣=KC (except 4♦ over 3♣); responses: 0, 1w/o, 1w, 2w/o, 2w	
						1st and 2nd round control cue-bids	