

| DEFENSIVE AND COMPETITIVE BIDDING  |
|--|
| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>  |
| New suit NF except when they open at 2+ level.   |
| 2NT = LR+ in Major suit overcall if advancer bids, natural if advancer passes  |
| 3-level Q = mixed if 2NT LR available. Transfers after neg X. Transfers after negative double, starting with NT.                       |
| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>   |
| Direct 15-18, system on.   |
| Reopening 11-16, 2♣ = range ask.   |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>   |
| Preemptive. 1♣-2♦ = Majors.  |
| But intermediate if vulnerable and both opponents have bid.  |
| Reopen: Intermediate.  |
| 1X-2NT = 2 lower. 1m(nebulous)-2NT = ♥+minor   |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>  |
| 1♣-2♣ = nat. 1♦-2♦ = Majors.   |
| Vs art 1♦: 2♦ = nat, 2♥/3♦ = Majors weak/strong  |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>  |
| Strong: 2m = m + M, 2M = nat, X = one minor or both Majors or good ♠ overcall or strong hand. 2NT = ♣ or strong 2-suiter, 3♣ = minors. |
| Weak: X = 14+, 2♣ = Majors, 2♦ = ♥, 2♥ = ♠, 2♠ = 4♠ + 6m, 2NT = 4♥ + 6m. PH=strong NT defense.   |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>  |
| X = T/O thru 4♥, cards higher. Cue = Michaels. 2M: 4♣=minors   |
| 4♦=strong OM. 2m-4om = om + M. 3♣-4♦=♦+♥. Other jumps = strong. NT = nat: m stayman and transfers, M Wolff                             |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>  |
| Dbl = Majors, NT = minors. 1♣-P-1♦: X = Majors, NT = minors  |
| Use 1NT as cue. 1♣-2♦ = one Major, 1♣-2M = M + m.  |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| Transfers if we open 1♦, 1M, 2M.   |
| 1♦-Dbl: 1♥=♠, 1♠=NT, 1NT=♣ weak, 2♣=F1, 2♦=NF, 2♥=5♠4♥ inv, 2♠=minors inv+, 2NT=minors weak, 3♣=6+♦ inv+, 3♦+=preemptive               |

| LEADS AND SIGNALS   |                               |  |                     |
|---|-------------------------------|--|---------------------|
| <b>OPENING LEADS STYLE</b>  |                               |  |                     |
|   | Lead                          | In Partner's Suit  |                     |
| Suit  | 4 <sup>th</sup> best          | 4 <sup>th</sup> . Raised suit 3 <sup>rd</sup> or high          |                     |
| NT  | 4 <sup>th</sup> best, Rusinow | 3 <sup>rd</sup> /5 <sup>th</sup>                               |                     |
| Subseq  | 4 <sup>th</sup> /Attitude     |  |                     |
| Other:  |                               |  |                     |
| <b>LEADS</b>  |                               |  |                     |
| Lead  | Vs. Suit                      | Vs. NT: Rusinow if 4+  |                     |
| Ace   | AKx                           | AK(x)(x)   |                     |
| King  | AK, KQ+, (AKx at 5+level)     | Asks unblock/count   |                     |
| Queen   | QJ+, Qx                       | KQ(x), QJ(x)   |                     |
| Jack  | JT+, Jx, KJT <sub>x</sub>     | AQJ <sub>x</sub> , KQJ <sub>x</sub> , QJ <sub>xx</sub> , JT(x) |                     |
| 10  | T9+, Tx, HT9 <sub>x</sub>     | JT <sub>xx</sub> , HJT <sub>x</sub> , T9(x)                    |                     |
| 9   | 9 <sub>x</sub> , KJ9          | T9 <sub>xx</sub> , HT9 <sub>x</sub> , 98(x)                    |                     |
| Hi-X  | xx, xxx+ if length assumed    | xx, xxx, maybe xxx+  |                     |
| Lo-X  | xxx, 4 <sup>th</sup> best     | 4 <sup>th</sup> best   |                     |
| <b>SIGNALS IN ORDER OF PRIORITY</b>   |                               |  |                     |
|   | Partner's Lead                | Declarer's Lead  | Discarding          |
| 1   | Hi = encourage                | Hi = even  | Hi = encourage      |
| Suit 2  | Hi = even                     | Hi = high suit pref  | Hi = even           |
| 3   | Hi = high suit pref           |  | Hi = high suit pref |
| 1   | same as suits                 | Hi = smith on  | same as suits       |
| NT 2  |                               | declarers first lead   |                     |
| 3   |                               |  |                     |
| Signals (including Trumps): Hi may show odd, or desire to ruff, or high suit pref. Smith Echo vs NT, unless count needed. |                               |  |                     |
| <b>DOUBLES</b>  |                               |  |                     |
| <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>  |                               |  |                     |
| Jumps invitational (but preemptive over XX)   |                               |  |                     |
| X of m: cue-bid = GF or pick M  |                               |  |                     |
| X of M: cue-bid = GF  |                               |  |                     |
| X of 2M: Lebensohl  |                               |  |                     |
| <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>  |                               |  |                     |
| Support X through 2 of partner's suit. Support XX.  |                               |  |                     |
| After our overcall: XX = 2-fit + values. X to request clarification.  |                               |  |                     |
| P/X inversion in high level forces (usually after 1♣ opening).  |                               |  |                     |
| X of suit previously bid (except first chance at 2-level) = don't lead.   |                               |  |                     |
| Game try X. 4 <sup>th</sup> suit X. X and XX as part of Ace-asking interference.  |                               |  |                     |

| W B F CONVENTION CARD   |
|---|
| <b>CATEGORY:</b>  |
| <b>NCBO: USBF</b>   |
| <b>PLAYERS: John Diamond – Brian Platnick</b>   |
| <b>SYSTEM SUMMARY</b>   |
| <b>GENERAL APPROACH AND STYLE</b>   |
| Precision. 1♣ = 16+. 1♦ = 11-15, usually 2+♦.   |
| 5-card Majors (4 possible 3 <sup>rd</sup> ).  |
| 2♣ opening = 11-15, 6+♣.  |
| 2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible   |
| 14-16 NT (15-17 vul 3 <sup>rd</sup> , & 4 <sup>th</sup> )   |
| 2/1 Response = GF   |
| High card requirements are subject to discretion.   |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  |
| 1♣ opening = 16+, artificial  |
| 1♦ opening = 11-15, 2+♦'s (or stiff honor).   |
| 2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible   |
| ART responses to 1♣ opening (1♥ and higher = FG).   |
| 1♦-P-2♥/♠ = 5♠ 4+♥ less than inv / inv  |
| 1♦-P-3♣ = minors, less than inv   |
| Competitive transfers. 1M-X, 1♦-X, 1♦-2/3♣ by UPH   |
| 2M-X, 1M overcall and neg X, 1♥-2♥ Michaels   |
| Lebensohl and T/O NT bids   |
| Artificial raises. 1 under often mixed raise.   |
| 2NT normally M raise, splinters.  |
| Pass/Correct bids. X to ask clarification when partner has 2 possible hand types.   |
| 2♣ response to 1M opening = FG but 2+ cards.  |
| <b>SPECIAL FORCING PASS SEQUENCES</b>   |
| After 1♣ opening: If opponents bid above 3 of partner's suit: X = fit and P requests X. If responder shows values but no suit: X = takeout between 3♥ and 4♥. At 4♠ and higher: X = like a std forcing pass and P requests X. |
| <b>IMPORTANT NOTES</b>  |
| Frequent upgrades of pointcount   |
| can open lighter NV than V  |
| <b>PSYCHICS: light 3<sup>rd</sup> seat openings</b>   |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS     | NEG.DBL THRU |   |   |  |   |
|---------|--------------------|-----------------------|--------------|---|---|--|---|
|         |                    |                       |              | DESCRIPTION   | RESPONSES   | SUBSEQUENT ACTION  | PASSED HAND BIDDING                       |
| 1♣      | X                  | 0                     |              | 16+ ART, F1. All points can be adjusted in any situation. | All ART. 1♦=0-7, others FG. 1♥=<5♠ 8+, 1♠=5+♠ 8+, 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 Bal, 2♠=12+ any 4441, 2NT = 14+ Bal, 3♣♦♥♠ = weak with 7    | 1♣-1♦ (1), 1♣-1♥ (2), 1♣-1♠ (3), 1♣-1NT (4), 1♣-2m (5), 1♣-2♥ (6), 1♣-2♠ (7)                     | 1NT = 8-10 5+♥, 2m=8-10 6+m, 2M = 3-5 6+m |
| 1♦      | X                  | 2 (1)                 | 3♠           | 2+♦, 11-15, stiff honor possible                          | 1NT = 7-11, 2m = F1, 2♥/♠ = 5♠4+♥ not inv / inv<br>2NT = inv, 3♣=minors weak, 3♦+= preemptive   | 2-way NMF / 1NT.   |   |
| 1♥      |                    | 5(4 3 <sup>rd</sup> ) | 3♠           | 11-15, can be 4 and/or light in 3 <sup>rd</sup> .         | 1NT=semiF, 2/1=GF(2♣=2+), 2♠=less than inv, 2NT=Limit+Raise, 3m=inv, 3♥=mixed, 3♠=any min splinter, 3NT = ♠ void, 4m = void, 4♥=can be balanced | 1♥-1♠-2♦/♥: 2♠=art GF, 3's = inv+ transfers, 2-way NMF / 1NT. 1♥-2♣-2♦=4♦ or min 4♣              | 2♣=Reverse Drury-Fit                      |
| 1♠      |                    | 5(4 3 <sup>rd</sup> ) | 3♥           | same  | Similar over 1♠ opening. 3NT= min splinter, 4m=void   | similar  | same                                      |
| 1NT     |                    |                       | 3♠           | 14-16, 15-17 3 <sup>rd</sup> vul or 4 <sup>th</sup>       | Transfers, 2♠=range ask or ♣, 2NT=♦, 3♣=puppet, 3♦=5-5minors GF, 3M=short, 4♣=Gerber, Texas   | Secondary transfers  |   |
| 2♣      |                    | 6(5 3 <sup>rd</sup> ) | 3♠           | 11-15, Can be 5 and/or light in 3 <sup>rd</sup> .         | 2♦=ask, 2M=NF, 2NT→3♣ for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=mixed   | 2♦: 2♥=4M, 2♠=not min, 2NT=nat, 3♣=bad, 3♦=nat, 3♥=5♥, 3NT=5♠, 3♠=solid♣+                        |   |
| 2♦      | X                  | 0                     | NO           | 11-15, short ♦: 4405, 4414, 3415, 4315                    | 2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=M's, 3M=inv, 4♣=mixed, 4♦=pick, 2NT = ask   | 2NT: 3♣=min, 3♦=4414, 3M=3M, 3NT=4405, 2NT-3♣-3♦: 3M=3M, 3NT=4414, 4♣=4405                       |   |
| 2♥      |                    | 6 (5)                 | NO           | 4-10, 6 card usually                                      | New suit = F, 2NT = ask, 4♣ = mod KC  | 2NT: 3♣ = max, 3♦ = avg, 3M = worst, 3OM = game not slam. 3NT = 4OM decent                       |   |
| 2♠      |                    | 6 (5)                 | NO           | 4-10, 6 card usually                                      | New suit = F, 2NT = ask, 4♣ = mod KC  | same   |   |
| 2NT     |                    |                       | 3♠           | 19-21. 20-21 3 <sup>rd</sup> vul and 4 <sup>th</sup>      | 3♣ = stayman, 3♦ = ♥ or ♣+♦, 3♥ = transfer, 3♠ = 5♠4m or ♦+♣, 4♣ = ♦, Texas slam try  |  |   |
| 3♣      |                    | 6                     | NO           | Preemptive  | 3♦→3♥ for NF M. 3M = F, 4♦ = mod KC   |  |   |
| 3♦      |                    | 6                     | NO           | Preemptive  | 4♣ = mod KC   |  |   |
| 3♥      |                    | 6                     | NO           | Preemptive  | 4♣ = mod KC   |  |   |
| 3♠      |                    | 6                     | NO           | Preemptive  | 4♣ = mod KC   |  |   |
| 3NT     | X                  |                       | NO           | Solid 7/8 Major<br>3/4 seat=anything                      | 4♣ = Please transfer to M, 4♦ = 8?, 4♥ = P/C  | 4♣: 4♦=♥, 4♥=♠   |   |
| 4♣      |                    | 7                     | NO           | Preemptive  | 4♦ = mod KC   |  |   |
| 4♦      |                    | 7                     | NO           | Preemptive  | 4NT = RKC   |  |   |
| 4♥      |                    | 7                     | NO           | Preemptive  | 4NT = RKC   |  |   |
| 4♠      |                    | 7                     | NO           | Preemptive  | 4NT = RKC   |  |   |
| 4NT     | X                  |                       | NO           | Blackwood   |   | <b>HIGH LEVEL BIDDING</b>  |   |
| 5♣      |                    | 7                     | NO           | Preemptive  | 5♦ = RKC  | RKC (03 14), can ask or show on several sequences, Kickback,                                     |   |
| 5♦      |                    | 7                     | NO           | Preemptive  | 5♥ = RKC  | Cue-bids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls. 3NT Serious Slam Try over 3M if |   |
| 5♥      |                    |                       |              | 11 tricks w/o AK of trumps                                |   | GF and Major agreed. 5NT usually pick slam. If RKC X'd, then P=no                                |   |
| 5♠      |                    |                       |              | 11 tricks w/o AK of trumps                                |   | control, XX=step1, bal XX=continue. WOODY(8).  |   |

## SUPPLEMENTAL NOTES Diamond/Platnick 2016

### Note 1: 1♣-1♦

1M = 4+, F1. If 4 then unbalanced 3-suiter or longer minor.

1NT=17-18, 2m=NF, 2♥=Kokish, 2♠=strong 5+♠, 2NT=22-23, 3♣=strong 5+♣, 3♦=strong 5+♦ < 4M, 3M=strong 5+♦ 4M, 4m=6m 5om.

1♣-1♦-1M: 2♣=6-7 art, < 3M. 2♦=6-7 art, 3M. Over 2♣: 2♦=art, presumably weak.

### Note 2: 1♣-1♥

1♠=5+♥ or 5+♠ (if 6♥, then no 4m), 1NT=17-18, 2♣/2♦ = nat 5+ cards, 2♥=6+♥ and either 4+m or Balanced, 2♠=any 4441, 2NT=22+, 3m=5♥ 5+m, 3♥=4540, 3♠=4504, 3NT/4♣=0544 NF/F.

1♣-1♥-1♠: 1NT=ask, 2m= 5+m, 2♥=5+♥ < 3♠, 2♠=5-5minors, 2NT =5+♥ 3♠, 3m=5+♥ 5+m, 3♥=4540, 3♠=4504, 3NT/4♣=0544 NF/F.

1♣-1♥-1♠-1NT: 2♣=both majors at least (54), 2♦=5+♠ < 4♥, 2♥=5+♥ < 4♠, 2♠=6♠ 4m, 2NT= 6♥ no 4x, 3m=5♠ 5+m, 3♥=5440, 3♠=5404, 3NT/4♣=5044 NF/F.

1♣-1♥-2♣: 2♦=art ask with 4M, 2♥=5+♥, 2♠=5+♦, 3♣=3+♣ no 4M no 5♦, 3♦=5+♦ 3♣, 3M=splinter.

1♣-1♥-2♦: 2♥=art ask with 4M, 2♠=5+♥, 3♣= 5+♣ no 4M, 3♦=3+♦ no 4M, 3M = splinter.

### Note 3: 1♣-1♠

1NT=16-18 or 22+ can have stiff ♠, 2♣♦♥ = nat 5+ cards, 2♠=3♠ minimum strength, 2NT=4+♠, 3m=5♥ 5m, 3♥=solid, 3♠=1444 19+, 3NT = 1444 16-18 (optional), 4♣♦♥=void

### Note 4: 1♣-1NT

2♣=5+♣ or balanced, 2♦♠=nat 5+ cards, 2♥=3♥, 2NT=4+♥, 3m=5♠ 5m, 3♥=4144 19+, 3♠=solid, 3NT=4144 16-18, 4♣♦♥=void

### Note 5: 1♣-2m

Jump Shift = splinter, 3NT=4441 16-18 non-fit

### Note 6: 1♣-2♥

2♠=5+♠, 2NT=5+♥, 3♣=stayman, 3♦ minor suit stayman, 3M=short, 4♣/♦ = 5-5 minors short ♥/♠

### Note 7: 1♣-2♠

2NT=asks: 3♣=♣ or ♥ min, 3♦=♦, 3♥=♥ max, 3♠=♠ max, 3NT=♠ min

1♣-2♠-2NT-3♣-3♦ asks: 3♥=♣ max, 3♠=♣ min, 3NT=♥ min

### Note 8: WOODY

When patterned out with 3-suits at 3♥3♠3NT level:

4♣ forces 4♦ for slam try, 4♦ forces 4♥ for signoff, 4♥♠NT = RKC in Low/Middle/High suits,

5♣♦♥♠ = KC response in short suit.