

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One level 6-16 HCP, can be 4-card suit
Two level 10-17 HCP, good suit if only five
2/1 advance NF constructive, cue = INV+ raise or GF any
Other new-suit advances F1; jump shifts fit-showing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP direct, sometimes 14 if NV
11-14 HCP balancing over 1m, 13-16 HCP balancing over 1M
Systems on as if 1NT opened
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suits weak unless over an opposing preempt
Jump to game wide-ranging
2NT = lower 2 suits, wide range of values
Reopen: 2NT jump natural, "weak" bids top of range
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue natural over 1m, weak but wide range
Jump cue stopper ask over 1M
Direct cue over 1m = both majors 5+/5+, wide range of HCP
Direct cue over 1M = OM + a minor, 5+/5+, wide range of HCP
VS. NT (vs. Strong/Weak; Reopening; PH)
If always 14+HCP or BPH: X = M+m two suits, 2♣=Majors
Otherwise: X = 15+ HCP/Penalty, 2♣ = majors or (4M, 5+m)
X of artificial response to weak NT shows values (15+HCP)
First X by our side after 15+HCP X is takeout
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
3-level cue = stopper ask, 4-level cue = two suited
Jump to 4m = 5+/5+ in minor and unbid major, GF
X = t/o through 4H, else values; 2NT advance ART (2)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
If we are VUL: X = majors, NT = minors
If we are NV: suit bid = that suit OR the next two suits
If we are NV: NT bid = two non-touching suits
OVER OPPONENTS' TAKEOUT DOUBLE
If we open 1M, transfers starting from 1NT, 2NT = INV+ raise
If we open 1m, 2NT = weak or GF raise
Fit-showing jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/low, high from xx	3rd/low; Xxx if supported	
NT	4th; top/2nd from bad	3rd/low; Xxx if supported	
Subseq	Same, some ATT	Same, some ATT	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	K or shortage	AK/AKx or strong	
King	Q or shortage or AK tight	KQ/KQx or AK-4+	
Queen	J or shortage	Qx/QJx or KQ-4+	
Jack	T or shortage	Jx/J10x or QJ-4+/AQJ-4+	
10	9 or shortage	10x/109x or J10-4+/HJ10-4+	
9	Shortage; rarely 98x+	If 4+, may have 10, A/K/Q	
Hi-X	Doubleton or singleton	High or 2nd from weakness	
Lo-X	3rd/low (includes xxx)	4th, or low from Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (LO=ENC)	CT (LO=EVEN)	S/P
Suit 2	CT (LO=EVEN)	S/P	ATT (LO=ENC)
3	S/P		CT (LO=EVEN)
1	ATT (LO=ENC)	Lead ATT (LO=ENC)	S/P
NT 2	CT (LO=EVEN)	CT (LO=EVEN)	ATT (LO=ENC)
3	S/P	S/P	CT (LO=EVEN)
Signals (including Trumps):			
Suit preference in trump suit; ATT to opening lead vs NT is 1st priority			
Will sometimes ENC on a weak holding if we don't want a shift			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Rarely off-shape unless 16+HCP, can be light if shapely			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Many t/o X below game, including 1A-(P)-1B-(Suit Overcall)-X			
Redouble showing 3-card SUPP of responder below two of suit			
Redouble after our 1NT is doubled showing a long minor			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Switzerland
PLAYERS: Adam Meyerson – Elianna Meyerson
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT, 5-card majors, better minor, 2♣ STR
2♦ Multi (weak only) can be 5-card suit; 2M NAT intermediate
1M-1NT 5+ to 10 HCP NF; 3-card SUPP only if very weak
2/1 responses 10+ HCP, not always GF
One-level overcalls maybe light (6+HCP), maybe 4-card
Transfers after our 1M is doubled
Many artificial rebids by opener, 2NT often ART IC
Openings 12+HCP if BAL, most 11 (a few 10) UNBAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening showing 6+♥ and a 5+minor, 4-10 HCP
Fit-showing jumps IC or BPH
NF 2/1 advances of one-level overcalls
2♦ Multi (weak only); can be five-card major
2M NAT intermediate (6-card, 9+ to 13 HCP)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Gazzilli rebids after 1M and one-level response (1)
Many ART 2NT bids (2)
Honor leads vs. NT show the next higher card if 4+ in suit
If leading from 3 or fewer cards vs NT, higher of touching honors
PSYCHICS:

OPENING	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3♣	If BAL (no 5M) we open the better minor. If UNBAL we open longest suit.	New suit natural F1, 2NT NAT GF, 3NT 16-18 Single raise F1 (INV+), double jump shift SPL JS is STR, jump raise is less than INV	1♣-2♣-2♦ ART any min Rebid 1NT = 12-14 maybe only 1 in PD suit Reverses start at 16 HCP	After X, 2NT raise weak or GF After overcall, cue = INV+ raise After 1NT overcall, 2♣=ART	
1♦		3	3♣		As 1♣, 1♦-2♣ is INV+	As 1♣, 1♦-2♣-2♦ and 1♦-2♦-2♥ any min	As 1♣	
1♥		5(4)	3♣	Always 5+ in 1st/2nd Maybe a good 4 in 3rd/4th 12+ HCP if BAL Rule of 20 if pure	1NT NF 5-10 HCP, usually not 3-support 2/1 new suit inv+ (10+ HCP F1), JS strong 2NT "bad" INV 3+ SUPP, or GF 4+SUPP 3M "good" INV 3+SUPP, double jump shift SPL	1♥-2♣-2♦ ART (NAT or any min) Many ART rebids after 1♥-1♣, 1♥-1NT (1) 1♥-2♦: 2♥ MIN or BAL, 2NT 6+♥ 14+pt 1M-2NT-3 new suit = shortage	After X or overcall, 3M = < INV After X, transfers starting 1NT After overcall, cue = INV+ raise 2♣ BPH ART: INV+ 3+SUPP	
1♠		5(4)	3♥	Same as 1♥	Same as 1♥	1♠-2♣-2♦ ART (NAT or min w/o 4♥) Many ART rebids after 1♠-1NT (1) 1♠-2♦/2♥: 2♠ MIN or BAL, 2NT 6+♠ 14+pt 1M-2NT-3 new suit = shortage	Same as 1♥	
1NT		BAL	3♣	15-17 BAL (good 14 rare) May include 5M or bad 6m	2♣ asks 4M (maybe INV+ w/o 4M), 2♦/♥ xfer 2♠ asks 4m, 2NT clubs or 4441, 4♦/♥ xfer	2♣ then 3m GF NAT, may not have 4M 2♣ then 2NT INV, may not have 4M	2NT forcing (2), X t/o Ignore X, 2♣ except XX = minor	
2♣	X	0		21+ HCP or 9+ tricks	2♦ = waiting, others GF NAT	Opener 2♥ ART (NAT or GF BAL) Cheapest 3m negative when available	X = bad hand, Pass = GF	
2♦	X	0		4-9 HCP with 5+ in a major	2NT asks suit and strength, 3m shows a major Major suit bids P/C, 4m transfer/bid your major	2NT: 3♣ garbage, 3♦/♥ xfer to major 3♣/3N very strong hearts/spades	X of 2M = P/C, higher penalty After X, Pass=4+♦, XX=ask suit	
2♥		6		6+♥, 9+ to 13 HCP	2NT asks strength/suit quality, 3♥ preemptive New suit forcing one round, jump shift SPL	2NT: 3♣/♦ min bad/good suit, 3♥/♠ max After new suit, 3♥ is weakest action	Double = penalty, fit jumps	
2♠		6		6+♠, 9+ to 13 HCP	As 2♥	As 2♥	As 2♥	
2NT		BAL		20-21 BAL or nearly so Sometimes lighter if 6m	3♣ asks 4M (maybe minor slam try w/o 4M) 3♦/3♥/4♦/4♥ xfer; 3♠ asks 4m		X = takeout	
3♣		6		NAT 4-10 HCP	New suit F1, 4NT RKC		X = penalty	
3♦		6		NAT 4-10 HCP	Same as 3♣			
3♥		7 (6)		Usually 7 cards	Same as 3♣			
3♠		7 (6)		Usually 7 cards	Same as 3♣			
3NT	X			6+ hearts, 5+ m, 4-10 HCP	4m pass/correct, 4♥ to play, 4NT RKC (♥)			
4♣		7		NAT 4-10 HCP				
4♦		7		NAT 4-10 HCP				
4♥		7		NAT 4-15 HCP				
4♠		7		NAT 4-15 HCP				
HIGH LEVEL BIDDING								
							RKCB 1430, Cue first and second round controls equally	

NOTES

(1) Artificial rebids after 1M and a one-level response

1♥-1♠:

- 2♣ = either 4+♣ or 17+ HCP (responder rebids 2♦ with 8+ HCP, 2♥/2♠/2NT all 5-7 HCP with the last looking for a minor, 3♣+ GF natural)
 - 2♥ = 14-16 with 6♥ (maybe a bit less with 7♥); NF but stronger than standard
 - 2N = 5+♥/5+m 17+HCP GF
 - 3m = 5+♥/5+m 14-16 HCP with 5 or fewer losers
 - 3♥ = 17-18 HCP (just short of GF)
- Others natural, will not be more than 17 HCP

1♥-1NT:

- 2♣ = either 4+♣ or 17+HCP (responder rebids 2♦ with 8+HCP, 2♥ is weak, 2NT is weak both minors, 3m weak natural)
 - 2♥ = usually 14-16 with 6♥, but can be a bit lighter if 4♠-6♥ as this is a problem pattern for us
 - 2N, 3m, 3♥ as for 1♥-1♠ above
- Others natural, 2♠ reverse is 16+ HCP, other calls will not be more than 17 HCP

1♠-1NT:

- 2♣ = either 4+♥ or 17+HCP (responder bids 2♦ with 8+HCP, others are weak, 2NT is weak both minors)
 - 2♥ = 6+♠, around 14-16 HCP
 - 2♠ = 5+♠ and 4+♣, 11-16 HCP (very NF, 2NT by responder shows reds)
 - 2N = 5+♠ and 5+side suit, GF (3♣ asks second suit)
 - 3m, 3♥ = 14-16 HCP and 5+/5+ shape (natural), 5 or fewer losers
 - 3♠ = 6+♠ and 17-18 HCP (just short of GF); weaker rebids 2♥, stronger 2♣
- We will sometimes upgrade promising hands into the 17+HCP range.

(2) Artificial 2NT bids.

We use 2NT to show a weaker hand that wants to bid at the three-level in the following situations:

1. 1NT-(2♦/2♥/2♠ overcall)-2NT usually shows less than INV values, although we can follow up with a cue or 3NT bid to show a stopper in opponents' suit.
 2. After a reverse, we use 2NT to get out in one of opener's suits at the three-level.
 3. If opponents open with two of a suit and we double, then 2NT shows a weak hand with a suit that cannot be bid at the two-level, or an INV hand where the suit could be bid at the two-level.
 4. If we open and opponents compete to the two-level, then opener reopens with a double (i.e. 1♣-2♠-Pass-Pass-X-Pass-2NT) then 2NT shows a terrible hand while bidding 3X shows constructive values.
- Other than in the situations above, 2NT in competition often shows two places to play.

(3) Defense to Multi 2♦

In direct seat, double shows either a weak notrump (12 to 15) or a very strong hand. Suit bids are natural, 2NT is 16-18 balanced.

After (2♦)-2M, the other major becomes a cuebid.

After (2♦)-X-(Pass/2M), double is takeout (as if responding to weak notrump), 2NT is lebensohl (as if we opened a weak notrump), three-level bids are forcing.

After (2♦)-Pass-(2M), we play as if 2M was opened (including lebensohl advances of double, leaping michaels, etc).

After (2♦)-Pass-(2M)-Pass-(Pass) or (2♦)-Pass-(2♥)-Pass-(2♠), double is takeout, 2NT is minors, 3m is the bid suit and the other major (normally 4-5).

After (2♦)-X-(2M)-Pass, if doubler bids again it shows a really big hand. A second double is takeout.

(4) Defense to transfer preempts at the three level (i.e. 2NT=clubs, 3♠=diamonds, etc); same methods apply if there are additional strong possibilities.

Double is takeout of their presumed suit, cuebid is a stopper ask (so (3♦!)-3♥ is like (2♥)-3♥). Overcalls are natural (advance of their presumed suit is a cuebid).

If we start with a double (for example 3♦-X-3♥) then advancer's double is penalty. Suit bids are natural and show some values if pass is possible.

Double and then double again is takeout, but a really big hand (3♦-X-3♥-Pass-Pass-X).

If we pass in direct seat, partner's bids are normal (3♦-Pass-3♥-??? Same as over a 3♥ open).

If we pass in direct seat and then double their suit, it's penalty (3♦-Pass-3♥-Pass-Pass-X)

If we pass in direct seat and then bid a suit or notrump, it's a weakish two suiter (so like 3♦-Pass-3♥-Pass-Pass-3♠ = some 5/5 spades and a minor, not super strong).

(5) After Our 2♦ Multi

We may pass with long diamonds or with any very weak hand at NV.

Major suit bids are initially pass or correct, but we may also bid a major when expecting partner to have the other major and unwilling to play there.

After 2♠ ("pass/correct") opener bids 2NT with a min and hearts or 3♣ with a max and hearts (allowing partner to pass or sign off in clubs).

After 2♥ ("pass/correct") and a 2♠ correction, 2NT is Ogust and 3♣/3♥ is to play.

Double of 2M overcall is "bid your suit" but double at higher levels is penalty. Major suit bids in competition are either pass/correct or natural (opener assumes P/C at next call).

If opponents double 2♦, pass suggests to play 2♦X if opener has 3+♦, redouble is "bid your suit" and 2M/3♣ are natural and not forcing (3M and higher are pass/correct).