

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS		
1M = 6-16 (17), 5+ or 4 good cards, light style. 2L = 10-16.		
2L Vul = sound, NVul = may be light		
Single jump raise = preemptive, Jump new suit = nat GF		
New suit = natural NF constructive.		
1NT OVERCALL		
Live: 15-18, System ON		
Balancing: (1m) 11-14, System ON		
(1M) 11-16 System ON		
JUMP OVERCALLS		
Direct: preemptive		
Balancing: intermediate (10-15)		
DIRECT and JUMP CUE		
(1m) 2♦ = Michael’s Cue Bid, (1M) 2M = Michael’s Cue Bid		
(1m) 3m = natural preemptive, (1M) 3M = asks for stopper		
(2M) 3M = Michael’s Cue Bid, (2M) 4m = strong Michael’s		
(2M) 4M = strong with minors (2M)4nt = weaker minors		
(2m nat) 3m = both Majors, 4♠ = ♥+om, 4♦ = ♠+om		
VS.NT		
DBL = good hand (4M5+m by PH), 2♣ = MM, 2♦ = one M, 2M = M+m		
2N = mm		
VS. PREEMPTS		
(3C): 4♣ = ♦+M, 4♦ = MM		
(3D): 4♣ = ♠+M , 4♦ = MM		
(3M): 4♣ = ♠+OM , 4♦ = ♦+OM		
Better minor Lebensohl		
VS. ARTIFICIAL STRONG OPENING		
(1♠) X = MM, 1N = mm, also after (1♣)-P-(1♦)		
(2♠ or any strong art opening) X = MM		
OVER OPPONENTS DOUBLE		
1m/M (DBL) RDBL = 10+ (then pen double unless they jump or support)		
1M (DBL) transfers from 1N+		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	SUIT	NT
General	3rd/low	2nd/4th (high from xxx)
Partner’s suit	3rd/5th	3rd/5th
Middle of game	3rd/5th (+att)	3rd/5th (+att)
A	AK+	AK+ (att)
K	KQ+, AKdub, AK(5L+)	Unblock or count
Q	QJ+	KQ+ or QJ+
J	J10+	J10+, HJ10
10	109+, H109	109+, HT9
REVERSE ATTITUDE, REVERSE COUNT, STD SP, STD SMITH in NT, STD REMAINING COUNT.		
1st discard: REVERSE ATTITUDE		
SIGNALS IN ORDER OF PRIORITY		
	SUIT	NT
1	Reverse attitude	Reverse attitude
2	Reverse count	Reverse count
3	Standard SP	Standard SP
DOUBLES		
TAKE OUT DOUBLES		
Light (9+) if proper (ex: 4441) distribution in any position		
Most low level DBLs are T/O or COMP		
SPECIAL ARTIFICIAL DOUBLES/REDOUBLES		
Lead directing DBL		
Support DBL/RDBL; PEN DBLs after opening Weak 2/3		
Game try DBL; (3 in our Suit is COMP)		

WBFB CONVENTION CARD	
Category	Green
NCBO	USA 1
EVENT	Mixed
PLAYERS	Jenny WOLPERT – Vincent DEMUY
GENERAL APPROACH AND STYLE	
2/1 5533	
1NT Opening – 14+17 (may have 5422, 6m)	
2♣ Opening – 22-24 bal or any GF	
2♦ Opening – Weak Two: 5-10 usually 6	
2♥ Opening – Weak Two	
2♠ Opening – Weak Two	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Some transfers in competition.	
3NT opening: Solid Major (no outside AK)	
May be very light 3 rd hand opening as a lead director.	
Potentially very light overcalls when partner is a passed hand.	
1M – 2♣ GF may have only 2 (or 1 on bad day)	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Transfers after 1M and 2M opening or overcalled and doubled.	
PSYCHES	
Rare.	

OPENING	ART	MIN	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1♣		3	7♥	3+♣. ♣♦♥♠ 11-14 balanced 11+ unbalanced	1♦=4+ (FG if 4M), 1M=4+F1, 2♣=inverted L+, 2♦=natural INV, 2♥=55MM less than INV, 2♠=mixed raise, 2N= nat forcing, 3♣=weak, 3♥/♥♠=preemptive.	2-way NMF (2N relay to 3♣). Spiral raises. Wolff signoff after 2N rebid. 1♣-2♣: Forcing to 3♣ 1♣-2N: 3♣=Stayman, 3♦=6+♣, 3M=short both minors.	2-way NMF is ON (2♦ natural INV). Inverted minors are OFF. 2♠=limit raise
1♦		3	7♥	3+♦. 11-14 balanced 11+ unbalanced	1M=4+ F1, 2♣=nat FG, 2♦=inverted L+, 2♥=55MM less than INV, 2♠=mixed raise, 2N=nat INV, 3♣=nat INV, 3♦=weak, 3♥♠=preemptive.	2-way NMF (2Nt relay to 3♣). Spiral raises. Wolff signoff after 2N rebid. 1♦-2♦: forcing to 3♦ 1♦-2N: 3♣=Stayman, 3♦=6+♦, 3M=short both minors.	2-way NMF is ON (2♦ natural INV). Inverted minors are OFF. 2♠=limit raise
1♥		5	7♦	5+♥ (may be 4 in 3/4th). 11-14 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2♠=nat less than INV, 2N=4+♥ FG, 3♣=limit raise 4♥ or 3♥ unbalanced, 3♦=nat INV, 3♥=mixed/weak, Two-tiered splinters.	1♥-2N: 3♣=any min (step asks: NVLMH), 3♦=extras any short (step asks: VLMH), 3♥=any 5422, 3♠=6+♥ extras, no short, 3N=5332 extras, 4♥=complete garbage. 1♥-1N-2♠=art FG (2N asks: 4♣/4♦/6♥/6♠/4♠/5♥4♠). 1♥-1N-3♣/♦/♠=5-card suits. Transfers after 2N rebid.	2-way Drury: 2♣=3 or 4 2♦=4-card Limit raise
1♠		5	7♦	5+♠ (may be 4 in 3/4th). 11-14 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2N=4+♠ FG, 3♣=6+♥ INV, 3♦=limit raise 4♣ or 3♠ unbalanced, 3♥=nat INV (length not points), 3♠=mixed/weak, Two-tiered splinters.	1♠-1N-2♣ ... Bart 1♠-2N: 3♣=any min (step asks: NVLMH), 3♦=extras any short (step asks: VLMH), 3♥=any 5422, 3♠=6+♠ extras, no short, 3N=5332 extras, 4♠=complete garbage. 1♠-1N-3♠=art FG (3♦ asks: 4♥/onesuiter/♠). 1♠-1N-3♦/♥=5-card suits. Transfers after 2N rebid.	2-way Drury: 2♣=3 or 4 2♦=4-card Limit raise
1NT		2	7♥	14+-17 balanced May have 5M or 6m	2♣=Stayman, 2♦=♥, 2♥=♠, 2♠=range ask or ♣, 2NT=♦ or mm weak, 3♣=Puppet Stayman, 3♦=55+mm FG, 3♥/♠= (13)(54), 4♠=2245 Quant, 4♦/♥=trsf, 4♠=2254 slam force, 4N=2254 Quant.	Smolen, Delayed South African Texas slam tries, Reverse Baze.	Same.
2♣		0	7♥	22-24 balanced or any GF	2♦=waiting, others natural positive, 2N=55+Majors.	Transfer Kokish 3M=4M5+♦	Same.
2♦		5	2♦	Weak Two in ♦	New suit forcing, 2N asking , 4♣=RKC	2♦-2N: 3♣=non min (step asks for M short), 3♦=min, 3♥=4♠, 3♠=4♥, 3N=4♠.	Same.
2♥		5	2♥	Weak Two in ♥	New suit forcing, 2N asking , 4♣=RKC	2♥-2N: 3♣=non min (step asks: NLMH), 3♦=6♥4♣, 3♥=min, 3♠=6♥4♦, 3N=6♥4♠.	Same.
2♠		5	2♠	Weak Two in ♠	New suit forcing, 2N asking , 4♣=RKC	2♠-2N: 3♣=non min (step asks: NLMH), 3♦=6♠4♣, 3♥=6♠4♦, 3♠=min, 3N=4♥6♠.	Same.
2NT		2	7♥	19+21 balanced May have 5M or 6m	3♣=Stayman, 3♦/♥=trsf, 3♠=minors or ♣, 4♣/♦/♥=♠/♥/♠ slam try, 4N=Quant, 4♠/5♠=trsf ♠/♦.	2N-3♣: 3N=44MM. Smolen. 2N-3♦-3♥-3♠=5♠5♥ slammish.	Same.
3♣/♦		6	3♣/♦	Natural preemptive	New suit forcing. 4m=KC	HIGH LEVEL BIDDING One-over RKC for the minors. 4N RKC for the Majors 3041 . Non serious 3♠ (over ♥) and 3N (over ♠).	
3♥/♠		6	3♥/♠	Natural preemptive	3♥: 4♠= slam try 3♠: 4♠=slam try		
3NT	Y	7		Solid M	4♠=asks for shortness, 4♦=asks for length , 4M=P/C.		
4♣/♦/♥/♠		6		Natural preemptive	4♣-4♦=RKC, 4♦-4N=slam try ♦ 4♦-4♥=to play, 4♥-4♠=to play 4M-4N=RKC		