

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: Generally normal, can be light non vul
Responses: Jump Cuebid is mixed. New suit non forcing.
Jump in new suit is forcing
Jump advance to 4 level is fit showing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> Position: 15 – 18
Responses: as after 1NT opening
4 <sup>th</sup> position: after 1C 10 – 15, after 1S 12 – 17, rest in between.
Responses: 2C range ask stayman, rest system on
4 <sup>th</sup> position live: 16 - 18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: Weak suit jumps
Responses: Natural, 2N asks shortness
Unusual Notrump: 5-5 lowest unbid suits
Reopen: Suit=inter. 2NT= 19-21 / Cuebid 55+ in 2 suits very strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Michaels Cuebid</b>
1M – 2M = 5+OM, 5+ minor. 1m – 2m = 55+ Majors
Responses: 2N = asking, invitational+
Leaping Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DbI: Penalty (Force thru 2H. advancer bids as if we opened 1NT)
2C = both M, 2D: 1M, 2M = 5(+)M and 4+ minor
2N = both minors
Passed hand: double = 1 minor, rest is same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles are Takeout – responses: lebensohl
2N = 16 – 18, 3NT = to play, Leaping Michaels
New suit forcing from UPH after overcall
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
CRASH vs. strong 1C: dbl = color, 1D = rank, 1N = Shape.
vs. (1C)P(1D): dbl = color, 1N = rank, 2C = shape
vs. strong 2C: dbl = majors, 2NT – minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = good hand (10+ HCP)
3C over 1M = mixed raise, JS other minor over 1m = mixed raise.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / low	3 <sup>rd</sup> / low	
NT	4 <sup>th</sup> from honors	low / 4 <sup>th</sup>	
Subseq	attitude: lower the better	attitude: lower the better	
Other: May lead high from xxx vs. suits, especially in partner's suits when supported. Strong king vs. NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Ax, AKx	
King	KQ, KQx, AK, (AKx)	AKJT, KQT9 (count or UB)	
Queen	QJ, QJx	KQx, QJ, QJx (asks att)	
Jack	JT, JT <sub>x</sub> , KJT	JT, JT <sub>x</sub> , KJT	
10	T9, T9 <sub>x</sub> , HT9	T9, T9 <sub>x</sub> , HT9	
9			
Hi-X	Xx, 3 <sup>rd</sup> from even (Xxx)	xXxx, Xxx	
Lo-X	Lowest from odd	HxX, HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	low/hi = enc	low/hi = even	low = enc
Suit 2	S/P	S/P	low/hi = even
3	Count on K (5lvl+)		
1	low/hi = enc	low/hi = even	low = enc
NT 2	low/hi = even	S/P	low/hi = even
3			
Signals (including Trumps):			
UDCA – Trump Suit Preference – Standard remainder count (hi = even)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: Normal. Most low level doubles takeout			
Negative doubles through 4H			
Responses: Natural, cuebid forcing until suit agreed.			
Reopening: Light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX (also after 1D)			
After our simple overcall and Opp's Neg. X, redouble by advancer shows competitive values with a doubleton in overcaller's suit.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: USA 2</b>
<b>PLAYERS: Andrew Rosenthal – Aaron Silverstein</b>
<b>EVENT: OPEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 CARD MAJORS
1D 3+ CARDS
1C 3+ CARDS
2/1 GAME FORCING
1N = 15 – 17 (5M/6m/5m422 possible)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Openings:</b>
1 <sup>st</sup> seat favorable only: 3 level preempts are very light. Otherwise sound preempting style
<b>SPECIAL FORCING PASS SEQUENCES</b>
When ae are forced to game on hcp
Sometimes after strength showing X or XX
<b>IMPORTANT NOTES</b>
Fit Jumps to 4 lvl, Pen pass of XX: when over their suit or 3C.
After their overcall: jump raise = mixed (poss. lighter non vul)
<b>PSYCHICS: Rare</b>

