

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level aggressive – may be 4 card if good suit
2 level sound – usually 6 card if minor
Jump Shift response = Forcing over 1 level o/call
Jump raise = preemptive
Jump Q = mixed raise, New suit constructive over 1 level, F1 over 2
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT=15+-18 system AIO
Balancing = 10 – 15 – 2♣=Stayman + Range
2NT = 19-21
JUMP OVERCALLS (Style; Responses; Unusual NT)
Leaping Michaels over opps preempts, 1M p 2M
2NT= 2 Lowest. All 2 suited bids wide ranging
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels. All 2 suited bids wide ranging
(1m) 3m = preemptive
(1M) 3M = stop ask
1x P 1y 2x/y = natural
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs STR NT DBL = 4M 5+m, 2♣ = majors, 2♦ = multi, 2♥/♠ 5M 4+m
VS WK NT = DBL = 15+, 2♣ = majors, 2♦/♥ = transfers
2♠=4♠+Longer Minor, 2NT=4♥+ Longer Minor
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Cue = Two suiter
Jump Cue = Both minors or majors
4♣ = both minors, 4♦ - good 4M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ - dbl = majors, NT = minors
Vs 2♣ = natural, DBL = clubs
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over major openings/overcalls aft neg dbl
RDBL = 10+ with defensive shape. Pass then dbl = good balanced

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th	3rd and 5th, att if supported	
NT	4th	4th	
Subseq	Attitude	Attitude	
Other: Rusinow – off if could be leading shortness i.e. partner's			
Unsupported suit, side suit by preempter etc.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, Axx	A, Ax, Akx+	
King	AKx+,Kx,KQ	KQT9, KQJTx, AKJT+	
Queen	KQx+,Qx	KQx,Qx	
Jack	QJx+,Jx	QJx, Jx	
10	JTx,HJTx, Tx	JTx,HJTx, Tx	
9	T9x, 9x, HT9+, 98x, H98x	T9x, 9x, HT9+, 98x, H98x	
Hi-X	Sx	xSxx,Sxx,Sx	
Lo-X	HxSx,	Low from interest	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Att
Suit 2	Count	S/p	Count
3	S/p		S/p
1	Att	Smith or Count	Att
NT 2	Count	S/p	Count
3			S/p
Signals (including Trumps):			
UDCA, Smith vs NT, S/P in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive with good shape			
Double jump response to 3 level – weak long suit			
T.O. Dbl thru 4♥ - cards higher			
Q resp = forcing to suit accept			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Card showing at low levels			
Responsive, Negative, Support to two of our suit			
In ambiguous situations dbl over length = pen, under = TO			
Pass then dbl = good bal			
DBL by NT opener = T.O. unless advancer shows strength.			

W B F CONVENTION CARD
CATEGORY: Green with Multi
NCBO: USA
PLAYERS: JoAnn Sprung – Danny Sprung
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 2/1 Game Forcing
1♣ = Balanced or ♣s or 4441, with Transfer Responses.
1♦ = Natural always 5+♦ (Not 5332)
1NT = 14=16; 3rd Red and 4th=14+-17
2♦ Multi – weak only 3-10 hcp
2M= 9-13, Good 6+ suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ weak either major 3-10 HCP
Transfers over 1♣
Artificial raises over minor openings
Fit showing jumps bph
Good bad 2NT
1M - 2♣ = GF 2+ ♣
SPECIAL FORCING PASS SEQUENCES
After opp T.O dbl pass then dbl = good balanced hand
After Michaels or other 2 suited bids pass then dbl = good bal
In high level forcing auctions pass then pull of dbl = stronger
IMPORTANT NOTES
PSYCHICS: Rare, possible after partner's preempts

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	3♠	11+ HCP. Balanced or Natural or 4441	Transfers through 2♣. 2♦ = NAT, INV, 2♥ = 6-11 Long♣s, 2♠ = Both m's 54+ CON 3♣ = Very Weak minors	Accepting Transfer usually WK NT with 2-3. Jump accept = 4 Trump min	Sys on over dbl thru 2♣
1♦		5	3♠	11+ HCP 5+♦ (Not 5332)	2♥ = GF Raise or INV NT. 2♠ = 6-11 Raise	Transfers by opener after 1M response	
					1NT = SF, 2NT = LR+. 3/1 = INV	Over 2NT 3♣ = Min, but may be accepting LR	2 Way Drury. 2♣ = 3, 2♦ = 4+
1♥		5	3♠	11+ HCP 5+	3M = mixed, Tiered splinters		1M - (x) - 3NT = good 1-4
1♠		5	3♠				1M - (x) - 2NT = Limit + P-1M-2NT = Fit in a minor
1NT			3♠	14 - 16 HCP; 3rd Red or 4th 14+-17 5M common	2♣ = stay, 2♦, ♥, = TRF 2♠ = range ask or weak ♣s, 2NT = PUP. 3♣ = ♦, 3♦ = Both m. 3M = SPL		
2♣		0		Strong art forcing. 22+ BAL or	2♦ waiting	After 2♦, 3♥/♠ = 4M = 6+ ♦, Kokish	
2♦		5		One Major 5+ 3-10 HCP	♥/♠ = p/c all levels, 2NT = asking. 3♣ = ♥ Ask. 3♦ = ♠ Ask. 4♣ asks transfer to suit, 4♦ = bid your suit. 2♠ does not imply ♥s	After 2NT - 3♣ = all min. Other one under or over suit. Over Major Ask, S1=0,1, S2=2, S3=3.	
2♥		6		Good suit 9-13 HCP	New suit = force, 2NT = asking for feature		
2♠		6		Good suit 9-13 HCP	New suit = force, 2NT = asking for feature		
2NT			3♠	20-21 HCP 5M common	3♣ = STAY, 3R = TRF, 3♠ = Minor(s)		
3♣		6		Preempt	NS forcing Vul only	4♦ = Preempt Keycard	
3♦		6		Preempt	NS forcing Vul only		
3♥		6		Preempt	NS forcing Vul only		
3♠		6		Preempt			
3NT				Gambling	No outside A/K		
4♣		7					
4♦		7					
4♥/♠		7			New Suit asks for control		
4NT				Ace Asking	5♣ = None, Specific otherwise.		
5♣						HIGH LEVEL BIDDING	
5♦						1430 For majors only; Frequent Minorwood, some Kickback. 4♣ = Preempt Keycard. Non serious	3NT except when NT has been bid naturally. Cue 1,2 up the line. Exclusion Keycard, usually after support. Gerber over NT.
5♥							
5♠							