

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
LD is important. OBAR bids. Wide range. New suit NF
Preemptive Jump Raise if Mixed available
Jump Q = Mixed Raise. 2N is 4-card limit/1M if RHO acted
Fit Jump by PH. Resp. or Snapdragon DBL = No guarantees
XFER over DBL of 1M
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18. ZG NV 14-17. System-on
Fit Jump by PH. Resp. or Snapdragon DBL = No guarantees
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE. INT over weak response (incl.Forcing 1N)
Reopen:INT 10(11)-15(16)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE 5(+)-5(+). 2N = GT. After 2M, 3♦ = GT in oM
(1M)3M asks stopper
1m(3m) = ♠ + om
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = PEN. 2♣ = LANDY AGGRESSIVE THEN 2♦ ADVANCE
ASKS LONGER. 2♦ = ♦ + M. 2M = NAT
BAL DBL SNT(14) = ♣ + M OR OTHER 1-SUITER (BETTER IF M)
Vs. 2N, 3♣ = Majors
Vs. 3N, 4♣/4♦ = Majors, better ♥/♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
BETTER MINOR LEB AFTER DIRECT SEAT T/O DBL
LEAPING MICHAELS. 3M CUE ASKS STOPPER
TFRS AFTER 2N. JUMP CUE TO 4M = STRONG MINORS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = MAJORS, 1N = MAJORS, CONSTR
1N and 2N usually ‘Cuebid’
OVER OPPONENTS’ TAKEOUT DOUBLE
Over 1m: JS in om = LR(=). 2N = PRE raise, 3m = Mixed Raise
Over 1M: XFER from 1N to 2M-1. Xfer can be for lead with fit
2N = LR. 3M-1 = MR. 3M = PRE. 4m = FIT. Other JS = PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even low from odd	If raised, high from xxx(xx)	
NT	4 th from interest	xxS unless raised	
Subseq	Attitude, 9/10 usu. 0/2	Same	
Other: Some non-systemic attitude poss. Vs. NT, Might falsecard lead, esp. Vs. suits J from qJ or low from doubleton After trick one, king asks count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) unless alarm clock	AK(xx)	
King	KQ(x) or AK if partner 4+	Asks Unblock/Count	
Queen	QJ(x)	KQ (no unblock), QJ(x)	
Jack	J10(x), KJ10(x)	QJxx(x), J10, J10x, KJ10	
10	109, 1098, H109(x)	J10xx(x), HJ10x(x), 109x	
9	9x	109xx(x), H109x(x), 9xx	
Hi-X	Sx	Sxx, SSxx(x)	
Lo-X	3 rd from even, low from odd	HxS, HxxS(x), xxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	COUNT	ATT
Suit 2	SP	SP	COUNT
3	COUNT		SP
1	ATT	SMITH(T2)	ATT
NT 2	COUNT	COUNT	COUNT
3	SP	SP	SP
Signals (including Trumps):			
At trick one only, Standard (exc.). After trick 1, UDCA. Trump SP			
Remainder Count – H/L = EVEN. Vs. NT REV SMITH (Trick 2 only)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal. ELC. (♦/♣) Dbl of pre-empt then new suit can be light			
SCRAMBLE 2N (3♥ instead is Game Try)			
Cipher Cues			
Cue by doubler after 1M advance denies 4-card support			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
2-way doubles after: 1y(Dbl)-Rdbl; or: we double 2-suited bid (known fit)			
(2♥)P-(3♥)P, (P)X. SUPP DBL MAX AND MAX-EXT			
ANTI-LEAD, ACTION, STOLEN BID, SPL DBL (lower unbid)			
LIGHTNER, BLIND SLAM. DBL OF 3N = LEAD MY SUIT			
DBL OF 3N = DON'T LEAD YOUR PREEMPT SUIT			
We4-card raise 1M opening, DBL of bid from 3M-4M creates force			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Michael Rosenberg – Zach Grossack
EVENT Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-CARD MAJORS (F 1NT) SOUND OPENING 1-BIDS VUL
RESPOND VERY LIGHT
MOST 3-LEVEL RESP. INV. EVEN IN COMP
FREQUENT USE OF NON-PENALTY DBL. IN COMP
2/1 FG
1N = 14+-17. SING POSS. NON VUL ZG IS 13+-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠-1♦ CAN BE 3-CARD ♦
1♠-2♦ = 5(+)-card ♠ + 4(+)-card ♥, 9-10
1m-2♥ = 5(+)-card ♠ + 4(+)-card ♥, weak
1m-2♠ = INV. RAISE TO 3m
1♥-2♠ = 6(+)-card ♠ < INV.
OBAR BIDS 8+ HCP AFTER 1M-2M
MIXED RAISES
1m(1N)-2♣ = Both majors
(1♣-1♦ or 1N) 2em = Both majors (2♦ = 5-5)
1 st seat FAV 3any can be very light
3 rd seat opening can be very light
1m(you non-jump overcall) we play transfers
SPECIAL FORCING PASS SEQUENCES
Penalty Double of 1N opening is forcing thru 2♥
Double of 1N overcall is forcing thru 2 of opener’s suit
IMPORTANT NOTES
Pen pass of redouble if over their suit
PSYCHICS: Poss 1♠; Splinter; Exclusion; Control Bid; GT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5♦	Sound Vul	2♦/2♥ = Rev. Flan. 2♠ = LR 2♣ = GF WALSH. 3♣ = Mixed, 1♦ can be 3-card	Bypass Major(s) with 1N rebid	Raise to 2m INV . FSJ except 2red
1♦		4(3)	5♣	Only 3-card if 4-4-3-2	Same as over 1♣. 3♣ = INV	Bypass ♠ with 1N rebid	
1♥		5	5♦		1N = F. 2m FG. 2♥ CONSTR. 2♠ = 6-card < INV 2N = GF Raise. 3♣ = INV. 3♦ = LR 3M = MR 3♥ = INV. 2-tier SPL/INV over 1♥/1♠	1♥-1♠, 2red-2♠ = ART FG. FSFG	3♣ by PH INV. FSJ REV DRURY WIDE RANGE 1M POSS 4 by PH
1♠		5	5♦				
INT			4♦	14(+)-17, 5M POSS	2S Range or ♣. 2N = PUP STAY, 3♣ = ♦		
				SING M POSS	3♦ = 55 in Majors, 3M = SPL		
2♣	ART			STRONG	2♦ = Waiting	MOD. KOKISH Cheapest 3 DBL NEG poss	
						3M Rebid is 4M + 5(+)♦	
2♦		6(5)		WEAK TWO, Sound Vul	2N = Inquiry, 2♠ = F, 3any = NF/INV	3♣/2N = accept. 3M/2N = 4-card oM	Often open 1 in 3rd
				4M POSS			
2♥		6(5)		WEAK TWO, Sound vul	2N = Inquiry, 2♠ = F, 3any = NF/INV	3♣/2N = Min or Max	Often open 1 in 3rd
				4♠ POSS			
2♠		6(5)		WEAK TWO, Sound Vul	2N = Inquiry, 3m = NF	3♣/2N = Min or Max	Often open 1 in 3rd
				4♥ POSS			
2NT			4♦	(19)20-21	STAY, JTB (3♦ usu. ♥), 3♠ ST m's or ♣ 4♣ = ♦, 4♦ = 5-5 M's, 4♥ = ST in ♠		
3♣		7(6)		Sound Vul. 1 st NV vs. V 'joke'	3♦ PUP – various. 4♦ = PKC		
3♦		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
3♥		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
3♠		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
					Optional PKC after 1 st seat fav. 3-level		
3NT				Solid minor, no A or K 1 st -3rd	4♣ = P/C, 4♦ asks SPL		
4♣				7+-card	4♦ = PKC, 4N = NAT		
4♦				7+-card	5♣ = PKC, 4N = NAT		
4♥				Sound, not too good	4♠ = NAT, 4N = KC, 5m = Asking bid		
4♠				Sound, not too good	4N = KC. 5any = Asking bid		
4NT	ART			Blackwood			
5♣						HIGH LEVEL BIDDING	
5♦						SPLINTER BIDS. LAST TRAIN ST. JUMP TO 4N OFTEN QUANT.	
5♥						RKCB 1430 . EXCLUSION KC 0314 EXCEPT 4N PREEMPT KC	
5♠						REDWOOD IF A JUMP. KICKBACK AFTER NT OPENINGS	
						MINORWOOD. GERBER. DIPO, DEPO	
						RELAY FOR SPL UP THE LINE – 3N ALWAYS NONE IF POSS	
						NON-SERIOUS 3N	