

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: 6+ HCP
2 level: 9+ HCP
New suits Forcing except in Competition
Jump Raise = weak
Jump Cue = 7-9 HCP and 4 trumps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(1x)-1N and (1x)-P-(1y)-1NT = 15+ - 18
System On (stayman and transfers)
(1x)-P-P-1NT = 11-16
2C = range ask, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct= weak (Sound if vulnerable)
Jump to 2NT = 2 lowest unbid
Reopen: Intermediate (2N = 19-20)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over minors, cue = BOTH MAJORS
Over majors, cue = OTHER MAJOR plus one unknown minor
1M-3M = stopper asking
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = penalty
2C = diamonds OR one major and one minor
2D = hearts
2H = both majors
2S = spades
2N = clubs
3C = minors
REOPEN: double = takeout of spades 2C= takeout with 3+ spades,
2D = 5-5 majors constructive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout with Lebensohl responses
Leaping Michaels
2M-3M= stopper asking
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
CRASH
OVER OPPONENTS' TAKEOUT DOUBLE
TRANSFER ADVANCES THRU 2 of our major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th and 5th	same	
NT	4 th best from an honor	3th and 5 th	
Subseq	attitude	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK,AKxx,AKxxxx	AKx	
King	AKx,AKxxx,KQ(x)	KQ109	
Queen	QJx	KQx(x), QJx	
Jack	J10x	J10x, QJxx	
10	109x	109x, J10xx	
9	9x	109xx	
Hi-X	Hi	Hi	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encourage	Suit Preference	Low= discourage
Suit 2			
3			
1	High= encourage	Suit Preference	Low= discourage
NT 2			
3			
Signals (including Trumps):			
SUIT PREFERNCE			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ HCP with shortness in opponents suit			
18+ HCP if offshape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative thru 7S		Splinter Doubles	
Responsive thru 7S		SOLID Doubles	
Maximal thru 3H			
Support thru 2H			
Snapdragon thru 3S			
Tolerance Redoubles thru 2S			

W B F CONVENTION CARD
CATEGORY:
NCBO: U.S.A.
PLAYERS: Drew Casen, Jim Krekorian
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard American
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer Advances after you takeout double our major suit opening or negative double our major suit overcall
SPECIAL FORCING PASS SEQUENCES
Direct Raise = slam try
New suit = natural, NOT slam try
PASS and pull double = weak
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBLS.TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING COMPETITIVE BIDDING
1♣		3	7S	11-21 HCP	2C = natural GF, 2S=art limit raise 2D,2H = strong jump shift, 2N = 12-15 or 18+ 1 level = natural and forcing, 1N= 7-10,3N=16-17	2 way checkback after 1NT rebid	2C = natural simple raise
1♦		3	7S	11-21 HCP	2D = natural GF, 2S=art limit raise 2H = strong jump shift, 2N = 12-15 or 18+ 1 level = natural and forcing, 1N =6-11,3N=16-17	2 way checkback after 1NT rebid	2D = natural simple raise
1♥		5	7S	11-21 HCP	1NT= semiF, 2N = 12-15 or 18+, 3S = art splinter 2S,3C,3D,3H = Force,Limit,Mixed,Weak Raises		
1♠		5	7S	11-21 HCP	1NT=semiF, 2N=12-15 or 18+, 3N= art splinter 3C,3D,3H,3S = Force,Limit,Mixed,Weak Raises		
INT			7S	15-17 HCP	2C stayman, 2H,2H,2S,2N = transfers 3C = puppet 3D = 5-5 minors F 3M = stiff with 3 of other major, Texas Transfers	Smolen 3 of other major ART slam try	System on over art double and 2C
2♣	art			22+ HCP	Controls: 0-1,2,A+K,KKK,4+,5+	KOKISH,3M=4+longer diamonds	
2♦		6		5-10 HCP	2N asks Modified Ogust, New suit Forcing	4C keycard	New suit after double for lead
2♥		6		5-10 HCP	2N asks Modified Ogust, New suit Forcing	4C keycard	New suit after double for lead
2♠		6		5-10 HCP	2N asks Modified Ogust, New suit Forcing	4C keycard	New suit after double for lead
2NT			7S	20-21 HCP	Stayman,transfers,3S=both minors, Texas Trans	Smolen, other major art slam try	
3♣		6		5-10 HCP		4D keycard	
3♦		7		5-10 HCP		4C keycard	
3♥		7		5-10 HCP		4C keycard	
3♠		7		5-10 HCP		4C keycard	
3NT	art			SOLID MINOR	No Ace or King outside in 1 st or 2 nd position		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣		8				HIGH LEVEL BIDDING	
5♦		8				4N = 03-14	
5♥		8				4 our minor = RCK	
5♠		8				DOPI,DEPO	

