

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-Level=8+, new suit NF, jump raise weak, jump cue=const raise
Sandwich NT = Natural
Transfer advances starting at cuebid when available
INT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2nd 15-18+. Front of card
In 4th 12-17 with "range" Stayman & 4-suit transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Preemptive
2-Suit: leaping Michaels over weak two's 2NT = 2 lower unbid
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (weak or strong) over natural type bids
Jump-Q of a Major asks for a stopper
Jump-Q of a minor = natural and preemptive
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong: Dbl = 4M + 5+m; 2♣ = ♥ + ♠, 2♦ = ♥ or ♠, 2M = 5M + 4+m, 2NT = ♣ + ♦
Vs weak: Dbl = Pen (sys on); 2♣ = ♥ + ♠, 2♦ = ♥ or ♠, 2M = 5M + 4+m, 2NT = ♣ + ♦
3♣ and 3♦ may be intermediate
3♥ and 3♠ preemptive – vary with vulnerability
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O thru 4♥. Lebensohl response if Dbl by UPH
Over opps 2♥/♠: Leaping Michaels, 3M = stopper ask
Over opps 2♦: 3♦ = Majors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣ or 2♣: Dbl = Majors, NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl suggests penalty of 2 suits or 3-card limit raise
2NT = LR, Fit-showing jumps. 3NT = raise with side A or K
Drury on by PH

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th	If supported, top from xxx	
NT	4th best, 2nd from xxxx(x)	Same	
Subseq	Same but some ATT		
Other: At five level: A asks ATT, K asks count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) – asks ATT	Unblock or give count	
King	KQ	Attitude	
Queen	QJ	KQ109 or QJ10	
Jack	KJ10 or J10x	AJ10, KJ10, J10x	
10	K109, Q109, 109x	A109, K109, Q109, 109x	
9	3rd or top of xx	AJ98, KJ98, J98	
Hi-X	UDCA – odd or discourage	UDCA–odd or discourage	
Lo-X	UDCA – even or encourage	UDCA–even or encourage	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (UDCA)	Count (UDCA)	Att (UDCA)
Suit 2	Rem Count (STD)	Freq Suit Preference	Rem Count (STD)
3			Suit Preference
1	Att (UDCA)	Count (UDCA)	Att (UDCA)
NT 2	Rem Count (STD)	Freq Suit Preference	Rem Count (STD)
3			Suit Preference
Signals (including Trumps): Frequent suit preference when feasible			
Reverse Smith vs NT: Low = Encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Competitive doubles generally takeout. T/O thru 4♥. Lebensohl			
Negative and Responsive through 4♥. Support double through raise.			
Game try and maximal doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Double of splinter = lead lower-ranked suit			
Double of opp's artificial raise at 2-level = T/O			
Double of opps' artificial raise at 3-level = T/O by UPH, Lead/Sac by PH			
Double of splinter asks lead of lower-ranking suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Canada
PLAYERS: Doug Baxter & David Lindop
EVENT: D'Orsi Bowl 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M (semi-F INT) in 1 st & 2 nd
Jacoby 2NT, Bergen (3♣=CR, 3♦=LR), 3NT, Splinters
1♠-3♥=INV, Bart 1♥/♠-1NT-2♣, Wolff
3+m with transfer responses to 1♣ (1♦=♥, 1♥=♠, 1♠=♦)
Inverted minor, 1♦-3♣=INV, mod Ingberman/rev, 2-way CB
1NT Opening 14+ - 17 (1435, 2245, 2236 possible)
2 OVER 1 Response GF by UPH
4 th suit GF (1RF by PH)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer responses to 1♣ (1♦=♥, 1♥=♠, 1♠=♦)
Over Opponent's INT opening – 2♦ shows 1 Major (♥ or ♠)
1m (1H or 2H) minimum spade bid denies 4+ spades. cuebid = 6+ spades.
SPECIAL FORCING PASS SEQUENCES
At 5-level at unfav if we've shown inv+ opposite opening bid
(3m) 3Y/X (5m) P – forcing at unfavorable
Pass then pull is stronger than initial action
IMPORTANT NOTES
Fit-showing jumps in competition and by PH
New suit at 3-level NF over 3-level preempt
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣				3+	Transfers (1♦=♥, 1♥=♠, 1♠=♦), 2♣=Inv raise 1NT=7-10, 2NT=10-12, 3NT=15-18	1m-2m: 2N=1RF, 3m=NF, 3M=short	1♣-(x)-Transfers on, support x/xx Fit showing jumps by PH and in competition 1m-(1♥):x=4+♠, 1♠=art
1♦				3+	2♦=Inverted raise, 3♦=Mixed 1NT=6-10, 2NT=10-12, 3NT=15-18		
1♥				5+ 1st & 2nd	Semi-forcing 1NT, Bergen (3♣=const, 3♦=LR), Jacoby 2NT	Bart after 1M-1NT-2♣	2♣ reverse Drury Fit showing jumps by PH 1♥-(x)-2♦=Const raise 1♠-(x)-2♥=Const raise
1♠				5+ 1st & 2nd		1♠-1NT-2♥-2NT-3♣=art GF	
INT				14+ - 17	4-suit transfers, 3♣ puppet, 3♦ GF minors, 3♥ 1-3-(5-4), 3♠ 3-1-(5-4), Texas	1NT-2♣-2♦-2♥=Garbage Stayman, Baze Smolen, 1NT-2♣-2♦/♥-2♠=1RF	(x)-Sys on
2♣	√			Strong artificial	2♦ 0-1 ctrl, 2♥ 2 ctrl, 2♠ 3+ ctrl	Kokish relay, cheapest minor neg 3M = 4M + 5+♦ GF	
2♦				Weak 2	2N feature ask, 3♣ shortness ask, 3♥/♠=1RF, 4♣ modified KC		
2♥				Weak 2	2N feature ask, 3♣ shortness ask, 2♠/3♦=1RF, 4♣ modified KC		(x) - 2NT->3♣, 2♠/3♣/♦=Lead, xx=Pen
2♠				Weak 2	2N feature ask, 3♣ shortness ask, 4♣ modified KC		(x) - 2NT->3♣, 3♣/♦/♥=Lead, xx=Pen
2NT				20 - 21	Stayman, Jacoby, Texas, Smolen, 3♠->3N, 4♠=5+5+ minors	3♣-3NT: 4♣=RKC for ♦, 4♦=RKC for ♣, 4♥/♠=short (1-3)-(5-4); Goldman slam try	(3♣) - x=Stayman, System On (3♦+) - x=T/O
3♣				Natural pre-empt	New suit at 3-level NF INV, 4♦ modified KC		
3♦				Natural pre-empt	3M NF INV, 4♣ modified KC		
3♥				Natural pre-empt	3♠ NF INV, 4♣ modified KC		
3♠				Natural pre-empt	4♣ modified KC (0, 1 no Q, 1+Q, 2 no Q, 2+Q)		
3NT				Gambling – solid suit No outside A or K in 1st or 2nd	4♣=pass/correct, 4♦ shortness ask, 5♣=pass/correct	3NT-4♦: 4M=short, 4NT=no short, 5m=om	
4♣				Natural pre-empt			
4♦				Natural pre-empt			
4♥				Natural pre-empt	4♠=NAT, 5♣/♦/♥=asks for control		
4♠				Natural pre-empt	5♣/♦/♥=asks for control		
4NT				Standard Blackwood			
5♣				Natural pre-empt		HIGH LEVEL BIDDING	
5♦				Natural pre-empt		1430 RKC	
5♥				Raise one level holding A or K		Exclusion 30/14	
5♠				Raise one level holding A or K		GSF 6♣ = A or K, 6♦ = A or K + extra length	
						6-key card RKC: 10+ opposite bal hand, or after showing 5+5+	
						1 st & 2 nd round controls shown in convenient order, xx=1 st round control	