

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
STYLE: 6 ⁺ HCP, USUALLY 5 ⁺ CARDS IN SUIT BID
RESPS: NEW SUIT CONSTRUCTIVE; JUMP RAISE PRE
CUE = F1; JUMP CUE = LR; JS = FIT SHOWING
In BAL: 9-16 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
DIR: 15-18 HCP
RESPS: SYSTEM AS AFTER OUR OPENING NT
BAL: 11-16 HCP
RESPS: SYSTEM AS AFTER OUR OPENING NT EXCEPT
2♣ ASKS SIZE
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit: WK
2 Suit: OVER MAJOR; UNUSUAL NT = 2 LOW UNBID
RESPS: OVER DBL OF 2-SUITED BID, RDBL SUGGESTS
PLAYING IN UNBID SUIT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = TOP & BOTTOM UNBID SUITS
(1m)-2m = MAJORS
OVER DBL OF 2-SUITED BID, RDBL SUGGESTS
PLAYING IN UNBID SUIT (e.g. (1♣)-2♣-(DBL)-RDBL = ♦s)
VS. NT (vs. Strong/Weak; Reopening; PH)
STR: WOOLSEY (5)
WEAK: PEN DBL; TRANSFERS (6)
PH: MULTI/LANDY VS BOTH
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O (LEB after T/O DBL of 2M)
(2M)-4m = bid mand OM; (2M)-3M asks stopper
(2M)-4M = BOTH MINORS, VERY GOOD HAND
(2M)-4NT = BOTH MINORS, NOT AS GOOD
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
Vs. 1♣: DBL = COLOR; 1♦ = minors or Majors; 1M = NAT;
1NT = ♣+♥ or ♦+♠
2♦ = MULTI; 2M = that M & another
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10 ⁺ HCP; SUITS F1 AT 1 LVL; JS and JR = PRE
1M-(X)-2♣ = 8-10 HCP RAISE; 3NT = SPL OM
2NT = LR OVER MAJOR, PRE OVER MINOR

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd even, low odd	xxX unraised, Xxx raised	
NT	4 th (may lead high)	3 rd or 4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	Asks for ATT	
King	KQx(+); AK (generally)	Asks for CT/UNBLOCK	
Queen	QJ(x)(+)	Asks ATT for any honor	
Jack	JT(x)(+)	JT(x)(+)	
10	T9(x)(+), Tx	T9(x)(+), Tx	
9	9x, 98x(+)	9x, 98x(+)	
Hi-X	Sx, Sxx	Sx, Sxx, sSxx(+)	
Lo-X	HxS, HxSx	HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = Disc	HI = Odd	HI = Disc
Suit 2	HI = Odd	S/P	HI = Odd
3	S/P		
1	HI = Disc	Smith Echo	HI = Disc
NT 2	HI = Odd	HI = Odd	HI = Odd
3	S/P		
Signals (including Trumps):			
UDCA; STD S/P; S/P in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O DBL does not promise support for all unbid suits (2)			
RESPS: Jumps INV; Cue = F1			
Can be weaker in BAL with shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG & RESP thru 7♥; 1m-(1♥)-X = <4 spades			
SUPPORT DBL AND RDBL THRU 2♥ (except some rare situations			
at 2 level & some auctions at 3 level when we have extra values)			
(1A)-1B-(1 or 2C)-DBL = 4 th suit with at least 2 card support for partner			
DBL OF SPL AT 4 LVL ASKS FOR LEAD OF LOWER UNBID SUIT			
MAXIMAL OVERCALL DBL; MANY COMPETITIVE DBLS			

W B F CONVENTION CARD
CATEGORY: Natural GREEN
NCBO: USBF
PLAYERS: RANDI MONTIN & JILL MEYERS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS;
2/1 FG EXCEPT IN COMP
1NT OPENING:
NV vs VUL: 10-12 in 1 st & 2 nd seats; 11-15 3 rd & 4 th
All other vuls: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ MULTI - always a weak 2 bid in a Major
2♥ Hearts and a second suit, at least 5/5; 5-11 HCP
2♠ Spades and another suit, at least 5/5; 5-11 HCP
3NT Broken minor PRE
4♣ Good 4♥ bid
4♦ Good 4♠ bid
Good Bad 2NT (1)
Unusual vs unusual NT
3M/1M and 3m/1m mask stopper
2♣ or 2 of opponent's minor = T/O over dead NT
SPECIAL FORCING PASS SEQUENCES
Pass and Pull stronger than direct bid
After we DBL weak NT, Pass forcing through 2♠
IMPORTANT NOTES
Special runout sequences after you DBL our NT (3)
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7♥	Longest suit in 12-24 HCP UNBAL hand or	1♦ resp denies 4 ⁺ M unless 9 ⁺ HCP INVERTED MINOR RAISES	ART rebids after 2NT rebid (14) 1m-2m-2♥ = NAT, FG; 1m-2m-2om = SPL, INV	
1♦		3	7♥	BAL hand not in 1NT range. Open 1♣ with 3-3 minors With 4-4 minors, Meyers opens 1♣, Montin 1♦ (usually)	2♣ F1 (9 ⁺ no M), 3♣ = PRE (2-7) 2♥ = 5-5 Majors, WK; 2♠ = 5-4 Majors, INV Bids over 1♦ same as over 1♣	2-way checkback after 3 bids at 1 level: 2♣ INV or bad hand w/♦; 2♦ FG, both ART Bids over 1♦ same as over 1♣	
1♥		5	7♥	11-19, equal or longest suit	1NT F1 UPH; 2m FG; 2♠ FG, 4♥s, not good 2NT = FG Raise, asking; 1♥-2♠ = 10-12 SPL 3-LVL JS = NAT, INV (except 1♠-3♥)	Special game tries (16); 3NT = 15-17	1NT or JUMP CUE = LR DRURY (P-1M-2♣ = raise)
1♠				Same as 1♥	Same as 1♥ except 1♠-3♥ = 4♠s FG, not good		Same as 1♥
INT				FAV: 10-12 12; 11-15 3,4	2♣ = 0-14 HCP, asks 5 card M; 2♦ = ART FG 3X = INV, 2 suits	Over DBL 3 lvl bids PRE	
			3♦	VUL or NV vs NV 15-17	2♣ = STAY; 2♦, ♥ = Jacoby 2♠ = MSS (12); 2NT = 1 suit, WK; 3m = INV, 3M = SPL w/ long m Texas after interference thru 3♣	1NT-2♣-2M-3 OM S/T w/ SPL; 1NT-2♣-2♦-3M Smolen When Jacoby bid is DBLd, P denies 3 card support After TRSFR: 4♣ = RKCB; 4♦ BAL slam try New suit = FG, most jumps = SPL	
2♣	√			22 ⁺ BAL or STR UNBAL	2♦ = ART, waiting; Suit bid = NAT, good suit	2♣-2♦-2♥ = either NAT or ART BAL 25 ⁺ 2♣-2♦-2♥-2♠ forced, opener describes hand 2♣-2♦-3M = 4M, 6 ⁺ diamonds DBL over overcall = 2 nd NEG 2♣-2♦-3♣-3♦ = STAYMAN	
2♦	√			WK 2 IN A MAJOR	2,3M suit bids = P/C; 2NT = F, asking 4♣ = bid 1 under M, 4♦ = bid M	Over 2NT: 3♣ = bad ♥s; 3♦ = bad ♠s 3M = good in other M	
2♥		5		At least 5/5 ♥s + another 5-11 HCP (may be lighter)	2NT asking; new suit P/C, 4♥ to play; 3♥ not INV	Over 2NT: 3m = NAT, min; 3♥ = 5/5 Majors; 3♠ = 6♥/5♠; 3NT = 5♥/5m max	
2♠		5		Same as 2♥	Same as 2♥	Over 2NT: 3♥ = 6♠/5♥ min; 3♠ = 6♠/5♥ max; 3NT = 5♠/5m max; 4m = 6m/5♠ max; 4M = 6♠/5 corr m max	
3 bids		6		PRE		HIGH LEVEL BIDDING	
3NT	√			Broken PRE in a minor	Minorsuit bids = P/C	RKCB 1430 (6 keycards if 2 suits agreed); usually 4T+1 is RKCB	
4♣	√			STR 4♥ bid	Relay then new suit = asking; direct suit = Cue	RKC GERBER (1430; 2 max, 2 min); EXCLUSION BLACKWOOD	
4♦	√			STR 4♠ bid	Same as 4♣	4♣ over 3♦/♥/♠ and 4♦/3♣ = RKCB	
4♥		7		PRE		When KC bid is DBL'D: DEPO below 5 of trump suit; else X = PEN, P = 0/3	
4♠		7		PRE		5NT = GSF (6♣ = A or K, 6♦ = Q or extra length)	
4NT	√			Solid 8 card minor (either)			
5♣		7		Not solid suit			
5♦		7		Not solid suit			

NOTE 1: 2NT IN COMP USUALLY ART; ask partner to bid cheapest playable suit at 3-lvl

NOTE 2: OFF-SHAPE T/O DBLS

T/O DBL of 1M does not promise ♣s (DBLer's correction of ♣ to ♦ shows ♦ and other M, does not promise extra values). Other DBLs may also be off-shape. Advancer's non-jump 2NT response to DBL asks DBLer to bid cheapest playable suit.

NOTE 3: RUN-OUTS AFTER PEN DBL OF OUR 1NT

After your PEN DBL of our 1NT opening:

- DIR bid shows suit bid and a higher suit **or** next 2 higher suits with unequal length;
- P forces RDBL to show a 1-suiter or desire to play 1NT RDBLd
- RDBL = PEN if we opened WK NT, forces 2♣ if we opened STR NT

NOTE 4: UNUSUAL VS UNUSUAL NT AND 2-SUIT Q BIDS

- DBL = PEN
- Unbid suit = NF
- Cheaper cue bid shows 4th suit, either INV or FG
- More expensive cue bid = Raise, limit or better
- Jump in a new suit = SPL

NOTE 5: WOOLSEY VS STR 1NT OPENING (AND BY PH VS WEAK):

DBL = 4-card Major and longer minor. Advancer's 2♣ asks for m, 2♦ asks for M.
2♣ = ♠ + ♥. Advancer's 2♦ asks for longer M (♥ with equal length)
2♦ = 1-suited ♠ or ♥. 2♥ = P/C; other suit bids NAT; 2NT = G/T in either M
2M = 5M + 5⁺m. 2NT = asking, shows values; 3♣ = P/C; 3♦ = NAT; 3M = PRE
2NT = minors

NOTE 6: Vs WEAK NT BY UPH (TOP OF RANGE ≤ 15 HCP):

- DBL PEN
- 2♣ = ♦ OR BOTH MAJORS
- 2♦ = ♥S
- 2♥ = ♠S
- 2♠ = ♣S
- 2NT = MINORS
- 3 LEVEL BIDS SHOW SPL IN BID SUIT WITH 4441 OR 5440 SHAPE
- 4♣ = VERY GOOD HAND WITH BOTH MINORS

NOTE 7: GOOD BAD 2NT

IN COMPETITIVE AUCTIONS, OUR BID OF 2NT OVER RHO'S ACTION OR IF BOTH OPPONENTS BID AND RAISE THE SAME SUIT OR IN P/O SEAT UNLESS PARTNER HAS OVERCALLED AT THE 2-LEVEL, OUR BID OF 2NT SHOWS A NON-INV 3 LEVEL BID IN SOME SUIT

NOTE 8: DRURY BY PH AFTER OUR 1M OPENING BID

P-1M-2♣ SHOWS SUPPORT AND LR VALUES

OPENER'S REBIDS: 2♦ = sub-minimum or game try

2NT asks for source of tricks

3NT = 15-17 BAL

4m = NAT, distributional hand

NOTE 9: 2-WAY NEW MINOR FORCING AFTER 3 SUITS AT 1-LEVEL & 1♣-1♦:

2♣ starts INV sequence or to get out in ♦

2♦ starts forcing sequence

NOTE 10: 4TH SUIT FORCING

All 4th suit bids are ART and F1. Some rebids are FG

NOTE 11: DEFENSE VS FLANNERY 2♦:

DBL = 14-16 BAL

2NT = 17-19 BAL OR TRICKS

2♥ = T/O

2♠ = NAT

3♥ = STR WITH BOTH MINORS OR LOOKING FOR ♥ STOPPER

NOTE 12: 2♠ RESPONSE TO OUR STR NT = MSS

After 1NT-2♠: 2NT denies 4-card minor

1NT-2♠-2NT-3♣ = weak hand with both minors

1NT-2♠-2NT-3♦ to play

NOTE 13: MINOR SUIT RELAYS IN RESPONSE TO OUR STR NT

1NT-2♦-2♥-2♠ -> 2NT; NOW:

- 3m = NAT, INV, bad suit, NF
- 3♥ = FG, good ♣ suit
- 3♠ = FG, good ♦ suit
- 3NT = Solid minor

NOTE 14: WOLFF AFTER OUR 2NT REBID

1X-1Y-2NT: 3♣ -> 3♦, to play 3♦, 3M or show S/T in opener's minor (3NT rebid)

3♦ = FG, asking; opener shows Majors (hearts first)

NOTE 15: AFTER YOUR 1NT OVERCALL:

1m-(1NT): 2♣ -> 2♦, shows a 1-suiter in some suit.

2♦ = Majors

2M = That Major and a minor

1M-(1NT): 2♣ -> 2♦, shows a 1-suiter in some suit

2♦ = ♦ and other Major

2 OM = that major and ♣s

NOTE 16: MAJOR SUIT GAME TRIES

AFTER 1M-2M: New suit = SPL, INV

Cheapest suit asks partner to bid cheapest suit in which she would accept a

GT (1♥-2♥-2♠-2NT = spade acceptance)

1♥-2♥-2NT = ♠ SPL

AFTER 1m-1M-2M: New suit = SPL, INV

2NT asks: 3♣ = MIN, 3 card support;

3♦ = MAX, 3 card support

3M = MIN, 4 card support

3OM = MAX, 4 card support

NOTE 17: MULTI DEFENSE

Vs. 2♦ Multi: DBL = T/O of ♠

2♥ = T/O of ♥s

2♠, 2NT = NAT
