

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
 Level 6+ HCP, 2level 9+ HCP
 New suit F by UNPH except in competition
 Jump Raise= WK (mixed if jump cue or jump to suit below our suit)
 Jump Co= mixed (7-9 HCP 4+ trumps)
 Strength can be a little lighter if PH
 Cue bids in response are 3- Trumps with LIM+ values
 Option 1 versus MULTI 2D

INT OVERCALL (2nd/4th Line; Responses: Reopening)
 (1X) INT and (1X) P (1Y) INT=15-18 Sxson
 (1X) P (P) (1NT)=1-1-16 2C=average ask, TRF; 2NT INV
 (1X) P (P) 2NT=18-20 Sxson
 (1m) P (2m stampe raise) 2NT=15-18 Sxson
 (1M) P (2M) 2NT=15-18 Sxson
 (1X) P (2Y) 2NT=UNNT
 PH (1X) P (1Y) INT=UNNT

JUMP OVERCALLS (Style: Responses: Unusual NT)
 2-level-good suits especially VUL-usually less than opening bid-
 can be stronger HCP VUL, especially if Partner is a PH
 Exposed length 2 level 6, but may have 5 if very good suit NV or
 7 VUL if suit medium and 7-2-2-2, 3level 7 with same variances
 with respect to VUL. 2NT asks suit Q and range over 2 level jump.
 Reopen: Jumps are very good suits and usually a card outside (INT)

DIRECT & JUMP CUE BIDS (Style: Response: Reopen)
 Over min cue=MM Sound w/ respect to VUL-can be very strong if
 planning to take 2 bids Over min 2 or less m=NAT
 Over M=OM + 1 unknown in
 1M-3M asks stopper/1m-3m NAT
 VS. NT (vs. Strong/Weak; Reopening; PH)
 X=PENISH, 2C=D or M+in, 2D=H 2H=MM, 2S=NAT, 2NT=C,
 3C=run/AFTER 3C X asks compete, 2NT F inquiry in all auctions,
 In BAL position VS Strong X=T/O w/ less than 3S, 2C=T/O w/ 3-5
 (Both promise at least 2 suits), 2D=MM (5+5+) CONST-2NT Asks
 In BAL position as PH VS weak NT X=C CONST.
 Otherwise Direct System applies.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
 X T/O (weak two w/ E/B responses unless passed hand is X
 Leaping Michaels over 2M/2D 3D MM, 4C=C+M, AD B/G MM
 2M 3M asks stopper
VS. ARTIFICIAL STRONG OPENINGS: i.e. 1♦ or 2♦
 CRASH/IC/2C (Color/Rank/Shape) and after (1C) P (1D) or (2C) P
 (2D) P/C/NT says have own suit. Cheapest NT=cue if we
 O/Ced a NAT suit. We tend to bid soundly.
OVER OPPONENTS TAKEOUT DOUBLE
 TRF Advances TRF 2M, after M (X) 2M=very WK, 2NT=LIM+,
 Suit below 3 of our suit=mixed, 2NT=FG raise with F PASS
 IC (X) 2D LIM-2NT mixed, 3C weak, (D) (X) 2NT, 3C, 3D

LEADS AND SIGNALS

OPENING LEADS STYLE		In Partner's Suit	
Suit	Lead	3 rd from E, low from odd	same
NT		Hxxx(+), xSxx(-), Sxxx, Sx	3 rd from even, low from odd
Subseq	ATT (if CT then as above)	ATT (if CT then as above)	
Other: J denies, 10 or 9 zero or 2 higher if feasible after trick 1			
Versus stans tend to lead ATT rather than CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKX(-) unless 5 level or DECL is a PRE. Av(+)/ATT	AK+ asks ATT to ENC	
King	AK, KQ(+), AKX(+)/at 5 lev or DECL is a PRE=CT to E	AKJ10(-), KQ109(-) asks LB or CT to E	
Queen	Q(+), QX, ATT to ENC	KQ(+)/ask ATT to ENC	
Jack	J10(+), Jx, ATT to ENC	QJx(+)/RUS(+), J10x/ATT	
10	109(+), 10x,	J10x(+)/RUS(+), 109(+)	
9	98(+), 9x	109xx(+)/RUS(+)	
H-X	Sx, Sxx if SUPP PARTNER HxS(x), HxSxxx, HxxxS	Sxxx(+)/Sx, Sxx	
Lo-X	xSx, xxxxxx, xxxxs	HNS, Hxxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 ATT to ENC	CT to EVEN	ATT to ENC (S/P)
	Suit 2 CT to EVEN (S/P)	S/P	CURRENT CT (S/P)
	3 S/P	S/P	S/P
	1 ATT to ENC	CT to EVEN (S/P)	ATT to ENC (S/P)
	NT 2 CT to EVEN (S/P)	S/P Unless CT needed	CURRENT CT (S/P)
	3 S/P	S/P	S/P
Signals (including Trumps): We play A LOT of S/P including TRUMP S/P			
Generally, our Default signal is S/P when there is no future in a SUIIT			
However, there may be considerations relative to hand before S/P.			
DOUBLES			
TAKEOUT DOUBLES (Style: Responses: Reopening)			
10+HCP w/ shortness in OPT suit/Cue bid FG UNPH/2 Suits by a PH			
18+HCP if offshape/if offshape aggressive to overcall INT and/or good 4M			
Equal level conversion, converting C to D not extra			
PENALTY PASS over XX, RESP X when bid and raise suit after T/O X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBL/SR/D/S			
NEG X thru 7S, 1C (1D) X both MM Im (1H) X=1S, Im (1S) X=ends4-H			
RESPONSIVE X thru 7S (Almost all initial X are T/O)			
Maximal X thru 3H, S/UP X and XX thru 2H			
Semiagent thru 3S (1X) Y (Z) X other suit not strong enough to bid)			
Tolerance XX thru 2S (8+ HCP and double in Partner's suit)			
SPL X=NO id if 1 suit bid to if 2 suits, SOL X/X says can lead another suit)			

WBF CONVENTION CARD

CATEGORY: Green
 NCBO, U.S.A.
PLAYERS: Drew Caselj, Jim Kirkorian
 EVENT Open/Senior/Transnational

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 Standard American, 2T FG 5+ card M (semi-F 1NT)
 With 4-4m will open 1D unless C significantly better
 We tend to open 1C with 4D and 5C
 We almost never respond 1D to 1C w/ 4M unless FG (exc. is a hand like xxxxx/KQxxxxxx). We rebid 1NT with a variety of distributions including (31)(54) w/ 1-1-1-4 HCP
 We respond light to 1M. We open most 12HCP and slightly 11s using the Rule of 20. We stretch to open 1NT to avoid rebid problems w/ (5422) and (5431) subject to ACBL restrictions.
 We are more likely to upgrade 2NT rebids, opening 2NT, BAL 2C hands rather than 1NT openers. Preempts sound w/ respect to VUL.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
 We play TRF advances when we open 1M (X) and when we overcall 1M (X).
 4+M raises at 3level, H/S C/D=LIM/DH=MX/H/S=PRE, 2NT BAL FG so 2S/1H and 3C/1S are our FG raises with 4+ trumps
 Option 1 ACBL DEF VS Multi: 2H=T/O and X=T/O of 5
 Unusual/INT (1 or 4 trumps/MM w/ punt
 Over (1C, 1D) 2 or less in suit 2m=NAT, (1C)-2D=MM, (1D)-2H=MM, 2S=BIG MM
 Over (1C)-P-(TRF)-X=T/O for other two suits. Bidding TRF suit T/O of TRF suit so includes C-only 1 cue bid
 W/K/O in COMP thru 3S by UNPH unless mixed applies
 Jumps higher than 3S UNPH=FTS/short if their suit
 By PH jumps are FTS w/ SPL in their suit at 4 level

SPECIAL FORCING PASS SEQUENCES
 Direct Raise=Slam try/Pass and pull=weaker
 New suit NAT, tends NOT to be a slam try
 If makes LIM+ and we don't get to clarify= a F PASS situation
IMPORTANT NOTES Default for X is T/O in COMP
 New suit in COMP NF 2 level/F 3level

PSYCHICS: Rare/Could only pass a F bid to expose

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		3	7S	11-21 HCP (Rule of 20) w/ 3-3mm open IC	2C=NAT FG, 2D= NAT FG Good Suit, 2H=ART 11-12 BAL, 2S ART LIM, 2NT= BAL FG, 2=S/S Level NAT F, INT 6-10, 3NT= BAL 16-17	2-way CB after NT rebid, Jump REV after 1M response for INV S/S or Super S/S	WK JUMP in COMP by UNPH thru 3S, 2C= NAT raise PH PHUF
1♦		3	7S	11-21 HCP (Rule of 20) w/ 4-4mm usually open 1D	2C=NAT FG, 2D=NAT FG, 2H=ART 11-12 BAL, 2NT= BAL FG, 3C=NAT INV, 3M=S/S 1 level NAT F, INT 6-10, 3NT= BAL 16-17	2-way CB after NT rebid, Jump REV after 1M response for INV S/S or Super S/S	WK JUMP in COMP by UNPH thru 3S, 2D= NAT raise PHUF
1♥		5 (4 3 rd)	7S	11-21 HCP (Rule of 20)	IS NAT F, INT semiF, 2/1 FG, 2NT BAL FG, 2S, 3C, 3D, 3H=FG, LIM, Mixed, WK, 3S ART S/S INT semiF, 2/1 FG, 2NT BAL FG, 3C, 3D, 3H, 3S=FG, LIM, Mixed, WK, 3NT ART S/S	ART FG 2S/INT, INV 5+, 5+ Jump shifts ART FG 3C, 3D NAT FG, 3H 5+ NAT INV	WK JUMP in COMP by UNP thru 3S-ST Bel Mix, REV Drury, PHUF WK JUMP in COMP by UNP thru 3S-ST Bel Mix, REV Drury, PHUF
1♠		5 (4 3 rd)	7S	11-21 HCP (Rule of 20)	2C=STAY, 2H, 2S=TRF, 2S=size or C, 2N=D or weak min, 3C=PLP, 3D GFrm, 3M=split (1-3)(4-5) 4C=mod Gerb, 4D, H=TEX TRF, 4S=4Q/ANTmin CTRL, 0-1, 2, A+K, KKK, 4, 5, 3H, S, 6 card M	Pre Acc/TRF, 2NT 3 card MAX/TRF 2S CONST 5S, Smolen (4-5)MIM, 3OM ART Slam try S/S, AC=3BAL, Slam try, 4D=REK KORISH (R), 3M=4M, 5+D, 3NT 4c/d raise	System ART X and 2C and Multi NEG X, TRF LEB, PEN X 2C, D Suit=H, 2H, S NAT, XX (R)
INT			7S	15-17 HCP	22= HCP w/ U/grades		CTRL=2D, PEN Nalyish 2H, S, 2NT+X=NEG, PASS=Values
2♠	ART			5-11 HCP	2NT asks min/max and/or 4M, AC, MOD RKC Less than 2 CONT-at least 3 of top 5 in suit	3C= max FG, 3D=min NF, 3M=4OM	Suit=H, 2H, S NAT, XX (R) CTRL=2D, PEN Nalyish 2H, S, 2NT+X=NEG, PASS=Values
2♦		6		5-11 HCP	2NT asks min/max and/or 4M, AC, MOD RKC New suit F, MOD RKC after 2NT ask	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
2♥		6		5-11 HCP	2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
2♣		6		5-11 HCP	2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
2NT		5, 7 rare		20-21 HCP w/ U/grades	2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
3♠		7 (6, 8)		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT ask 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
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3NT		7+		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT asks 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
4♠		7		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT asks 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
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4NT		8+		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT asks 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
5♠		8+		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT asks 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
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5♣		8+		5-11 HCP, Rule of 2 or 3	4C=MOD RKC and after 2NT asks 2NT asks suit and hand range, new suit F	3C= mod suit, 3D= mod hand, 3H=weak, 3S= mod suit/gd hand, 3NT= AKQxxx,	2NT, new suit F (LD w/ fit X) 2NT+X=NEG, PASS=Values XXX for own suit
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HIGH LEVEL BIDDING

4NT=1430 Resp, 4 our nr=1430, 1m if find fit at 4 lev 1430, Gerb 14.03, 2min2max
VOID/D=0.3, 1.4 responses, MOD RKC=0.1, 1w/Q, 2, 2w/Q, DOP/DEPO
Ks up the line after RKC, 3NT RKC if OPT takes 4NT away, Tend cue up the line