

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style: Responses: 1 / 2 Level; Reopening)
7-17 HCP; may be light F.V.
After 1-level O/C: new suit CONST, 1N 8-11, Strong Jump shifts
Jump raise PRE, Jump Q fit, 7-9
After 2-level O/C: NS F1, CUE = some fit, 2N INV, Jump CUE SPL
After NEG X of our 1M O/C, TRF -- 1 under 7-9 raise; raise 5-7
Fit Showing Jump by PH or after WJO; 2N often scrambling
<b>INT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15+-18 Occ have 6-card m or 5♥ over 1♠. rarely: sing H. Syson
Lebensohl: Slow denies stop with another place to play
Over PEN X, XX PUP to 2♣, 1-suiter; suit bid=that suit & higher
Reopen: BAL 1N 11-15, cue STAY; BAL 2N 19-21, system on
By PH BAL 1N for 2 lowest unshown suits
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)
Like WK 2-bid: 6+card suit according to VUL; wide range if partner
is a PH, better if OPPTs have bid 2 suits;
--Respond as over weak 2-bid--
Reopen: NAT, 6+ card suit and an opening bid
<b>DIRECT &amp; JUMP CUE BIDS</b> (Style; Response; Reopen)
Michaels: (1m)-2m = ♠+♥, (1M)-2M = oM+m
UNT for 2 lowest unshown suits, but /2♣ = ♥+m
m jump CUE NAT, PRE but wide-range; M jump CUE Stopper ask
(2x)-3x Michaels; (2x)-4m 2-suiter, FG
<b>VS. NT</b> (vs. Strong/Weak; Reopening; PH)
<b>Vs WK NT</b> < 15 average: By UPH: PEN X, 2♣ = ♥+♠ (2♠ pick)
2♦ = ♥ or ♠, 2♥ = ♥+minor, 2♠ = ♠+minor; 2N = minors
<b>VS STR NT</b> (15 ave) or Vs WK by PH: 2♣ = ♥+♠; 2♦ = ♥ or ♠
2♥ = 5♥+m, 2♠ = 5♠+m, X = 4M 5+m or strong hand
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT Bids)
T/O X, STR jump O/C to 3 level; (2 any) - jump to 4m 2 suits
(2m)-CUE = Both Majors; (2M)-CUE = 5oM 5+m
Better Minor LEB / weak 2s,
<b>VS. ARTIFICIAL STRONG OPENINGS-</b> i.e. 1♣ or 2♣
Vs 1♣ or 2♣ STR, ART: X=MM, NT = mm, NAT suit bids [12]
O/C 4-card suit rarely; #NT RESP to M O/C = SUPP, constructive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X): 1N > 2M-1 =TRF, one under M 7-9 raise; 2M raise 5-7
1m-(X): WK jump shift UPH; FSJ by PH. 1S-(X)-3H mixed
1m-(X): 2N = weak raise, J/Som = limit+, 3m = mixed

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd even/LOW odd	Top from xxx(x) if raised	
NT	4th, maybe 2nd if weak	Low from 3 or 4, 4th best	
Subseq	ATT [or what is needed]	ATT [or what is needed]	
Other: Lead directing DBL; X of 3NT prefer M, prefer ♠			
<i>3<sup>rd</sup> and low in partner's suit against NT</i>			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	<b>AKx(+)</b> (4 level or lower)	<b>AKx(+)</b> , asks ATT	
King	<b>KQx, AK</b> if ruff needed	CT/UB	
Queen	<b>QJ (+)</b>	<b>KQ., QJ., AQJ</b> ; asks ATT	
Jack	<b>JT (+), KJ10 (+)</b>	<b>JT(+), A/K J10(+)</b>	
10	<b>T9 (+) H109 (+)</b>	<b>10(+), H109(+)</b>	
9	<b>9x, sometimes 98(+)</b>	<b>98(+), 9x, 9xx/9xS</b>	
Hi-X	3rd/low (low from odd)	Sx, Sxx; occasionally xxS	
Lo-X	HxS; HxxxS; xxxS; xxS	Usually 4th, maybe xSxx(x+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Hi = ENC	Count Hi/Lo even	1-ATT; Count - S/P
Suit 2	Count: Hi/Lo = E	S/P	Give what is needed
3	S/P if shift needed		"
1	ATT: Hi = ENC	Smith High = Like	1-ATT - Count - S/P
NT 2	Count Hi/Lo = E	Hi/Lo = E	Give what is needed
3	S/P	S/P	"
Signals (including Trumps): L-M-H normal - Other order S/P			
Smith echo by both -- High ENC			
Standard Present Count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			
Maybe light with classic shape; Sound slightly off shape, or very good hand			
Responses: 1N 8-11, CUE promises another bid			
Equal Level Conversion			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG X; RESP X; Many COMP X's, may be short, especially after you raise			
(1x)-1y-(1z)-X for unbid suit(s), MAX-X (if touching suit), SUPP X & XX			
Return to agreed suit is weakest bid if you X our CUE, SPL, G/T or S/T			
X of SPL L/D for highest unbid suit			
X of slam may be for unusual lead			

W B F CONVENTION CARD
CATEGORY: GREEN:
NCBO: USBF
PLAYERS: Warren Spector -Gavin Wolpert
EVENT 2023 Bermuda Bowl
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF with gadgets. 2♣ Strong, Art
5-card Majors in 1st and 2nd pos; 1m at least 3
3rd Position opening could be light (usually for the lead)
1N 14+ to 17 BAL, often 5-card M, sometimes 6-card m
1M-1N Semi-F; 1M 2N Jacoby, 2/1 FG
PRE: good in 2nd Pos, may be light FV or 1st and 3rd pos
1m-3 higher NAT PRE
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
TRF after you X our 1M or 2M opening or overcall
1M (X or 2 level overcall)- Jump to one under = mixed raise
Transfers after 1M (2M) starting with 2NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have shown game values;
When we make a cuebid limit raise we are forced to the level
the cuebid forced us to.
1x-(X)-XX 10+ HCP, F to lower of 1N or 2 of our suit
<b>2♣ opening creates F</b>
Our PEN X of your Weak 1N forces through 2D.
F pass, then pull of PEN X stronger than direct bid
<b>IMPORTANT NOTES:</b>
Ex: 1♦-(P)-1♠-(2♥)-P-(P)-3♣ and 1♦-(P)-1♥-(1♠)-P-(P)-2♣ NF
<b>PSYCHICS:</b> 1/400 hands.

OPENINGS	TICKET/ART	MIN. # CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	1 any - 11+-21	Usually bid 1M with longer ♦ and L/T FG.	1♣-1♦-1N may have 1-M, MM	Weak Jump Shift in comp
				Prefer ♣ with 3-3 mm	1N 6-10; 2N 12-15; 3N 16-18 BAL; Jump raise mixed	2-Way CB by UPH; 1♣-1x: 1M = unbal	By PH: single jump fit showing
1♦		3	4♥	Prefer ♦ with 4-4 mm	1♦-2♣ FG; 1♦-3♣ INV; 1m-2N GF BAL maybe 4cM 1m-2m=Limit Raise or better (on BPH) F to 3m	1m-2N-3C=Stayman,3D=rebid of minor, 3M = Shortness with both minors	1m-(X)-JSom limit+, 2N=WK raise, 3m= mixed raise
				12-21, 3 ♦ only if 4-4-3-2	1 any-2 higher Weak Jump Shift	2M rebid promises 6 in 2/1, 2N default bid	P-1x-1y-1N-2♦ NF;
1♥		5(4)	4♥	1M may be 4-card suit 3rd-4th	1N 6-12, Semi-F; 2/1 FG, 2N FG, Fit, 3-under INV	4SFG, 1♣-1M-3red = GF 1 Suiter (semi-nat)	By PH 1M-2♣ DRURY FIT, FSJ
				May open light 3rd and/or F.V.	1M-3M+1 ART 10-12, SPL; Higher 13-15 SPL	Transfers after 2NT Rebid	1M-(X)-oM jump Mixed, 3M WK
1♠		5(4)	4♥		1M-3D = 4 card LR, 1M-3M=Mixed, 1M-4M WK	First step asks for shortness after mixed/LR	1M-(O/C)-3-under M ART 7-9+Fit
INT				14+ to 17;	STAY, 2red TRF, 2♠ range ask or ♣, 2N ♦ or WK mm	Smolen; ART slam tries after STAY	TRF LEB,
				Often 5-card M; sometimes 6-card m,	3♣ 5crdstymn, 3♦ 55 mm, 3♥ 315/4, 3♠ 135/4; Texas		STD LEB when 2 suits known
2♣	√	0		22+ BAL or FG	2♣ GF, 2♥ = 0-3 (No king), 3-level= 6+good suits	Kokish relay, with flip 3♣=♥, 3♥=♥+♣	Direct X by RESP = takeout
							Direct X by opener PEN
2♦		6+/-		6-10, occ 5-card suit NV or 7-card suit VUL	New suits forcing; 2N asks; jumps INV, 4♣ NAT FG	2N asking - Some ART RESP	PH: FSJ, New Suit NAT
				Rarely side 4-card M, sound in 2nd position			
2♥		6+/-		As above	New Suits forcing	4♣ special KCB over all preempts (not 3♣)	In comp: TRF after 2M-X: 2N+
						0,1 w/oQ, 1w/Q, 2w/o, 2w/Q	2red-(X)-2M, F1, may be L/D
2♠		6+/-		As above	New Suits Forcing		2x-(X)-4m Fit Showing
2NT				(19)20-21 19, often 5-card M; occ 6-card m	Stayman, 3red TRF, 3♣ clubs or both mm	2N-3♣-3N = 5 ♠	In comp: Pass NF, X FG
					4♣ = Diamonds, texas		
3♣		7+/-		NAT, WK, May be 6-cards NV or 8-cards V-	3♣-4♦ special KCB		
3♦		7+/-		-and may be light 1st-3rd Position and/or FV	New Suit F, 4M NF		
3♥		7+/-		As above	3M pass 4D = quantitative slam invite		As above
3♠		7+/-		As above	As above and below		As above
					3♦, 3♥ 3♠ - 4♣ special KCB		
3NT	√	8(7)		Long solid minor, usually 7	4♣ P/C; 4♦ asks for shortness, 4N asks for 8 <sup>th</sup> card		
4♣		8(7)		Bad ♣ PRE	4♣-4♦ Special KCB, 4M NF, 4N = ♣ slam try		
4♦		8(7)		Bad ♦ PRE	4M NF, 4N RKCB		
4♥		7-8		Wide Range	5 lower suit ask		
4♠		7-8		Wide Range	5 lower suit ask		
4NT	√	m		66+ mm		<b>HIGH LEVEL BIDDING</b>	
					<b>GAME BIDDING</b>	Non-Serious 3N, (3♣ with heart fit).	
5♣		8		PRE, according to VUL	Side suit – Natural Game Tries	Pass and Pull of PEN X uncertain as to level, (or strain, if applicable)	
5♦		8		PRE, according to VUL	Lots of Fast Arrival, slower = better hand	5NT usually choice of slam	
5♥		8		Asks raise with A or K		DOP1 below 5 of our suit; DEPO at or above 5 of our suit	
5♠		8		Asks raise with A or K	In comp: Return to agreed suit weakest bid after you O/C or X a cue bid, SPL, game try	KCB, mKCB - all 0-3, 1-4, 2; Exclusion: 0314, Last Train, including 4N with ♣ agreed and 5♣ with ♦ agreed 4N never keycard for minors, one over keycard for minors	