

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
1 level – 8 – 17 varies with vul/position	
2 Level – 10 – 17 varies with vul/position	
Transfer advances to overcall	
1NT OVERCALL	
14-18 2 nd seat and 10-14 in 4th	
Systems on over any 1NT (including protective)	
JUMP OVERCALLS	
Jump overcalls – Weak	
Unusual 2NT – Lowest 2 naturally unbid suits	
DIRECT & JUMP CUE BIDS	
Cue = Michaels (1m, 2m = ♠ + ♥)	
1M, 2M = OM + minor	
Jump cue – solid suit stopper ask	
VS. NT	
Cappalletti(weak)	Cappalletti(strong)
Dbl = Penalty	Dbl = Single-suited
2♣ = Single suited	2♣ = mm
2♦ = MM	2♦ = MM
2♥ = ♥ + m	2♥ = ♥ + m
2♠ = ♠ + m	2♠ = ♠ + m
2NT = mm	
VS.PRE-EMTS	
Take-out double up to 4♥	
Double 4♥-5♦ = values/take-out(ish)	
Leaping & Non-Leaping Michaels (Note 8)	
VS. ARTIFICIAL STRONG OPENINGS	
Dbl = Clubs	
Lowest club bid = MM	
Lowest NT = mm	
All jumps natural pre-emptive	
OVER OPPONENTS' TAKEOUT DOUBLE	
1's and 3's forcing	
Transfers & Stenberg over 1M (Note 7 & Note 2)	
Inverted Minors ON	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	Attitude	
NT	2/4	Attitude	
Subsequent	2/4	Attitude	
Other:			
LEADS			
	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, JTx	AJT, KJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Attitude	Attitude	
Lo-X	Attitude	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O=Enc/ E = Sp	Count (Hi/Lo=Even)	O=Enc/ E = Sp
Suit	2	Count (Hi/Lo=Even)	Suit preference
3	Suit preference	-	Suit preference
1	O=Enc/ E = Sp	Count (Hi/Lo=Even)	O=Enc/ E = Sp
NT	2	Count (Hi/Lo=Even)	Suit preference
3	Suit preference	-	Suit preference
Signals:			
High Low in trumps = 3+ trumps and ability to ruff			
DOUBLES			
TAKEOUT DOUBLES			
Up to 3♠(excluding 3♠) = take-out			
3♠ and above = penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / Redouble 2 level only (Note 10)			
Redouble of opponents double of RKC 1 st round control			
Meckwell Escape over 1NTx(penalty) (Note 5)			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: CBAI
EVENT: Junior Camrose
PLAYERS: Luca Crone & Matthew O'Farrell
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
2/1, Aggressive
RKC 1430 over M Minorwood over m (Note 6)
1NT = 14 – 16, may contain a 5CM or 6 minor
Transfers over 1♣ (Note 1)
Gazzilli over 1M and 1♦ (Note 3)
Stenberg over 1M (Note 2)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦/2♥/2♠ = 5+ weak 5-10
Transfers over 1♣ (Note 1)
Lebensohl (also over reverse) & Transfer Lebensohl (Note 4)
Gazzilli (Note 3)
Stenberg (Note 2)
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
Minorwood over m (Note 6)
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG DBL THROUGH				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♦	11+ 2+♣'s may contain 5♦ if 5332	Transfer Responses (Note 1) 2♣ = 10+ 5+♣ 2♦/M = 4-8 6+♦/M, 2NT = relay to 3♣, 3♣ = 6-9 5+♣	Bid stops up over inverted minor	Jump shifts are fit jumps
1♦		4+	4♦	11+ 4+♦'s unbalanced 5+♦ unless 4441	2♦ = 10+ 4+♦, 3♣ = 10/11 6 card suit 2M = 4-8 6+M, 2NT = relay to 3♣, 3♦ = 6-9 4+♦	Bid stops up over inverted minor	Jump shifts are fit jumps
1♥		5+	4♦	5+♥'s 11+	1NT = 6-11 SF, 2NT = Stenberg (Note 2) 3♣ = 7-10 4♥, 3♦ = 7-10 6+♦, 2♠ = 4-8 6+♠		Jump Shifts are fit jumps
1♠		5+	4♦	5+♠'s 11+	1NT – 6-11 SF, 2NT = Stenberg (Note 2) 3♣ = 7-10 4♠, 3♦ = 7-10 6+♦, 1♠ - 4♥ = splinter		Jump shifts are fit jumps
INT		bal	4♦	14-16 balanced	2♣ = INV+ Enquiry, 2♦/2♥ = transfers, 2♠ = ♣ or INV balanced, 2NT = ♦ or both m, 4♦/4♥ = transfer	Break Major transfer = super accept Break minor transfer = like suit	
2♣	✓			23+	2♦ = relay, Any other bid natural GF	2NT rebid = Good 22-24 Bal Suit natural F	3♣ = Puppet Stayman (Note 8) 3♦/♥ = transfer 3♠ = Relay 3NT
2♦				5+♦'s (weak)	2NT art enquiry. New suit forcing, double Jump Splinter. 4NT = RKC		
2♥				5+♥'s (weak)	2NT art enquiry. New suit forcing, double Jump Splinter. 4NT = RKC		
2♠				5+♠'s (weak)	2NT art enquiry. New suit forcing, double Jump Splinter. 4NT = RKC		
2NT		bal		20-22	3♣ = Puppet (Note 8), 3♦/3♥ = transfers 3♠ = Relay to 3NT, 3NT to play		
3♣		6+(7+)		6+♣'s 5-10	3♦ = Trump Ask, 3x = Natural 1RF, 3NT to play		
3♦		6+(7+)		6+♦'s 5-10	3x natural 1RF, 3NT to play, 4♣ = Trump Ask		
3♥		6+(7+)		6+♥'s 5-10	3♠ natural 1RF, 3NT to play, 4♣ = Trump Ask 4NT = RKC (1430)		
3♠		6+(7+)		6+♠'s 5-10	3NT to play, 4♣ = Trump Ask, 4NT = RKC (1430) 4♥ = Natural		
3NT	✓	7+		Long solid minor no outside stop	4♣ = pass or correct. 4♦ = ask for singleton. 5♣ = pass or correct. 6♣ = pass or correct		
4♣/4♦ 4♥/4♠		7+(8+)		7+ suit 5-12		High Level Bidding	
						Fit Jumps	
5♣/5♦		8+(9+)		8+ suit 7-12		Forcing Pass in GF auctions DOPI DEPO ROPI	

SUPPLEMENTARY NOTES

Note 1: Transfers over 1♣

1♣ (2+ may contain 5♦ if 5332)

1♦ = 4+♥ (same as 1♥ response)

1♥ = 2/3♥ 11-13 balanced or 1345 11-13

1NT = 17-19 balanced

2♥ = 4♥ 11-15

2NT = 16+ any of the following;

1. 16+ Long ♣ better than 3♣
2. 6+♣ 3♥
3. 5♣ 4♥

All other bids are natural denying 4♥

1♥ = 4+♠ (same as 1♠ response)

Responses same as above

1♠ = 4+♦ no 4CM unless GF (same as 1♦ response)

1NT = 11-13 balanced <4♦

2♦ = 11-15 4+♦

2NT = 17-19 <4♦

3♦ = 16-18 4+♦

All other bids natural denying 4♦

1NT = 5-11 no 4CM

After 1X response and opener rebids 1X+1 (11-13 Bal) then 2♣ by responder is two-way checkback style (invitational or sign off in ♦) and 2♦ is GF checkback

Same with 1NT Rebid (17-19) 2♣ is invitational or sign off in ♦ and 2♦ is GF checkback

Note 2: Stenberg

1M-2NT = Invitational+ with 3+M (on over double and competition)

3♣ Min 11-14

3♦ Further shortage ask

3♦ Max 15+ no shortage: asking for responder's shortage

3♥ short ♣ 15+

3♠ short ♦ 15+

3NT short other major 15+

4♣/4♦ void min or max

4♥ void OM min

4♠ void OM max

Note 3: Gazzilli

On the following sequences 1♥ - 1♠, 1♥/1♠ - 1NT a rebid of 2♣ by opener is ART F

Responder bids:

2♦ is GF 8+

2M = 5M 4+♣ 11-14 NF

3M = 6 card solid major 16+ GF

2NT = Natural 17-19 GF

3♣ = 5M 4+♣ 16+ GF

3♦ = 5M 4+♦ 16+ GF

2♥ = 5♠ 4♥ 16+ GF

2M = weak preference 5-7

2♠/2NT = 3 suited hand (short in openers major) 5-7

3♣/♦ = Natural 6+ suit 5-7

1♥ - 1♠; 2♣ - 2♠ = 5/6♠ 5-7 < 2♥

Over 1♦-1M 1NT 16+ and 2♣ by responder 8+ with similar responses

Note 4: Transfer Lebensohl(FANS)

Transfer lebensohl(FANS) over 1NT interference but ordinary lebensohl(FANS) over weak 2 double and reverse.

1NT - 2♠

X = t/o 6+ pts

2NT = Relay to 3♣

2NT-3♣:

PASS/3♦/3♥ = to play sign-off

3♠ = Stayman and ♠ stopper

3NT = Spade stopper

3♣/3♦/3♠ = INV+ transfers showing 9+ pts

3♥ = Transfer cue bid is GF Stayman without ♠ stop

3NT = Denies a ♠ stop

Note 5: Meckwell Escape

1NT X(penalty)

Rdbl = Natural, penalty orientated

Pass = Puppet to 2♣, either a minor one-suiter or both major suits

Pass = ♣ suit, usually 5 cards

2♦ = ♦ suit, usually 5 cards

2♥ = 4+/4+ cards in both major suits

Opener may Pass or Correct to ♠

2♠ = 6+♠ constructive

2♣ = 4+ ♣ and 4+ higher suit

2♦ = P/C.

2♥ = 4+ ♥ and 4+ higher suit

2♥ = P/C

2M = Natural, sign-off

Note 6: Minorwood

In GF auctions when a m is agreed

4♣ = Keycard in ♣

4♦ = 1 or 4 Keycards

4♥ = 3 or 0 Keycards

4♠ = 2 Keycards without the ♣ Queen

4NT = 2 Keycards with the ♣ Queen

5♦ = Specific king ask

4♦ = Keycard in ♦

4♥ = 1 or 4 Keycards

4♠ = 3 or 0 Keycards

4NT = 2 Keycards without the ♦ Queen

5♣ = 2 Keycards with the ♦ Queen

5♥ = Specific king ask

Note 7: Transfers over 1Mx

1♥ X

XX = 10+ No support

1♠ = 4+♠ 6+ 1F

1NT = 6+♣ 5-9

2♣ = 6+♦ 5-9

2♦ = Constructive Raise (7-10(bad)) 3/4♥

2♥ = Bad Raise (3-6) 3/4♥

2NT = Stenberg

3♣/3♦ = Fit Jumps

3♥ = 5-9(bad) 4♥ Distributional

1♠ X

XX = 10+ No support

1NT = 6+♣ 5-9

2♣ = 6+♦ 5-9

2♦ = 6+♥ 5-9

2♥ = Constructive Raise (7-10(bad)) 3/4♠

2♠ = Bad Raise (3-6) 3/4♠

2NT = Stenberg

3♣/3♦/3♥ = Fit Jumps

3♠ = 5-9(bad) 4♠ Distributional

Note 8: Leaping & Non-Leaping Michaels

Over 2♥/2♠(weak 2):

4♣ = ♣ + OM 17+ NF

4♦ = ♦ + OM 17+ NF

Over 2♦ (weak 2) 4♣ = ♣ + M & 3♣ 4♦ = ♦ + M

Over 3♥/3♠:

4♣ = ♣ + OM 17+ NF

4♦ = ♦ + OM 17+ NF

Note 9: Puppet Stayman

2♣-2♦-2NT-3♣/2NT-3♣:

3♦ = No 5CM

3♥ = 4♠

3♠ = 4♥

4♣ = Both M slam try

4♦ = Both M no slam interest

3♥ = 5♥

3♠ = 5♠

3NT = No 4 or 5CM

Note 10 Support DbI/Redouble:

When opponents interfere below 2 of our M and after 1X(opener) - 1M(responder)

X = 3 of our M 11+

2M = 4 of our M 11-14

Support redoubles applicable after the opponent has X after 1X(opener) - 1M(responder)

XX = 3 of our M 11+

2M = 4 of our M 11-14