DEFENSIVE	AND COMPETITIVE BIDDING	
	OVERCALLS	
1 level - 8 - 17 varies w		
2 Level – 10 – 17 varies	s with vul/position	
Transfer advances to ov	ercall	
	1NT OVERCALL	
14-18 2 nd seat and 10-14	1 in 4 th	
	TT (including protective)	
	IUMP OVERCALLS	
Jump overcalls – Weak	0	
Unusual 2NT – Lowest	2 naturally unbid suits	
DIDI	ECT & JUMP CUE BIDS	
$\frac{\text{Cue} = \text{Michaels (1m, 2n}}{1\text{M, 2M} = \text{OM} + \text{minor}}$	n = ♠ + ♥)	
Jump cue – solid suit sto	onner ask	
sump eue sonu sun su	opper usk	
	VS. NT	
Cappalletti(weak)	Cappalletti(strong)	
Dbl = Penalty	Dbl = Single-suited	
2♣ = Single suited	2 ♣ = mm	
2 ♦ = MM	2 ◆ = MM	
2♥ = ♥ + m	$2 \checkmark = \checkmark + m$	
$2 \blacktriangle = \blacktriangle + m$	$2 \blacktriangle = \blacktriangle + m$	
2NT = mm		
	VS.PRE-EMTS	
Take-out double up to 4		
Double $4 \checkmark -5 \checkmark = \text{values}$	/take-out(ish)	
Leaping & Non-Leaping		
	FICIAL STRONG OPENINGS	
Dbl = MM		
Club bids = natural		
Lowest NT = mm	· · · · · · · · · · · · · · · · · · ·	
All jumps natural pre-er		
	ONENTS' TAKEOUT DOUBLE	
1's and 3's forcing	ver 1M (Note 8 & Note 3)	

		LEAD	OS AND SIGNA	ALS		
		OPENI	NG LEADS ST	TYLE		
		Lead	In Par		tner's Suit	
Suit		2/4		Attitud	le	
NT 2/4				Attitud	le	
Subseque	ent	2/4		Attitud	le	
Other:		<u> </u> -, .		1 1001000		
Other.			LEADS			
		Vs.	Suit		Vs. NT	
Ace		Att (Ax, AK)	Suit	Att (A		
King		Count (AK, K			Unblock (AK, KQ)	
Queen		Att (KQ or QJ	~			
Jack		AJT, KJT, JTx			JT, JTx	
10		HT9x, T9x, T2			T9x, Tx	
9		H98x, 98x, 9x		H98x,	98x, 9x	
Hi-X		Attitude		Attituc	le	
Lo-X		Attitude			le	
		SIGNALS IN	ORDER OF	PRIOR	ITY	
	Partne	r's Lead	Declarer's Le	ad	Discarding	
1	O=Enc	/E = Sp	Count (Hi/Lo=		O=Enc/E=Sp	
Suit 2	Suit 2 Count (Hi/Lo=Even)		Suit preference		Count (Hi/Lo=Even	
		eference	-		Suit preference	
	1 O=Enc/E=Sp		Count (Hi/Lo=Even)		O=Enc/E=Sp	
NT 2 Count ((Hi/Lo=Even) Suit preference		e	Count (Hi/Lo=Even)	
3 Suit preference		eference	-		Suit preference	
Signals:						
No smith						
			DOUBLES			
		TD 4 777	EQUID DOLIN	. F.G		
			EOUT DOUBI	LES		
		$ng 3 \spadesuit) = take-6$	out			
3 ♠ and ab	ove = p	enalty				
CDE	CTAT	DTIFICIAL	e COMPETIT		DI C/DDI C	
			& COMPETIT		DL3/KDL3	
					ntrol	
Support d	of onno		I KINC/CUC I " I	ouna co	nuOl	
Support d Redouble						
Support d Redouble			nalty) (Note 6)			
Support d Redouble						

CATEGORY: Green *NCBO*: IBU **EVENT**: **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 4) Stenberg over 1M (Note 3) SPECIAL BIDS THAT MAY REQUIRE DEFENSE $2 • 1/2^{\text{nd}} = \text{multi } 3/4^{\text{th}} = 5 + \text{weak}$ $2 \checkmark /2 = 5 + \text{ weak } (8-10 \ 1/2^{\text{nd}}, 5-10 \ 3/4^{\text{th}})$ Transfers over 1♣ (Note 1) Lebensohl (also over reverse) & Transfer Lebensohl (Note 4) Gazzilli (**Note 4**) Stenberg (Note 3) SPECIAL FORCING PASS SEQUENCES Over GF sequence Pass Forcing IMPORTANT NOTES Minorwood over m (Note 7) PSYCHICS: Rare

W B F CONVENTION CARD

NG	IF CIAL	So	F IGH					
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	Transfer Responses (Note 1) $2 = 10 + 5 = 0.11$	1 4 -1X-1X+1 = 11-13 bal 2/3X	Jump shifts are fit jumps	
				5332	6+, 2M = 4-8 6+M, 2NT = relay 3, 3 = 6-9 5+	Bid stops up over inverted minor		
1 •		4+	4♦	11+ 4+♦'s unbalanced	$2 \bullet = 10 + 4 + \bullet$, $3 \bullet = 10/11$ 6 card suit	Bid stops up over inverted minor	Jump shifts are fit jumps	
				5+♦ unless 4441	2M = 4-8 6+M, 2NT = relay to 3 - 3 + 3 - 6 - 9 + 4 + 4	1 → -1M-1NT = any 17+		
1♥		5+	4♦	5+♥'s 11+	1NT = 6-11 SF, 2NT = Stenberg (Note 3)	Gazzilli	Jump Shifts are fit jumps	
					3 = 7-104 , 3 = 7-106 , 2 = 4-86			
1 🖍		5+	4♦	5+ A 's 11+	1NT - 6-11 SF, 2NT = Stenberg (Note 3)	Gazzilli	Jump shifts are fit jumps	
					$3 \clubsuit = 7 - 10 \ 4 \spadesuit$, $3 \spadesuit / \heartsuit = 7 - 10 \ 6 + \spadesuit / \heartsuit$, $1 \spadesuit - 4 \heartsuit = \text{splinter}$			
INT		bal	4♦	14-16 balanced	$2 \clubsuit$ = INV+ Enquiry, $2 \spadesuit / 2 \blacktriangledown$ = transfers, $2 \spadesuit$ = ♣ or	Break Major transfer = super accept		
					INV balanced, $2NT = \bullet$ or both m, $4 \bullet / 4 \lor = \text{transfer}$	Break minor transfer = like suit		
2.	✓			23+	2 ♦ = relay, Any other bid natural GF	2NT rebid = Good 22-24 Bal	3♣ = Puppet Stayman (Note 10)	
					Kokish	Suit natural F	3 ♦ /♥ = transfer 3 ♠ = Relay 3NT	
2♦	✓			$1^{\text{st}}/2^{\text{nd}}$ = weak only multi(Note 2)	2NT art enquiry. New suit forcing, double Jump			
				$3^{\text{rd}}/4^{\text{th}} = \text{weak } 2 \text{ in } \bullet \text{s}$	Splinter 4♣ = Trump Ask (3/4th) 4NT = RKC			
2♥		5(6+)		$1^{st}/2^{nd} = good weak 2(8-10)$	2NT art enquiry. New suit forcing, double Jump			
				3 rd /4 th = weak 2 in ♥s	Splinter 4♣ = Trump Ask 4NT = RKC			
2		5(6+)		$1^{\text{st}}/2^{\text{nd}} = \text{good weak } 2(8-10)$	2NT art enquiry. New suit forcing, double Jump			
				$3^{\text{rd}}/4^{\text{th}} = \text{weak } 2 \text{ in } \blacktriangle \text{s}$	Splinter 4♣ = Trump Ask 4NT = RKC			
2NT		bal		20-22	$3 \clubsuit = \text{Puppet (Note 10)}, 3 \spadesuit / 3 \blacktriangledown = \text{transfers}$			
					3♠ = Relay to 3NT, 3NT = 5♠ 4♥			
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	$4 \clubsuit$ = pass or correct. $4 \spadesuit$ = ask for singleton. $5 \clubsuit$ = pass			
					or correct. 6♣ = pass or correct			
4♣/4♦		7(8+)		7+ suit 5-12		High Level	Bidding	
4♥/4♠						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) $1 \leftarrow 4 + \forall$ (same as $1 \forall$ response) $1 \lor = 2/3 \lor 11-13$ balanced or 1345 11-13 1NT = 17-19 balanced $2 \vee = 4 \vee 11 - 15$ 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♥ $1 \lor = 4 + \spadesuit$ (same as $1 \spadesuit$ response) Responses same as above 1 = No 4CM 5-111NT=11-13 balanced but may also be 4414 not able to reverse 2♣ = 5+♣ unbalanced 2♦ = 17-19 balanced or a ♦ reverse 2♥ = Natural reverse 2♠ = Natural reverse 2NT = GF, Long \clubsuit 3 = 6 + 16 - 18 NF1NT = GF with $5+ \bullet$ or bal GF without $5 \clubsuit$ 2♣ = 6+♣ 11-14 2M = 5 + 4M unbalanced GF $2 \bullet = 4 + \bullet 11 - 14$ 2M = 5 + 4 + M not necessarily extras 2NT = 11-13/17-19 bal 3♣ = 6+♣ 15+

 $3M = Splinter 4+ \bullet$ not necessarily extras

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

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

Transfers continue over low level interference (X, 1 , 1)

Note 2: Multi

2 ◆ opening 1st or 2nd seat is a bad weak 2 in ♥ or ♠ with roughly 5-7 points, it may be a 5 card suit 2M is now a good weak 2 showing roughly 8-10 points

Responses:

 $2 \vee = P/C$

 $2 \blacktriangle = P/C$

2NT = Artificial Enquiry

3 = 5 card min

 $3 \blacklozenge = 5 \text{ card max}$

 $3 \lor = 6$ card min

3 = 6 card max

3m = Nat F

3M = P/C

4 = Transfer to your major

 $4 \rightarrow$ = Bid your major

4M = Nat to play

Note 3: Stenberg

1M-2NT = Invitational with 3+M or GF with 4+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 4: Gazzilli

On the following sequences $1 \checkmark - 1 \spadesuit$, $1 \checkmark / 1 \spadesuit - 1$ NT a rebid of $2 \clubsuit$ by opener is ART F

Responder bids:

```
2 ♦ is GF 8+

2 \checkmark = 5 \spadesuit 4 \checkmark 16 + GF
2M = 5M 4 + \clubsuit 11 - 14 NF
2NT = Natural 17 - 19 GF(direct 2NT = any 64 14 - 16)
3 \clubsuit = 5M 4 + \clubsuit 16 + GF
3 \spadesuit = 5M 4 + \spadesuit 16 + GF
3M = 6 + M 16 + GF
3M = 6 + M 16 + GF
3NT = Solid 6 + M 16 + GF
4x = 6 + M 4 + x 16 + GF
2M = weak preference 5 - 7
2 \spadesuit / 2NT = 3 suited hand (short in openers major) 5 - 7
3 \clubsuit / • = Natural 6 + suit 5 - 7
1 \checkmark - 1 \spadesuit : 2 \clubsuit - 2 \spadesuit = 5 / 6 \spadesuit 5 - 7 < 2 \checkmark
```

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

Note 5: 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 6: Meckwell Escape

1NT X(penalty)

Rdbl = Natural, penalty orientated

Pass = Puppet to 24, either a minor one-suiter or both major suits

Pass = \$ suit, usually 5 cards

 $2 \bullet = \bullet$ suit, usually 5 cards

2 = 4+/4+ cards in both major suits

Opener may Pass or Correct to 4

2♠ = 6+♠ constructive

2 = 4 + 4 and 4 + higher suit

 $2 \blacklozenge = P/C$.

2♦ = 4+ ♦ and 4+ higher suit

2 = P/C

2M = Natural, sign-off

Note 7: Minorwood

In GF auctions when a m is agreed

4♣ = Keycard in ♣

 $4 \bullet = 1$ or 4 Keycards

 $4 \lor = 3 \text{ or } 0 \text{ Keycards}$

4 = 2 Keycards without the 2 Queen

4NT = 2 Keycards with the \clubsuit Queen

 $5 \bullet =$ Specific king ask

4♦ = Keycard in ♦

 $4 \lor = 1$ or 4 Keycards

4 = 3 or 0 Keycards

4NT = 2 Keycards without the ◆ Queen

5♣ = 2 Keycards with the ◆ Queen

 $5 \lor =$ Specific king ask

Note 8: Transfers over 1Mx

1**♥** X

$$XX = 10 + No support$$

$$1 = 4 + 6 + 1F$$

$$1NT = 6 + 4.5 - 9$$

$$2 = 6 + 5 = 5$$

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

$$2 \lor = \text{Bad Raise } (3-6) \ 3/4 \lor$$

2NT = Stenberg

$$3 4/3 = \text{Fit Jumps}$$

1 **∧** X

$$XX = 10+$$
 No support

$$1NT = 6 + 4.5 - 9$$

$$2 = 6 + 5 = 5$$

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

 $2 \triangleq \text{Bad Raise } (3-6) \ 3/4 \triangleq$

2NT = Stenberg

$$3 4/3 4/3 = \text{Fit Jumps}$$

 $3 \blacktriangle = 5-9(bad) 4 \blacktriangle$ Distributional

Note 9: Leaping & Non-Leaping Michaels

Over $2 \checkmark /2 \land (\text{weak } 2)$:

Over
$$2 \blacklozenge$$
 (weak 2) $4 \clubsuit = \clubsuit + M \& 3 \clubsuit 4 \blacklozenge = \blacklozenge + M$

Over $3 \checkmark / 3 \blacktriangle$:

Note 10: Puppet Stayman

2♣-**2♦**-**2**NT-**3♣**/**2**NT-**3♣**:

4♦ = Both M no slam interest

$$3NT = No 4 \text{ or } 5CM$$

Note 11 Support Dbl/Redouble:

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

$$X = 3 \text{ of our } M 11 +$$

$$2M = 4$$
 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