

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 Level: 8 – 17 pts
2 Level: 10 – 17 pts
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15 - 18
4 th = 11 - 14
Responses = system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Ghestem (Cue=extremes; 2NT=lower; 3C=higher)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Stopper ask
Ghestem
VS. strong NT
Multi Landy: 2C=majors; 2NT=minors; 2D=6cM; 2H/S= 5carder
+4c Minor; X=5 of minor & 4 of major
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take-out → can be converted to Penalty
Direct cue = stopper ask vs weak 2; = 2-suited vs 3 level pre-empt
NT = natural & strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 2C = Natural
After 1C = Natural; or X = min 5/4 majors; or 1NT = min 5/5 minors
Pass & then bid = strong
OVER OPPONENTS' TAKEOUT DOUBLE
Modified BROMAD; Reverse Drury

LEADS AND SIGNALS
OPENING LEADS STYLE
Suit
NT
Subseq
Other:
LEADS
Lead
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
SIGNALS IN ORDER OF PRIORITY
1
Suit 2
3
1
NT 2
3
Signals (including Trumps):
Upside-down attitude or suit preference
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Responses: 0-7 = lowest level; 8-10 + 4 carder = jump;
8-10 + 5 carder = double jump; NT bids = natural
X after opps weak 2 → 2NT = Lebensohl
Re-opening X ; Scrambling 2NT
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support X & XX up to 2S
Negative X up to 3S
Responsive X
XX = 10+ points (usually no fit)
Lead directing
High level = Penalty
Take-out or Re-opening X can be converted to Penalty

W B F CONVENTION CARD
PLAYERS: Dilek Yavas & Phil King
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 → Forcing 1NT response after 1 st or 2 nd seat opening
1NT = 15-17
Upside-down attitude & count
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted Minor
Ghestem
Lebensohl (Note 1)
2 way Check-back Stayman (Note 2)
Bergen & Jacoby (Note 3)
Reverse Drury (Note 4)
Modified BROMAD (Note 5)
GF rebids after Forcing 1NT (Note 6)
RKCB = 1430
Weak jump overcalls & raises
Unassuming cue bids
Short suit game try (non-competitive); Long suit (competitive)
Opener support of Responder's Major (Note 7)
Gambling 3NT
Splinter
Transfers/Super-Accepts/Re-Transfers (Note 8)
SPECIAL FORCING PASS SEQUENCES
When enough points shown for game, then forcing pass applies
Interference over partner's 2C opening → forcing pass = 5+ points and no 5 card suit
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Y	3	3S	Approach	Natural; Inverted; Pre-emptive	For both 1C & 1D: 1NT over Natural = 12-14; 2NT over Inverted = 12-13;	
1♦		3	3S	Natural	Natural; Inverted; Pre-emptive	3NT over Inverted = 14; Suit over Inverted = stopper; 3C/D = weak	
1♥		5	3S	Natural	1 st or 2 nd opening = 2/1; Bergen/Jacoby; Forcing 1NT 3 rd or 4 th opening = Reverse Drury; Natural	After Forcing 1NT → new suit = natural; 2C = artificial or natural relay	
1♠		5	3S	Natural		After Reverse Drury, return to M @ 2 level = min	
1NT				15-17 (can contain 5c Major or 6 card minor)	Transfers; 2C = Stayman; 3C = Puppet; 4NT = Quant 4C/D = slam try; 3M = shortage and 5/4 minors	Accept transfer + super-accept; Regular Stayman & Puppet responses; Response to 4C/D = cue or 4NT sign-off	
2♣	Y	0		23+ or 9 tricks – GF except after 2NT rebid	2D relay = 4+ pts; 2H = 0-3 Other suits = natural & positive		
2♦		0		4-8 pts and 6cM or strong 4441	2H = pass or correct, 2NT enquiry	After 2NT enquiry: 3C = H min; 3D = S min; 3H = S max, 3S = H max	
2♥		6		Intermediate (9-12pts);	2NT enquiry; new suit F1	After 2NT enquiry: 3x = shortage; 3H min; 4H max	
2♠		6		As above	As above	As above	
2NT				20-21 (Can contain singleton A or K)	Transfers; Puppet; Minor suit Stayman; 4C/D = slam interest		
3♣		6		Pre-empt	New suit = F1		
3♦		6		Pre-empt	New suit = F1		
3♥		7		Pre-empt	New suit = F1		
3♠		7		Pre-empt	New suit = F1		
3NT	Y			Gambling (min 7 card minor)	4C = pass or correct, 4D = minorwood	Pass or correct to 4D	
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT							
5♣				Pre-empt		HIGH LEVEL BIDDING	
5♦				Pre-empt		Forcing Pass if have game values	
5♥				Pre-empt		Slam bidding = 1430; Minorwood; Kickback; Exclusion; DOPI; Quant 4NT	
5♠				Pre-empt			

ADDITIONAL NOTES:	
NOTE 1: Lebensohl - Used 3 ways:	
- After 1NT interference; - After partner's X of opps Weak 2 opening if 0-7 pts; - After partner's reverse bid if weak	
NOTE 2: Checkback Stayman - 2 ways:	
- 2C = invitational → partner relays 2D & then bidding up the line naturally; 2D can be passed by responder if weak and has D suit - 2D = GF	
NOTE 3: Bergen & Jacoby	
Partner opens 1 of M in 1 st or 2 nd seat → - 2 of M = 8-10pts + 3 card support; 3C = 7-9pts + 4 card support; 3D = 10-11pts + 4 card support; 3 of M = 6 or less pts + 4 card support - Jacoby 2NT = 12+ unlimited + 4 card support – GF → Opener's rebid: bid of another suit @ 3 level = shortage; bid of another suit @ 4 level = 2nd suit 5 carder +; rebid of agreed major @ 3 level = 15+; rebid of agreed major @ 4 level = 14 max	
NOTE 4: Reverse Drury	
Partner opens 1 of M in 3 rd or 4 th seat → - 2C response = 9-11 pts + 4 card support; - 2D response = 10-11pts + 3 card support	
NOTE 5: Modified BROMAD (One under support after X)	
- Opener 1S → (X) → 2H = 7-9 pts + 3 card support; 3H = 7-9 pts + 4 card support - Opener 1H → (X) → 2D = 7-9 pts + 3 card support; 3D = 7-9 pts + 4 card support - Used as a Mixed Raise in competitive auction (7 – 9 pts & 4 card support) – jump to one under at the 3 level E.g. When supporting partner as opener: 1♠ (2♣) 3♥ = 7-9pts & 4 x S; or 1♥ (1♠) 3♦ = 7-9pts & 4 x H; E.g. When supporting partner as overcaller: (1♦) 1♠ (Dbl) 3♥ = 7-9pts & 4 x S ; or (1♦) 1♥ (1♠) 3♦ = 7-9pts & 4 x H	
NOTE 6: Opener's rebids after multi 2D when strong 4=4=4=1	
- 2D → 2H → 2N = short C, 3C = short D, 3D = short H, 3H = short S	

Cont. overleaf . . .

NOTE 7: Opener support of Responder's Major

- 1x → 1S (Resp) → 2S Opener rebid may be 3 or 4
Enquiry by Responder = 2NT →
Opener's responses: 3x = 3 card support + min; 3NT = 3 card support + max; 3S = 4 card support + min; 4S = 4 card support + max; bid of another suit at 3 level = shortage
- 1x → 1H (Resp) → 2H Opener rebid may be 3 or 4
Enquiry by Responder = 2S →
Opener's responses: 3x = 3 card support + min; 3NT = 3 card support + max; 3H = 4 card support + min; 4H = 4 card support + max; bid of another suit at 3 level = shortage

NOTE 8: Transfers/Super-Accepts/Re-Transfers

Transfers after Partner's 1NT = 4 ways:

Responder may transfer if 5 in Major or 6 in Minor

- Super Accept in Minors (= 3 to an honour): Break transfer by bidding suit below
- Super Accept in Majors (= 4): Jump to 3 of Major if min; If max bid 3 another suit = Ax or Kx, otherwise 2NT

System on after Opp X

Re-Transfers by Responder if necessary

NOTE 9: Good/Bad 2NT

- 2NT (not natural) used in competitive 2 level auction by opener with minimum opening hand but wishing to compete in a suit contract
- Converse: If opener has 15+ points, a bid will be made at the 3 level

NOTE 10: Journalist Leads in NT

- Lead of AQJ requires attitude from partner
- Lead of K109 requires unblock/count from partner
- Lead of 10 promises two higher (usually J and another) or none higher
- Lead of 9 promises two higher (usually 10 and another) or none higher

NOTE 11: Fourth Suit Forcing to Game

Priorities after 4th suit by responder:

Opener shows 1. Stopper in 4th suit. 2. Doubleton in responder's first suit. 3. Shape