

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive, wide range (6+ no upper limit). Good 4 cd suit possible at 1-level; Normally good suit at 2-lev+ (maybe light hcp);
RESPONSES: NSNF thru 3D; 2-lev Q=limit+;
Jump raise=PRE; Jump-Q=mixed raise; JS=F; NSF if 3H+ or 3/3;
Competitive 2NT may be mixed raise or better
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14-19, system on. Usually natural in any seat. T/O by PH.
Balancing 1NT: 9-14, system on
2NTO/C: usually natural; natural after opps bid and raised suit or After (2X)-P-(2Y); jump to 2NT in p.o. seat=strong with minors
Mod. Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit: PRE-wide range (based on pos & vul)
2 suit: UNUSUAL 2NT (2 lowest unbid, any range); J/O vs. pre; 4C/D vs PRE; 2NT asks desc; Q-bid=INV; 3H+=F; JS=F; jump=PRE
Reopen: Invitational (intermediate)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS, any range: (1m)-2m=5/4 majors (either way); 2M=5/5
Same vs. short C or D; jump Q below 3NT: asks stopper, creates F; Vs natural 2C: 3C asks stopper.
VS. NT (vs. Strong/Weak; Reopening; PH)
VS STRONG (14+) DIR, UPH ONLY: X=C+S or D+H; 2C=C+H or D+S; 2D=H+S; 2H/S=natural; 2NT=C+D (or GF 2-suiter); 3-any=nat, not constr.
VS ALL OTHER: X=cards, not nec. bal; 2C=H+S
2D=1 major; 2H/S=natural w a minor; 2NT=C+D (or GF 2-suiter); 3-any=nat, not constr; X of stay or trans=cards
VS 2NT: X=1 suiter (not S); 3CDH=lowest of 2 suits
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O; Q below 3NT asks stopper; Q above 3NT=2 suits (F); Jump O/C=2 suited (F); (3C)-X-(P): 3D=art (F), usu weak; 3HS constructive
After NT O/C: mod trans & stay (no stay aft 3NT); (4x)-4NT= 2 or 3 suit T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2♦
Aggressive, 5/4+, 5/5+ at 2-lev+, 5/5+ at UF
VS ALL: CRASH
Same after (1C)-P-(1D)
OVER OPPONENTS' TAKEOUT DOUBLE
NSNF; 1M (x): 1NT trans to 2C; 2C=trans to 2D; 2D=trans to 2H; 2H=trans to 2S; 2S is wk S raise after 1S, fit bid after 1H
JS=fit(F); 1C-2D and 1D-3C=unbal lim; 1m-2NT=bal lim; JR=PRE;
1M-2NT=Mixed Raise+(4+); 3NT=good PRE; XX=usu 4/4 in 2 other suits, desire to defend; 1M-3M=less than mixed raise, 4 trumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd =even; 5th=odd; ACE	3 rd (not raised); ATT (raised); K	
NT	Att, 2 nd hi from bad holding	Sxx if raised; low, not raised	
Subseq	ATT	ATT	
Other: Lo=honor in pd's raised suit; KING at 5-lev+; KING in pd's suit; KING if shifting to singleton; J,10, or 9=3 rd from even, 2 nd from odd			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)(+) Ax(+)	AK(+); Asks ATT	
King	AK KQ(x) AKx at 5-lev+	Strong suit, Asks UB/CT	
Queen	QJ QJx(+)	QJ KQx AQJ10(+) KQT9	
Jack	J10 J10x(+) KJ10(xx)	JT QJx(+) AQJx	
10	T9 KT9(xx) KJTx	HJTxx(xx) T9 JTx(+)	
9	9x HT9x	HT9x T9x(x) 98 98x(+)	
Hi-X	Sx	Sx xSx xSxx xSxxx	
Lo-X	HxS HxSx	HxS HxxS xxxxS HxxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att - Hi=Enc	Count if needed (rare)	Att - O/E
Suit 2	Hi/lo=Even (rare)	S/P	Count if needed (rare)
3			S/P
1	Att - Hi=Enc	Smith Echo	Att - O/E
NT 2	Hi-Lo Even (rare)	Count if needed (rare)	Hi/lo = Even (rare)
3	S/P	S/P	S/P
Signals (including Trumps): Tell partner only what she needs to know			
Rarely give count. Suit preference signal possible in trumps; no count signal in trumps. Leads & signals frequently deceptive.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+, emphasis on majors, minors unclear. 4x3 okay; lighter in 4 th seat; ELC: C to D only; Q resp maybe bal 9+, no rebid promised;			
Jump resp=5+ cd suit; JumpQ resp asks stopper;			
After Q: doubler's 2NT is minimum - any 3-level = GF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG & RESP thru 4D-no upper limit. Tend to be balanced with convertible Values—OFTEN PASSED. 1C(1D)X-4/4 majs. 1m(1H)X=3 or 4 sp.			
SUPPORT X thru 3Q; 3-level NEGX=inv, creates F; 2 nd NEGX=T/O, xtras;			
NEGX then NSF 3H+; NEGX thru 3S if we open 1NT;			
RESPX thru 4D; Denies 4 cds in other maj thru 2S; most 2-lev dbls=t/o or card-showing [1,6,22,23]			
Anti-lead doubles [22]; many lead-directing doubles [22]			

W B F CONVENTION CARD
CATEGORY: Green - Aggressive Std American
NCBO: USA
PLAYERS: Lynn Baker & Karen McCallum
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive std. American; light initial actions; 5cd majors; Open & respond light [3,18]; wide range 2&3-lev openers; Weak 2DHS (0-9 hcp); freq. wide-range preempts [16]
Playing strength compensates for hcp in any situation.
1NT opening = 10-12 NV 1 st & 2 nd , else 14-16 (odd shapes ok; frequent 5cd majors), 15-16 in 4 th seat
Many fit-showing bids [9]; freq WJO; freq art. comp 2NT [37]
Freq low-level comp Xs; picture bids; light 3 rd seat openings
2/1 response promises rebid unless opener rebids 2NT [14]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
WEAK 2DHS-NV: 0-10 hcp; usually 5-cd suit, any quality [15]
GAMBLING 3NT: 1 st & 2 nd . ANY solid suit - 7 winners
NAMYATS: Solid Suit - 7-1/2 to 8-1/2 winners [19]
GOOD-BAD 2NT [21]
Frequent 2NT for TAKEOUT in competition [7]
TRANSFER LEBENSÖHL (FASS) + Many VARIATIONS [8]
FIT-SHOWING JUMP SHIFTS; if RHO bids JS=fit [9]
MANY FIT-SHOWING BIDS: In & out of comp [9]
1NT OPENING 10-12 NV 1 ST & 2nd
ESCAPING FROM 1NTX: We don't play in 1NTX [11]
COMPETITIVE CUE = LIMIT RAISE or better (2-level only)
COMPETITIVE 2NT: May be MIXED RAISE or better
AFTER OPPONENTS' 1NT OVERCALL [2]
2NT OPENING: 5+/5+ minors, 4-10 or strong (9-12 UF)
SPECIAL FORCING PASS SEQUENCES
If we show ownership, FP exists [5]; 2C, 4CD openings create F
1x-(x)-xx: F thru 2N; comp F thru 3OS; Jump Cue creates F
1NT-(x)-any-P: No FP unless opp is "running"
IMPORTANT NOTES
If 2NT can't be invitational, it isn't natural;
3 rd seat opening may be 8-9 bal (1M may be 4-cd suit)
Rarely pass partner's opening bid; freq resp with 0-5 hcp [3]
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4D	Nat – open 1C w 3-3 minors or 5C & 4D; [18] for opening style	Resp w 0-5 [3]; 1D usually 5+; 1M maybe 4M/5D; 1NT=7-10; 2N=10-12; 1N=no maj; raise=F jump raise=PRE; SPL; SJS [31]	1M=44+; 1N maybe 4HS; 2-way CB[29]; 4SF1[25]; picture bids; 1m-1M-2M-2N=art[27]; 4st trans/2NT [28] 1m-2m=F to 3m; Raise of 1M art [26]	FSJS – [9] No forcing bid by PH; No 4SF; inverted raise NF; 2-way CB (may be passed)
						No Fast Arrival; FSJS [9]	
1♦		3	4C	Nat [18] for opening style; 1CD w 4C/4D; 1D w 3D/2C	See 1C; also: 1N=6-10	See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse, 2NT or resp raise=NF [14]	See 1C
1♥		4	4D	Nat [18] for opening style Usu 5 cds – freq 4 cds in 3rd	Resp 0-5 [3]; 1N=5-11 (nf); 2/1 F1 [14]; SPL [13]; Help-suit game try. SJS. Jump Raise=4 trumps < mixed raise; 2NT=mixed raise+, 4 trumps	See 1C & 1D	See 1C. Also: Vul 2NT=5/5 minors; NV 2NT=Cs bal inv; 2CD=lim 3 or 4 cd raise
1♠		4	4D	See 1H	See 1H	See 1C & 1D	See 1H
INT			3S	10-12 NV 1 ST & 2nd; 14 to 16 , freq 5 cd major; Odd shape ok	10-12: 2-way Stayman; SA Texas, 5C Gerber 14-16: 2C=NF stay; 4-suit tr; 3DHS=FG (w longer Cs); SA Texas; 5C=Gerber	2C-2x3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS-3SH=slam try raise; 2C-2HS-4CD=nat. ST raise [33]	Resp same as UPH;
2♣	X	0		21+ bal or 8.5 playing tricks	Cntrl: 2D=0-1; 2H=2; 2N=3; 3C=4; 3D=5; 2S=any gd 5+ suit (2 of top 3 honors); 3HS=any AKQ(J)5+ suit; 4CD=HS 7+, 0 cntrls	Puppet & 4st trans/2N rebid [32]; 2D-2H>2S=Hs or 24+ bal. Optr JS= solid suit, asks Q; SPL; C3L2N.No BW by resp[20]	Same as by UPH
2♦		5		NV: 0-9, 5cd suit, any qual or Shape; VUL: 4-9, std but wk suit ok	[15]; NV: NSNF (not necessarily weak); VUL: 3 lev-F; 2NT=mod. ogust; raise=PRE; NV jump to 3M=inv; 4m=ask; rarely pass w singleton [15]	[15] opener bids again w fit or max; Many art follow-ups [15]	Wide range in 3 rd seat; PH resp: 1 step scramble; NS=fit 2NT=fit, asks sing [15]
2♥		5		See 2D	See 2D	See 2D	See 2D
2♠		5		See 2D	See 2D	See 2D	See 2D
2NT	X			5+/5+ minors PRE; 3-9, or strong; UF: 9-13 good suits	3m=to play; 3M=nat F; 4m=PRE; 4NT=BW		
3♣		6		Aggress; wide range, 0-15 [16] Anything ok opp PH	3C-3D ask Maj; 4D singleton ask; 4C RKC [16]		
3♦		6		See 3C	See 3C	See 3C	See 3C
3♥		6		See 3C	See 3C	See 3C	See 3C
3♠		6		See 3C	See 3C	See 3C	See 3C
3NT	X	7		Any solid st; no A/ K (1 st / 2 nd st)	4CD=P/C, 4HS to play; always pass 3 rd seat 3NT		
4♣	X	7		NAMYATS-solid Hs- 7.5-8.5 tr	1step=ST, 1 or 3 aces; > 4M=2 aces, 2-loser suit		
4♦	X	7		See 4C – solid Ss	See 4C		
4♥		6		Wide rng – not solid, maybe gd	4NT=BW (not RKC); controls & trump asks [34]		
4♠		6		See 4H	See 4H		
4NT	X			Asks specific aces	5C=no ace; 5N=CA [30]		
5NT	X			Grand Try; Minors			
HIGH LEVEL BIDDING							