

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style; Responses: 1 / 2 Level; Reopening) |
| 2 Level is typically sound, although may be very light if partner is Passed hand. Usually 5+ cards at 1-level and 8-18 HCP. |
| Jump Cue=Mixed Raise |
| Jump New Suit = Strong |
| 2NT if is fit for MAJ except aft (1♠) - 2♥ - (P) |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 nd /4 th Live = 15+-18 HCP (Vul Dependent); SYS On |
| Reopening over 1m = 11-14 (SYS On) |
| Reopening over 1M = 11-16 SYS on except 2♣=MOD STAY |
| Escaping from INT-(X) [7] |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak, 5-card Possible, According to VUL |
| (1m)-2NT=♥+om, (1M)-2NT: ♦+♣ both any strength |
| Intermediate at UNFAV |
| Reopen: INTERMEDIATE |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| (1m)-2♦=5+/5+ Majors; (1M)-2M=OM+m |
| (1min)-3min = NAT / (1MAJ)-3MAJ = asks for stopper |
| (1M)-2M: 2NT=ask m POS; 3♣=P/C; 3♦=G/T for M; Cue=FG M |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| Vs Strong: |
| X = m / ♥ + ♠ / good hands; 2m = m + M; 2M = NAT |
| 2NT = ♣ or good 2-suit (♣ + another or ♦ + ♥) |
| Vs Weak NT: X=PEN, 2♣=MAJ's, 2♦ = 1M; 2M=4M 5+m |
| All 3 rd seat NT's are considered weak |
| Passed hand uses Strong NT defense |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Takeout (LEB 2NT in response); 2NT=15-18 (SYS ON) |
| (2♦ WK)-3♦=MAJ's, 4♣=♣+♥, 4♦=♣+♠ |
| (2M WK)-3M asks STOP; 4m=m+OM Forcing |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| X=MAJs; NT=mins |
| Vs Strong 1♣: 2♦=MAJ+min 2-suiter (5+MAJ/4+min) |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| Transfers starting with XX from 1♦; 1M-(X)-2NT=Good Raise |
| Transfers from INT over 1M; 1♦ - (X) - 2NT=♦ weak or GF |

| LEADS AND SIGNALS | | | |
|--|----------------------------------|--|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd /5 th | 3 rd /5 th (ATT if Raised) | |
| NT | 2 nd /4 th | 3 rd /5 th (ATT if Raised) | |
| Subseq | 2 nd /4 th | ATT | |
| Other: A may be lead from AKx(+) if intending to shift to a singleton. | | | |
| Rusinow vs NT only from 4+ cards; Many Exceptions to Rusinow [6] | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Asks ATT | Asks ATT | |
| King | Asks COUNT | Asks CT/Unblock | |
| Queen | KQx(+); Qx; QJ | Asks ATT | |
| Jack | QJx; Jx; JT | (H)JTx; HJx; Jx | |
| 10 | (K)JTx; Tx; T9 | HT9x(+); HTx; Tx | |
| 9 | (H)T9x; 9x | T9x(+); H9x | |
| Hi-X | Sx; xxSx; xxSxxx | HSx; xSx(+) | |
| Lo-X | xxS; xxxxS; xxxxxxS | HxxS(+); xS | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | ATT | CT or S/P | Low=ENC |
| Suit 2 | CT or S/P | Low=Even | ATT |
| 3 | | | |
| 1 | ATT or CT | Reverse Smith | ATT |
| NT 2 | CT or S/P | | |
| 3 | | | |
| Signals (including Trumps): | | | |
| Low=Even/ENC; Reverse Smith vs NT; Exceptions to Rusinow [4] | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Emphasize unbid M's; Does not promise support for unbid minors | | | |
| Equal Level Conversion; Over XX, Jump = PRE | | | |
| Scrambling 2NT | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| Support X's and XX's | | | |
| 1♦-(1♦): X=4 or 5♠ | | | |
| Maximal Doubles; Responsive Doubles | | | |

| W B F CONVENTION CARD |
|--|
| CATEGORY: RED |
| NCBO: USBF |
| PLAYERS: BRESROLL Zach – LIEN Owen |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Relay Precision |
| 5-card Majors, 2+ 1♦ opener |
| Open most 11 counts VUL, most 10 counts NV |
| 1M - 2♣ GF Relay |
| 2♣ showing 6+♣, may have 4+M |
| Frequent Non-PEN Doubles |
| ZZ Points in Relay sequences (See Note 1) |
| 1NT Opening = 13/14-16 HCP and 14+-17. Stronger range when Vul in 3 rd or any time in 4 th seat. |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 1♣-1♥+ [1]; 1M-2♣ GF (R) [2]; 2♣-2♦ = INV+ (R) [3] |
| 1♠ - 2♦ = 5+♥, may be weak (6+♥ if <INV) |
| 1♠ - 2♥ and 1♥ - 2♦ = 3-card SUPP, 9+-14 |
| 1♦-(1♥)-1♠ = 0-3♠ |
| 1♦ - 3♣ = 5+/4+ minors, <INV |
| 1♦ - 2M = 5+♠ 4+♥ <INV and INV |
| SPECIAL FORCING PASS SEQUENCES |
| After any GF Response |
| IMPORTANT NOTES |
| PSYCHICS: Rare |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|---------|--------------------|-------------------|--------------|--|---|--|-----------------------------------|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | X | 0 | | 15++ Unbal or 17+ BAL | 1♦=NEG; 1♥+=ART GF; use ZZ Points See Note 1 | Many Relay or Rev. Relay sequences | SYS on over X & 1♦ |
| | | | | | 2N=m's 5-10 HCP; 3♣=6+♣ 7-10 HP; 3♦/M=Wk | | |
| 1♦ | | 2(1) | 4♠ | 10-15 HCP, catchall | 2♥/♠=5+♠ 4+♥, <INV and INV; 3♦/M=Weak | 1♦-1M// 2oM=NAT or good raise | TRF over X start with XX |
| | | | | | 11-13(14) if BAL | 3♣ = minors, weak | 1♦-2m// 2♥ = 11-13 BAL |
| 1♥ | | 5 | 4♠ | May be only 4 in 3 rd Seat | 2♣=GF (R); 2NT=4+♥ INV+; 2♠=Weak | 1♥-2♣ [2]; 1♥-1♠// 2♦-2♠=ART GF | 2♣=Drury Fit |
| | | | | | 2♦=3♥ 9+-14 HCP | 1♥-1X// 2♣=11 | |
| 1♠ | | 5 | 4♥ | May be only 4 in 3 rd Seat | Same as 1♥ except 3NT=Some mini-SPL | Same as 1♥ | 2♣=Drury Fit |
| | | | | INT | 13/14-16 HCP; 5M/6m/5422 | 2♣=STAY; 2♦=5+♥; 2♥=5+♠; 2NT=PUPP | 2 nd Round Transfers |
| | | | | May have SGL Honor 14+-17 3 rd VUL or 4 th | 3♣=♦; 3♦=6+♦ 0-1♣ GF; 3M=SPL, 5+/5+ min's; 4♣/♦=6+♥/♠ with SI | | |
| 2♣ | | 5 | 4♦ | 10-15 | 2♦=INV+ (R); 2M=F1; 2NT=Wk Raise or 2-suit | 2♣-2♦: [4] | |
| | | | | | 6+♣, may have 4+M | 3♣=PRE; 3♦/M=INV 6+ suit | |
| 2♦ | X | 0 | | 10-15 HCP, short ♦ | 2NT=Ask; 3♦=INV | | |
| | | | | | (43)15; 4414; 4405 | | |
| 2♥ | | 5 | | Weak | 2♠=NF Const; 2NT=ask; others=F1 | | |
| 2♠ | | 5 | | Weak | 2NT=asking | | |
| 2NT | | | 4♦ | 19+-21 HCP; 5M/6m/5422 | 3♣=STAY; 3♦/♥=TRF; 3♠=♦ + ♣ | | |
| | | | | | SGL Honor Possible | 4♣/♦=6+♥/♠, SI; 4♥/♠=5+♣/♦ SI | |
| 3♣ | | | | VUL Dependent | 4♦=KC | | |
| 3♦ | | | | Very Aggressive NV v VUL | 4♣=KC | | |
| 3♥ | | | | In 1 st /3 rd Seats | 4♣=KC | | |
| 3♠ | | | | "Normal" in 2 nd /4 th Seats | 4♣=KC | | |
| 3NT | X | | | SOL m, no side A or K | 4♣=P/C; 4♦=asks SGL; 4NT=asks 8 th m | | |
| | | | | | Anything in 3 rd /4 th Seats | | |
| 4♣ | | | | | | | |
| 4♦ | | | | | | | |
| 4♥ | | | | | | | |
| 4♠ | | | | | | | |
| 4NT | | | | | | | |
| 5♣ | | | | | | HIGH LEVEL BIDDING | |
| 5♦ | | | | | | 1430 Kickback; Specific Kings; Italian Cuebids; ERKC (01122) | |
| 5♥ | | | | | | Non-Serious 3NT; Denial cuebids if first cue at 5-level+ | |
| 5♠ | | | | | | | |

Note 1: 1♣ POS Responses and ZZ Points

ZZ Points are used in relay sequences and are not used in describing opening point count above. These are described as follows:

- A 3 ZZ's
- K 2 ZZ's unless singleton, then 1
- Q 1 ZZ's unless singleton, then 0

An opening 1-level bid will typically have a ZZ range of 5-10.

POS Responses to 1♣

A positive response to 1♣ shows will have at least 5 ZZ's unless 9+ cards in 2 suits, then it may have only 4 ZZs as long as it has at least 8 HCP. A passed hand positive only requires 4 ZZ's and 8 HCP regardless of shape. The ranges by a passed hand are split into 4-5 and 6-7 respectively. The positive responses are as follows:

- 1♥ a) Balanced 5(4)+ ZZs (balanced = any 4333; 4432; 5332; or 6m322)
b) any 4441 5+ ZZs
c) 5+♠ or 4♠-5+♥ 4-7 ZZs
d) 5+♣ 4+♠ 4+ ZZs
- 1♠ 4-7 ZZ's, same hand types as 2♣+ directly, just weaker
1NT and higher all show 8+ ZZs with the described shapes.
- 1NT 5+♠ or 4♠-5+♥
- 2♣ 5+♦
- 2♦ 6+♥ or 5+♥ 4+♦
- 2♥ 5+♥ 4+♣
- 2♠ 5+♣ 4+♦
- 2NT 6+♣, 1-suiter
- 3♣+ 5+♣ 4+♥

Note 2: 1♥ - 2♣ and 1♠ - 2♣ GF Relay

1M - 2♣:

2♦ a) 5(332)
b) 5(440)
c) 5+M 4+♣
2♥ 4+OM
2♠ 6+M
2NT+ 4+♦

Note 3: 2♣ - 2♦ INV+ Relay

Opener's Re-bids:

2♥ Catchall: a) min bal 1-suiter; b) unbal 1-suiter; c) min 4♦
2♠ a) 4♠ max or b) 4♥ any strength
2NT 6+♣ max, no short (auction is now GF)
3♣ 6+♣ 4♠ min
3♦ Max 6+♣ 4♦
3M 6+♣ 5M
3NT 6+♣ 5♦

Note 5: Exceptions to Rusinow:

- 1) Partner's Suit – This is defined as a naturally bid suit (showing 4+ cards) or if partner has made a takeout double with only two unbid suits.
- 2) Dummy's First Bid Suit
- 3) Preempting and leading a different suit
- 4) Partner has shown a strong NT or better

Note 6: Escaping from 1NT Doubled

Pass is Non-Forcing

2♣ = 4+♣ 4+ higher suit (may be any 4333 if can't stand partner passing out 1NT)

2♦ = 4+♦ 4+M

2♥ = 4+♥ 4+♠

XX = any 1-suiter