

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light style. New suit NF except when we O/C @ 2+ level.
2N=4-card LIM+ in 1M overcall, 1 under (cue or jump)=Mixed raise of M or 3-fit LIM. Transfers after NEGX or 1♠ NAT over 1M [22].
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
VUL 15-18, FOC. Reopening=10-15/16.
Same but 2♣ is size-ask Stayman. Use opening 1N methods in Comp usually. 14-17 white, font of card
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE Style=not crazy, vul dependent. Treat as opening PRE in Response: 1♣-2♦=MM,
Reopen and vul vs not: Intermediate.
1♣-2♣=NAT, 1♦-2♦=MM. Vs non-strong 1♣, 3♣=strong MM.
1♦-3♦=strong MM. Vs ART 1♦, 2♦=NAT, 2♥/3♦=MM -/+.
1♣-2♣=♥ and m. 1♥-2♥=♠ and m. 2N=ASK, 3♣=
P/C, 3♦=M game try, jumps = INV.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: 2m=NAT+M, 2M=NAT. X=♦ or MM.
X can also be good 2♣ overcall or other good hand. 2N=mm or strong MM. Reopening/PH same. All 3 <sup>rd</sup> seat NT = weak ex unfav
Weak: X=14+, 2♣=♠ + (♥ or ♣), 2♦=♦+M, 2M=NAT
2NT=good MM or ♣; 3♣=♥+♣. PH=Strong NT defense.
3♣=♣/♥, 2N=long ♣ OR good MM. 3♦,♥,♠=NAT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=T/O thru 4♥, cards higher. Cue=Michaels or 3N with stop.2M-4m=m+ oM.[29] 2♣-4♣=MM strong. 2♣-4♦=♦+M. m LEB 2N after (2M only). Other jumps=strong, NT=NAT w/Stayman & TRFs.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=MM, 1N=mm 2♣-2N=mm.
1♣-P-1♦-X=MM, 1N=mm. Use NT as CUE when we overcall
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers if we open 1♦, 1M, 2M, 1♦-X-XX=♥, 1♥=♠, 1♠=NT, 1N=♣, 2♣=♦, 2♦=♣ GF, 2N=♣. [12,13]

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /even, low/odd	Same (Hi fr xxx if raised)	
NT	ATT or 2 <sup>nd</sup> highest fromWK	3 <sup>rd</sup> best-0/2 higher	
Subseq	4 <sup>th</sup> /ATT. Can lead 2 <sup>nd</sup>		
Other: from nontouching to hold lead. J or 10 around into Q or J in dummy = 0/2 higher. 0/2 in pard's suit or bid and raised			
<b>LEADS</b>			
Lead	Vs. Suit: SOME RUS[1]	Vs. NT: RUS style.	
Ace	AKx, A(x). RUS[1]	AKx(x), Ax, AQx(x)	
King	AK, KQ+. RUS[1]	Ask UNBL/CT.	
Queen	Q, Qx, QJ+.	KQ, QJ(x), AQJ.	
Jack	J, Jx, J10+, KJ10+.	QJ4th+, J10(x), AQJ.	
10	10, 10x, 109+, H109+.	J+4+, HJ10x,109(x), AQ109.	
9	KJ9x (6 <sup>th</sup> ), 9, 9x.	10+4+, H109x, A98+, J98+.	
Hi-X	xx, 3 <sup>rd</sup> best from even.	xx, xxx, sometimes xxx+.	
Lo-X	Low from odd.	Attitude	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	S/P(5,6,7 Enc)	Count	attitude
Suit 2	count	S/P	count
3	Att (AK lead)		S/P
1	attitude	Rev. smith	Same as suits
NT 2	count	Count if necessary	
3	S/P		
Signals (including Trumps):			
UD CT/ATT Reverse Smith (trump echo also). Standard CT/ATT			
Trick 1 when AK combination shown. Std ATT on x lead from pard's own suit to stiff A/K/Q vs.NT. SP T1 vs suits ex AK lead. 6 most encouraging			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light, support in unbid minor(s) suspect. Jumps = INV except over RHO's 1level suit bid (use Cue bids for INV). Reopening can be lighter. Better minor LEB over X of NAT 2M opening.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X through 4♥, Support XX, after our overcall XX=2fit and values, Pass/X Inversion in high-level forces (usually after our 1♣ opening),			
X to request clarification. X of suit previously raised or strongly bid = Anti-lead (if pertaining to lead@3+ level. Game try X. X and XX as part of Ace-asking responses. Card-showing X's. Optional X's/XX's.			
X to show shortness. XX to show control feature. X of SPL=low suit lead except ♠ or favorable;1M(x)xx(non-jump suit)x=1 or 4			

W B F CONVENTION CARD
<b>CATEGORY:BLUE</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Jeff Aker – Doug Simson</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
RM Precision. 1♣=16+, 1♦=usually 2+♠s 11-15, 5-card Majors (4 possible 3rd), 14-16 NT (15-17 Vul 3 <sup>rd</sup> , & 4 <sup>th</sup> ).
2♣ opening = 6+♠s (5+ 3 <sup>rd</sup> seat) 11-15, 2♦ opening = 11-15, short ♦, 3-suiter w/3-card Major possible.
Light openings and defensive actions.
Judgment allowed in any situation.
1NT=14-16, but 15-17 4 <sup>th</sup> seat or 3 <sup>rd</sup> seat vul.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1. 2♦ opening = 11-15, 3-suiter, short ♦, might have 3-card M.
2. 1♦ opening = 11-15, 2+♠s (or stiff honor).
3. 1♣ opening = 16+, ART.
4. ART responses to 1♣ opening (1♥+=FG).[2,6-10]
5. 1♦-P-2♥/♠=5-4+ ♠/♥ less than INV/INV.[8]
6. 1♦-P-3♣: mm, less than INV.
7. 2-suiter overcalls. 1♣-2♦=MM, 1♣-3♣ big MM
8. Competitive transfers. 1M-X, 1♦-X, 1♦-2♣/2♠/3♣ by UPH, 2M-X, 1M O/C and 1♠ or NEG X, 1♥-2♥ Michaels, 1H-1S[12,13,21]
9. LEB/better m LEB and T/O NT bids.[24]
10. Artificial raises. 1 under often mixed raise, 2 under often 3-fit LIM, 2N is M raise, SPL, 3♣ after 1♥-1♠ or 1M-X,GF M[22]
11. P/C bids, and X to ask clarification, when partner has 2 possible hand types.
12. 2♣ response to 1M open = FG but 2+ cards.
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 1♣ opening and 2/1 and FG jump shift, @ 4-level+ X = T/O or fit, Pass requests X.
1♦-X-Pass might be GFBAL.
<b>IMPORTANT NOTES</b>
COMP agreements on page 2 start at supplemental note #12
<b>PSYCHICS: 1♥-P-1♠, light 3<sup>rd</sup> seat opening.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Jeff Aker – Doug Simson USBF				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	X	0	NO	16+ ART, F1. All points can be adjusted in any situation.	All ART. 1♣=0-7, others FG. 1♥=5+♠8+, or 11-13 BAL, 1♠/1N/2♣=5+♥/♣/♦, 2♦=8-10 BAL, rest=[2]	1♣-1♦ [3], 1♣-1♥ [4], 1♣-1♠[5], 1♣-1N/2♣[6] 1♣-2♦ [7], 1♣-2♥ [8], 1♣-higher [9]	Same	
1♦	X	2 (1)	3♣	Almost always 2+, 11-15, [30] Can be light in 3 <sup>rd</sup> seat.	1N=7-11, 2mm=F1, 2♥/♠=5-4+ ♠/♥ weakish/INV. 2N=INV, 3♣=mm weak, 3♦+=PRE.	Transfers/ 1N rebid. 2waynmf/1d-1h-1s 2oM=ART FG/2m rebid. other=[10]	NAT	
1♥		5 (4 3 <sup>rd</sup> )	3♣	11-15 Can be 4, and/or light in 3 <sup>rd</sup>	1N=SemiF, 2/1=GF (2♣=2+), 2♣=4-10 NAT, 2N= 4-crd Limit+ ♥, 3♣=3-fit LIM, 3♦ Mixed, 3♥=wk, 3N=4333. Same idea over 1♠ opening. 3♣=♥ INV	Resps rebids: TRF/1N, 2♦=FG/2♣, 2♣=FG/2 JS=INV by Opener, 2N=good ♠/1♠. Some ART bids and Relays in FG. [11]	2♣=Reverse Drury-Fit. Suit response NF.	
1♠		5 (4 3 <sup>rd</sup> )	3♥	11-15 Can be 4, and/or light in 3 <sup>rd</sup>	TRFs, 2♣=range ask, 2N=Puppet Stay, 3♣>3♦, 5M, 6m, SPL Honor possible.	2♦-f-2♣=ART INV, 2 <sup>nd</sup> round re-TRFS, 2♣-f-3♦=FG SPL♦, 3♥=♦ ST, 3♠=♦ SPL♣[13]		
INT			3♣	14-16; 15-17 3 <sup>rd</sup> Vul, and 4 <sup>th</sup> .	2♦=ASK, 2M=NF, 2N>3♣ for out or 5-5 FG 3♣=INV+♥, 3♦=INV+♠, 3♥=GF ♦, 3♠=6♠+4♥ FG	2♦-f-3♦=MAJS, 3MAJ=NAT+♦, 2♦-f-3♦=♣+		
2♣		6 (5 3 <sup>rd</sup> )	3♣	11-15, 6+♣'s. Can be 5 and/or light, in 3 <sup>rd</sup> seat. ♣=long suit.	2♥=NF (correct w/3), 2♠/3♣=out, 3♦/♥/3♠/4♣=INV 2N=ASK (3♣=MIN, 3♦=441, 3M=3, 3N=4405).	2♦: 2N=4♥'s, 2♥=ART +, 3♣=, 3♥/♠=5. 3♦/4+ 2N-f-3♦=ASK (3MAJ=3, 3N=441, 4♣=445), 4♣/4♦/4♥/4♠ later [12].	All NAT but 2♦=ASK	
2♦	X	0	NO	11-15, short ♦: 4405, 4414, or (43)-1-5.	Suit=NF NV, 3♠/2♥=INV, 2N=ASK. Raise=PRE.	2N-3♣:5, 3♦:6+min, 3N=6+max 2N-3♥=medium, 3♠=Max. Diff responses	No 4♣/4♦/4♥/4♠/RKC.	
2♥		5	NO	4-10, 5-7 cards, Vul dependent.	4-10, 5-7 cards, Vul dependent	to 2N when VUL. 3♣=good suit, 3M=MIN	Same.	
2♠		5	NO	4-10, 5-7 cards, Vul dependent				
2NT			3♣	19-20, same as 1N shapewise. 20-21 3 <sup>rd</sup> Vul, & 4 <sup>th</sup> .	3♣=Mod Puppet, 3♦=TRF (5/4+ ♠/♥ poss), 3♥= TRF, 3♠=m slam int, Texas=S/T.	3♣-3♦:any w/o 5M. Then 3♥=4♣ or none, 3N=4-4. 3♦-f-3♣=MM (54, 55, 45).	Same.	
3♣		6	NO	PRE, Vul dependent.	3♦>3♥ for M inv, 3 M=F, 4♦=RKC.	3♦ then 3N=optional, 4om=NAT strong.	3♦=NAT NF.	
3♦		6	NO	PRE, Vul dependent	4♣= Optional RKCB, new suit=F.		Suit = NF.	
3♥		6	NO	PRE, Vul dependent	4♣= Optional RKCB, new suit=F			
3♠		6	NO	PRE, Vul dependent	4♣= Optional RKCB, new suit=F.			
3NT	X	7	NO	Solid 7/8 mm + side A or K. (not 8 + A). 3/4 seat=anything.	♣=P/C, 4N asks A vs K, 4♦ asks short.	5♣=side K, 5♦=A. 4♦-M=short, 4N=7222, 5m=short om	Same.	
4♣		7	NO	PRE, Vul dependent.	4♦=Kickback.			
4♦		7	NO	PRE, Vul dependent.	4NT=RKC.			
4♥		7	NO	PRE, Vul dependent.	4NT=RKC			
4♠		7	NO	PRE, Vul dependent.	4NT=RKC			
4NT		6 6	NO	Both minors, PRE.				
5♣		7	NO	PRE				
5♦		7	NO	PRE				
5♥								
5♠								
							<b>HIGH LEVEL BIDDING</b>	
							RKCB (03, 14). 4♣ can ask for Aces/Keycards. 4♦ often RKCB for ♣, 4♥ for ♦ Kickback. Cuebids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls. If M agreed, then 3N=Serious. Last Train. Trump Cuebids. Exclusion RKCB. If suit RKCB is X'd, XX=Q that suit, Pass=no control (bal XX=RKCB). Some to show BAL/SPL type raises. Cheapest step sometimes ART encouraging in MINOR. 5NT usually pick a slam. Asking bids. 4♣/4♦/4♥/4♠/RKC [12] Some low-level Keycard asks. ART suit agreement bids. ART 2-suit support bids	

**SUPPLEMENTAL NOTES** Jeff Aker-Doug Simson USBF

**Note 1** We lead Rusinow vs Suits at Trick 1 when we are known to have length in the suit from the auction. In partner's suit, K=AK or KQ, 9/10= 0 or 2 higher, Jack=top card. At 5+ level, K from AK. Vs NT, Std in dummy's suit, vs 6+NT, or other suit when 5+ shown, or 2/3 card suit.

**Note 2** 1♣-2♥=14+ BAL, 2♠=8+ (41)44 or 04(54), 2N=8+ 44(14), 3♣=7+ winners with any solid suit, 3♦/♥=8+ 40(45)/4405, 3♠/N/4♣=4450 8-10/11-13/14+.

**Note 3** 1♣-1♦//1M=4+, F1. If 4 then UNBAL 3suiter or longer m. 1N=17-18, 2N=21-23 (up a point if bigger 1N/2N openings used). 2m =NF, no M; 2♥=Kokish, 2♠=54+ mm 3m=INV. 1♣-1♦//1M-2♣=6-7 ART no fit, 2♦=5-7 ART 3fit. Over 2♣, 2♦=ART weak.

**Note 4** 1♣-1♥//1N=Ask controls (show MM with 11-13 BAL). If ♠ suit shown, can relay or set ♠ trump. Then shape-showing and low Keycard can apply. New suits show unbid suits by steps: ♥/♣/♦/♠, 2♠+=same as 1♣-2♠+. Reply by steps to show 11-13 BAL, then no fit/3fit/4fit/weird types (steps can be extended with room, to split range).

**Note 5** 1♣-1♠, same as 1♥ except no possible 11-13 BAL.

**Note 6** 1♣-1N or 2♣, same but over 2N rebid 3♣=♠ or extras or good one-suiter, 3♦=♥, 3♥/♠=mm +/-.

**Note 7** 1♣-2♦, 2M asks support steps (can get into doubleton ask), 2N asks M, 3m Puppets for m or 4 M + oM short. 3M=oM short w/1 or 2 mm.

**Note 8** 1♣-2♥, 2♠/N=♥/♠, to follow with 2<sup>nd</sup> suit and support steps. 2♠ might be minors. 3♣=Asks for M first (by steps). 3♦=NAT, 3M=6+ 3N/4♣=5332 with ♦. 3♦-no fit/fit then show M by step. 3M=S1 is RKCB

**Note 9** 1♣-2♠+ (3suiter), Step 1 asks then 4♣/4♦/TKC [12] 1♣-3♣, 3♦ or Responder's suit=slam try in R's suit (step responses).

**Note 10** 1♦-1M//2♦-2oM: ART FG. 1♦-1M//2OM=either LIM or NAT. 1♦-2m//2♥=11-13 BAL, 2♠=ART fit + short. 1♦-2♣//3♣=+BAL fit. Relays can follow. In all FG auctions, ART step continuations may be used. 1♦-1M//1N-2oM=INV+ Canapé. 1♦-1M//1N-2N forces 3♣ (if bid=GF).

**Note 11** 1M-2m//3m=ART raise. In all FG auctions, ART steps may be used. 1♥-2m//3♠=3♥ bid.

## SUPPLEMENTAL NOTES Jeff Aker-Doug Simson USBF

**Note 12** 1♦-1♥ OVERCALL: X= 4, 5 ♠, 1♠=TRF to 1N, 1N=♣ not GF, 2♣=♦ (can be comp) 2♦=GF with ♣, 2♥=6+ ♠ either signoff or INV or GF, 2♠=good wk 2-bid, GF, 3♣=minors, nf, 3♦=Pre, 3♥= Transfer to 3N, 3♠=Pre

**Note 13** 1♦-1♠ OVERCALL: 2♣=NF, 2♦=♥ transfer, 2♥= ♦ comp+, 2♠= ♣ or minors, GF, 2N=6+♥ GF, 3♣= minors, nf, 3♦=Pre, 3♥= Short ♠ without 4♥, GF, 3♠= TRF to 3N

**Note 14** If we agree a M and are in a GF, then 3N is serious slam try and 1 under our M is Last Train

**Note 15** We play leaping and non-leaping Michaels in several auctions including OPPT's preempts and our 1♣ et. al. (see notes 28, 29)

**Note 16** If OPPT's top HCP range for their NT is 15, we play WK NT defense. We also play WK NT defense vs OPPT 3<sup>rd</sup> seat NT unless they are unfavorable.

**Note 17** X of ♣♦♥ SPL are lead directors for the lowest unbid suit unless we are favorable when it is natural. All DBLs of ♠ are natural

**Note 18** 4♣/4♦/RKCB: when 3 suits in focus @ 4-level. 4♣ forces 4♦ for slam try, 4♦ forces 4♥ for out, 4♥/4♠/4N=RKCB in lo/middle/hi. ART suit agreement bids in many auctions.

**Note 19** 1N-3♣: either to play in 3♦, or FG with ♣. 2♣ then 3♣=to show 6+m, then 3♦=M SPL (2♦) or F raise (2M). Smolen

**Note 20** 1♣ comp: Over X, 1♦=6-7, XX=FG no good bid. In comp all new suits are FG 5+ 8+ HCP, with jumps=NF NAT. Cue=8+ FG no good bid. Pass=0-5 or trap. At 3-level, X=GF no good bid. Pass/X inversion applies 1♣-4♥+, or other high level F situation after 1♣ opening. If Responder could be weak, most Xs are T/O.

**Note 21** 1♦ comp: 2♣=NF or ♦ transfer depending on type of comp, 2♦=GF in ♣ sometimes or ♥ or other. Often use 2N over 2M as LEB or T/O, with 3-level INV. 1♦-1N-2♣: Implies MM. 1♦- x uses transfers as does 1♦ - 2♣.

**Note 22** 1♥ comp: 1♥-1♠-3♣=forcing raise, 2N=LIM+, 2♠=3-card LIM+, 2♦=NF free bid over 1♥- 2♣, cue bid GF in ♦, when that is a negative free bid. 1♥-2m-3♠=6+, FG. SPL. Pass/X Inversion after 2/1 and 4+ level competition. 1♥-(1N)-2♣=5♣ + ♠, same in ♦, 1♥-1♠, transfers used starting with xx. Transfer over 1M (x) whether we open or overcall.

**Note 23** 1♠ comp: very similar to 1♥ comp. 1♠-2minor-3m=6+♥s FG.

**Note 24** 1N comp: LEB, 3-level transfers, system on over ART X or 2♣. Over PEN X, DONT run outs and 2M NAT NF.

**Note 25** 2♣ comp: 2♣-X-2♦: ask, system on. XX=defense, 2M=NF, 2N/3♣ always

**SUPPLEMENTAL NOTES** Jeff Aker-Doug Simson USBF

NAT in comp, and 3♦/♥/♠=INV+ TRFs. Similar after overcall but w/o TRFs.

**Note 26** 2♦ comp: Over X, XX=ask for M, system on. Over overcall, 2N=ASK, CUE=stopper ask.

**Note 27** comp over preempts: New suit F/NF rules same as w/o comp 2M (o/c) one under our major=LIM, if o/c was one under then X=LIM

**Note 28** 2♦ preempt. 3♦=Michaels, 3M constructive, 4♣, ♣+♥: 4♦, ♣+♠

**Note 29** Over 2M, 3M preempts: 4♣, ♦=nat + oM 5-5+, 4M, 4N=minors with 4M being better

**Note 30** 1d opening very rarely could be stiff diamond honor or 5M332 minimum opening.