DEFENSIVE & COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Style: 1 level overcall can be light, 2-level fairly sound vul
Responses: Jump Raise PRE, Jump Q = mixed raise
New suit NF, Jump Shift to 1-lvl overcall INV
Over neg DBL: 2NT = LR, TRSFRs
(1♠)-2♥-(2♠)-2NT =♥ raise
(1m)-P-(1N)-2♣ = 5/4 Majors, 2♦ = 5+/5+ Majors

1NT OVERCALL (2nd/4th live; Responses; Reopening)

2nd Position: 15+-18; response as over 1NT Opening
(1X)-P-(1Y)-1NT = 16-19, 2Y is only ART response
4th Position: 11-15
Responses: 2♣ ART, asking strength; else System On

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: WK except INTERMEDIATE VUL vs NV
Responses: New suit F1; 2NT asks for singleton
Unusual NT: Lower 2 unbid suits
(1♣)-2♦ = 5+,5+ majors
Reopening: Jump overcall INTER, 2NT = 19-20

DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

(1♣): 2♣ = (5-4) majors;2♦ = 5-5. Others Michaels
(1♦)-2♦ = NAT if 1♦ is <3
(1m)-3m NAT; (1M)-3M asks stopper
Resps:(1M)-2M:3♣= P/C; 3♦ = INV oM; 2NT= INV, ask

VS. NT (vs. Strong / Weak; Reopening; PH)

Multi-Landy [12] ;
DBL of strong NT = 4M + long minor, or strong

Vs PREEMPTS

T/O DBL thru 4♥; LEB after (2M)-DBL-(P)
(2M): 3M = Michaels; 4M = minors, STR;
 4♣ = minors, NF; 4♦ = STR overcall other M
Cue, 4-lvl & jump overcall ART vs 3♣ [10]

VS ARTIFICIAL STRONG OPENINGS

DBL = Majors; NT = minors;
Vs 1♣; 2♦ = 1 Major (2N asks); 2M = natural + minor

OVER OPPONENTS´ TAKEOUT DOUBLE

New suit F1 at 1-lvl, jumps = PRE, 2NT = LR
1♦/M-(DBL)-3♣ = mixed raise; Transfers after 1M-(DBL)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd even, low odd	After raise, may lead
NT	4th maybe high from bad	high from xxx or xxxx
Subs.	Same, but some ATT	

Other: after trick 1: J, 10, 9 = 0 or 2 higher if useful

LEADS

Lead	Vs Suit	Vs NT
Ace	AK, Axx(xx)	AKx(xx)
King	AKx(x), KQ, Kx	KQT9, AKQT, AKJT
Queen	KQx(x), QJ, Qx	KQx(x)
Jack	QJx(x), Jx	QJTx, AQJT(x)
10	J10x(x) KJ10x(x),	JTxx(x), A/KJT(xx)
9	T9x(x), T9, 9x, HT9(x)	T9xx, A/K/QT9(xx)
Hi-x	xx or xxx	Bad suit
Lo-x	xxx, xxxx, xxxxx	Normally from an honor

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's lead	Discarding
Suit	1st	UD ATT	UD CT	UD ATT
	2nd	STD S/P	STD S/P	STD S/P
	3rd	UD CT		
NT	1st	UD ATT	SMITH/UD CT	UD ATT
	2nd	STD S/P	STD S/P	STD S/P
	3rd	UD CT		

Signals (including trump):
Some S/P in trumps; Smith echo versus NT (High ENC)

DOUBLES

TAKEOUT DOUBLES (Style, Responses; Reopening)

Style: Near opening w/ support for unbid suits
Responses: Cue bid F to 2 level

Reopening: 9+ with shortness or 16+ any shape

SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL THRU 4♠; DBLs after 1♣ ART [1]
1♦-(1♥)-DBL = 4♠s; 1♦-(1♠)-DBL = 4+♥s,
RESP DBL THRU 4♠: Values or interest in other suits;
Support DBL & RDBL to 2M

WBF Convention Card

Category: Natural – GREEN
NCBO: USBF
Event World Bridge Series
Players: MARTY FLEISHER   CHIP MARTEL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card majors (can be 4 opposite PH)
1♣ = clubs or balanced
1♦ usually 5, usually unbalanced

1NT Opening: 14-16 (NV, 1st 2nd and 3rd) otherwise 15-17
2 over 1 RESP: FG by UPH

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

OPENINGS:
2♦ = weak 2 bid in a Major [4]
2♥ = 4♠ and 5/6 ♥, 11-15
3NT = Solid Major: no side A or K in 1st/2nd
RESPONSES:
Transfer responses to 1♣ [1],
Transfer responses in competition after 1♣ [2], 1♦-(1♥)
REBIDS:
After 1♦-1M, and 1♥-1♠:
   opener's rebids 1NT through 2♦ = TRSFR [3]
1♠-1NT-2♣-2♦ ART [5]
COMP:
Transfers after :1M-(DBL); (1X)-1M-(DBL);
Michaels & UNT over opening 1X
1M-(overcall)-jump to 3M-1 = mixed raise
1♣-(1x)-4m = transfer to 4M

SPECIAL FORCING PASS SEQUENCES

Pass then pull is stronger than taking initial action

IMPORTANT NOTES THAT DON´T FIT ELSEWHERE

Defense to multi 2♦ [13]

PSYCHICS: Some very light openings 3rd seat NV

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
				MARTY FLEISHER CHIP MARTEL 8/16/24			
1♣		2	4♥	Longest suit in unbal hand or 2+ ♣s in BAL hand w/ 11-14 or 17/18-19 HCP.	Transfer responses [1] STR JS resp except 1♣-2♦ = wk 3♣ = minors wk 4m = transfer to 4M.	1♣-1♦/♥-1NT = 17+-19 HCP Transfers and 2♣ checkback after 1♣-1♦/♥-1NT and 1♣-1♦/♥-1♥/♠	Transfers in comp [2] 1♣-(1M)-3♦/1♣-(1♦)-3♠ = Bid 3N 1♣-(1♦/1♥)–DBL/1♥/♠ = Transfer 1♣-(1X)-4m = transfer to 4M.
1♦		4	4♥	4+ card suit, UNBAL hand	1♦-2♥= 5♠-4/5♥ 8-11	Transfer rebids after 1♦-1M [3]	Transfer rebids off in comp 1♦-(1♥):-2♥ = 6+♠ weak/GF;2♠=♦
1♥		5(4)	4♥	5+ card suit, usually no longer suit, 11-22 HCPs Can be 4 card suit in 3rd & 4th	1NT = semi-forcing; 2/1 FG 2NT = FG raise, usually BAL SPL raises including 3NT 3♦ = Limit Raise; 1M-3M=mixed raise	Transfer rebids after 1♥-1♠ 1♥-2m-2♠ = clubs 1♥-2m-3♣ = ♠ reverse	**PH:** Reverse DRURY FIT[6] **COMP:** TRF /DBL
1♠		5(4)	4♠	See 1♥	See 1♥; 3♣ = ♥; 3♥ = Limit Raise	1♠-1NT-2♣-2♦ **ART**	See 1♥
1NT			4♠	14-16 except 15-17 4th & VUL May have 5 M or 6 m	JTB, Gerber, Texas 2♠ = range ask or ♣; 2N= Puppet STAY 3♣ = ♦s; 3♦ = minors 3M = SPL, 3 oM	1NT-3♣-3♦-3M = 4 other M New suit after minor trf = SPL	**COMP:** TRSFR LEB after overcall [9] NEG DBL Other transfers in comp.
2♣	√	0		22+ BAL or 9+ tricks UNBAL	Control response except 2♠ = some 5+ card suit with 2/3 honors, 3M = some suit to AKQ/AKQJ	2♣-2NT-3♣ = BAL 2♣-2♥-3♣ = ♥; 2♣-2♥-3♥ = ♣ 2♣-2♠-3♣ = ♥; 2♣-2♠-3♥ = ♣	
2♦	√	0		weak 2 in a Major (2-8 with ♠, 4-10 with ♥) Often 5 card suit NV	2,3M, 4♥ = P/C, 2N = asking, [4] 3♣ = 5+♥ INV+, 3♦ = 5+♠ INV+ 4♣ asks trf to suit; 4♦ asks bid suit	After double by opponents: Pass asks opener to pass with 3+♦s, XX = own suit	After 2/3M overcall DBL = P/C
2♥		5		4♠ + 5/6 ♥ 11-15(16)	2NT and 3♦ ask, 3♣->3♦ (UPH)		
2♠		6		6 card suit, 8/9-11/12 HCP depending on Vul, position	3♣ = 5+ ♥s; 3♥ = 6+ clubs		
2NT				20-21 BAL, May have 5M, 6m or stiff honor possible	STAY, JTB, Texas, 4♣ = ♦, 3♠ = ♣ or ♣ & ♦	**HIGH LEVEL BIDDING** 4♣ is Preempt Keycard after most preempts: resps: bad, 0, 1 no Q, 1+Q, 2 no Q, 2+Q; --Also after weak 2 (second round after 2♦), higher = void +2.	
3x		6		NAT, may be weak Fav	New suit F1 after vul, NF after NV	Key Card Blackwood and Kickback Double keycard when responder has shown 2 suits in response to bal opening Last train except in their suit	
3NT	√			Solid major, no side A, K 1st 2nd To play, 3rd, 4th	4♣ asks stiff	5NT usually choice of slam, GSF when obvious	
4X		7		NAT	5 level cue-bidding denies a control		

NOTE 1: Responses to 1♣ opening

    1♣ - 1♦: 4$^+$ ♥s, can be weak

    1♣ - 1♥ : 4$^+$ ♠s, can be weak

    1♣ - 1♠: No 4-card Major, may have ♦s or 6-9 BAL (rarely 10-12) or STR BAL

    1♣-2♦ = 6$^+$ ♦s, **non-invitational**

    1♣-3♣ = 5$^+$ ♣s, 4$^+$ ♦s, **non-invitational**

    1♣-4♣ = transfer to **4♥**

    1♣-4♦ = transfer to **4♠**

NOTE 2: Responses to 1♣ opening in Competition

1♣ - (DBL): System on at 1-level, RDBL is 10$^+$

1♣ - (1♦):
    DBL = 4$^+$♥s; 1♥ = 4$^+$♠s; 1♠ = NT or comp ♣, opener usually bids 1N with 11-14 balanced
     1N = NAT; 2♣ = 44 in majors 7$^+$; 2♦/♥ = 6+ ♥/♠ weak or GF, 2♠ = INV$^+$ ♣ raise

1♣ - (1♥):
    DBL = 4♠s 6$^+$ points or 5♠s 5-10 points
    1♠ = values, not 4$^+$ ♠s
    2♣ = 5$^+$ ♦ 10+ points
    2♦ = 5$^+$ ♠ 10+ points
    2♥ = 6$^+$ ♠ weak/competitive or strong (2N asks)
    2♠ = ♣s, LR with 5$^+$
    3♥ = 6+ ♠ INV
    3♠= ♥ splinter

1♣-(1♠):
    DBL= normal neg. dbl.
    2♣ = minors not invitational; 2♦ = 5$^+$ ♥ 8+ ; 2♥ = 5$^+$ ♦ 10+ points
1♣-(2/3♣ = NAT): Transfers

NOTE 3: Transfer rebids after 1♦ - 1M

    1♦-1M-1NT shows 4$^+$ ♣s and is intended as forcing

    1♦-1M-2♣ shows 6$^+$ ♦s, may be strong

    1♦-1M-2♦ shows 3 card support for responder's Major

NOTE 4: MULTI 2♦

    2♦ opening bid shows a light weak 2 bid in ♠s or a wide range weak 2 in ♥s; often 5 card suit NV

    2♠ response may be a hand with long clubs: responder bids 2N (min) or 3♣ with ♥s

    Responses in a Major are Pass or Correct (rebid of pass or correct suit response NAT)

    2NT asks opener to describe hand further (3m shows minimum with corresponding Major)

    3m shows responder has 5$^+$ ♥/♠ INV$^+$

    4♣ asks opener to transfer to suit

    4♦ asks opener to bid suit

    After double, pass asks partner to pass with 3$^+$ ♦s

NOTE 5: 1♠-1NT-2♣-2♦ ART, shows one of 4 possible hands:
(a) ♥ suit, WK; (b) strong (8-10$^+$ HCP) 2 card ♠ preference; (c) strong ♣ raise; (d) good ♦ hand

NOTE 6: REV DRURY FIT (off in COMP except P-1♥-(1♠)-2♣)
   P-1M-2♣ = 3$^+$ card support, approx. 9$^+$ hcp
   P-1M-2♣-2♦ = ART, some game interest, not strong slam interest (RESP's new suit = SPL)
   P-1M-2♣-2M = Would not accept a limit raise (weakest bid).
   P-1♠-2♣-2♥ = NAT, INV$^+$
   P-1M-2♣-2N = ask (3♣ = 3, 3♦ = 4; step asks shortness)

NOTE 8: If DBL of our 1NT opening is PEN:
   RDBL forces 2♣. Used with 1-suiter to play 2♣, 2♦, or 2♥; rebids higher than 2♥ INV
   2♣/♦/♥ = bid suit + higher suit

NOTE 9: RUBENSOHL after 1NT-(2M): Applies if 2M = 1-suited, or if it shows bid M +
      unknown 2nd suit, and also after 1NT-(2m) if 2m promises a specific M with or without an
      unknown second suit. Also applies after our 1NT overcall unless 2 suits have been bid:
   1NT-(2M)-2NT forces 3♣. RESP may intend to play in a lower ranking suit, or rebid 3M to
      show shortness in M without 4 of other M.
   1NT-(2M)-3♣ = ♦s, INV$^+$; 1NT-(2M)-3♦ = OM, INV$^+$; 1NT-(2M)-3OM = ♣s, INV$^+$

NOTE 10: VS. 3♣ Preempts
   4♦ = ♦s + Major; 4♥ = p/c, 4♠ nat,
   4N = Good 5♦ bid

NOTE 11: After our PEN DBL of WK NT:
   (1NT)-DBL-(2♣ NAT)-2♦ = T/O of ♣s (F)
   (1NT)-DBL-(P forcing RDBL or RDBL forcing 2♣)-2♣ = STAY
   (1NT)-DBL-(2M NAT)- bids as in NOTE 9 above

NOTE 12: DEFENSE VS NT
  DBL of STR (14$^+$) = 4-card M and longer m (or strong). Advancer's 2♣ asks for m, 2♦ for M.
  DBL of WK NT = PEN
  2♣ = ♥+♠. Advancer's 2♦ asks for longer M
  2♦ = 1-Major (2M, 3M = P/C; 2NT = G/T in either M)
  2M = 5M + 4$^+$m. 2NT = asking,
  3M = WK NV, STR VUL

NOTE 13: Defense VS Multi 2♦
     DBL = 13-15 BAL or strong; (2♦)-DBL-(2M): Transfer LEB type advances.
     4m = that minor + a Major