

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
<b>Style:</b> 1 level overcall can be light, 2-level fairly sound
<b>Responses:</b> Jump Raise PRE, Jump Q = mixed raise
New suit over 1 level NF, Jump Shift INV
New suit over 2 level F; 2NT = LR over neg DBL
(1♥/♠)-1♠/2♥-(2♥/♠)-2NT = raise
(1♦)-P-(1N)-2♣ = 5/4 Majors, 2♦ = 5+/5+ Majors
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15 <sup>+</sup> -18; responses As over 1NT Opening
(1X)-P-(1Y)-1NT = 16-19, 2Y is only ART response
<b>4<sup>th</sup> Position:</b> 11-15
<b>Responses:</b> 2♣ ART, asking strength; else System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> WK except INTERMEDIATE VUL vs NV
<b>Responses:</b> New suit F1; 2NT asks for singleton
<b>Unusual NT:</b> Lower 2 unbid suits
(1♠)-2♦ = Michaels
<b>Reopening:</b> Jump overcall INTER, 2NT = 19-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
<b>Style:</b> Simple cue = Michaels, wide range;
(1m)-3m NAT; (1M)-3M asks stopper
<b>Responses:</b> (1M)-2M-3♣ = P/C; 3♦ = INV oM; 2NT = INV, ask
(1♠)-2♣ = Natural;
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Multi-Landy [14]
<b>VS PREEMPTS</b>
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]
<b>VS ARTIFICIAL STRONG OPENINGS</b>
DBL = Majors, NT = minors
(1♠)-2♦ = Multi (one major); (1♣)-2M = M + minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit F1 at 1-lvl, jumps = PRE, 2NT = LR
1X-(DBL)-2♦/3♣ = raises

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	Lead	In Partner's Suit		
Suit	3 <sup>rd</sup> even, low odd	After raise, may lead		
NT	4 <sup>th</sup> 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				
<b>LEADS</b>				
Lead	Vs Suit	Vs NT		
Ace	AK, Axx(xx)	AKx(xx)		
King	AKx(x), KQx, Kx(x)	KQT9, AKQT, AKJT		
Queen	QJx(x), Qx	KQx(x)		
Jack	J10(x), KJ10x(x)	QJT, AQJT(x)		
10	109xx, KT9x, QT9x	JTxx(x), A/KJT(xx)		
9	98xx,	T9xx, A/K/QT9(xx)		
Hi-x	xx or xxx	Bad suit		
Lo-x	xxx, xxxx, xxxxx	Normally from an honor		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's lead	Discarding	
suit	1 <sup>st</sup>	STD ATT	STD CT	STD ATT
	2 <sup>nd</sup>	STD S/P	STD S/P	STD S/P
	3 <sup>rd</sup>	STD CT		
NT	1 <sup>st</sup>	STD ATT	STD CT	STD ATT
	2 <sup>nd</sup>	STD S/P	STD S/P	STD S/P
	3 <sup>rd</sup>	STD CT		
<b>Signals (including trump):</b>				
Some STD S/P in trumps				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>				
<b>Style:</b> Near opening w/ support for unbid suits				
<b>Responses:</b> Cue bid F to 2 level				
<b>Reopening:</b> 9 <sup>+</sup> with shortness or 16 <sup>+</sup> any shape				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE-)DBLS</b>				
NEG DBL THRU 4♠; DBLs after 1♣ ART [1]				
1♦-(1♥)-DBL: 4♠; 1♦-(1♠)-DBL: 4 <sup>+</sup> ♥, 2 places to play				
RESP DBL THRU 4♠: Interest in other suits;				
Support DBL & RDBL to 2M				
Stopper-ask DBL (in our auction, opp's raise M to 3-level)				

## WBF Convention Card

**Category: Natural – GREEN**

**NCBO: USBF**

**Event: ROSENBLUM**

**Players: MARTY FLEISHER MICHAEL KAMIL**

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5 card majors (can be 4 opposite PH)

1♣ = clubs or balanced

1♦ usually 5, usually unbalanced

Fairly light opening bids (12+ BAL, lighter unbalanced)

Light preempts favorable

**1NT Opening:** 15-17

**2 over 1 RESP:** FG by UPH

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

#### OPENINGS:

2♦ = light weak 2 bid in a Major [4]

3NT OPENING = Gambling no outside A or K 1<sup>st</sup>/2<sup>nd</sup>, may be stronger 3rd or 4th

#### RESPONSES:

Transfer responses to 1♣ [1]

Transfer responses after 1♣ in competition [2]

#### REBIDS:

After 1♦-1M, opener's rebids 1NT through 2M-1 - TRSFR [3]

1♠-1NT-2♣-2♦ ART [5]

#### COMP:

Good/Bad 2NT

### SPECIAL FORCING PASS SEQUENCES

Pass then pull is stronger than taking initial action

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

#### PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	MARTY FLEISHER	MICHAEL KAMIL	Date	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♥	Longest suit in unbal hand or 2+♣s in BAL hand w/ 11-14 or 18-19 HCP.	Transfer responses [1] STR JS resp exc 1♣-2♦ = wk 2	1♣-1R-1NT = 17+-19 HCP	Transfers on in comp [2]
1♦		4	4♥	4+ card suit, UNBAL hand		Transfer rebids after 1♦-1M [3]	Transfers off in comp BPH Opening may be balanced in weak hand
1♥		5(4)	4♥	5+ card suit, usually no longer suit, 11-22 HCPs Can be 4 card suit in 3 <sup>rd</sup> & 4 <sup>th</sup>	1NT = F1 [7], 2/1 FG 2NT = FG raise, usually BAL SPL raises including 3NT		<b>PH:</b> Two way reverse DRURY FIT [6] P (P) 1♥ (1♠) 2♣ = Drury fit <b>COMP:</b> ART raises/DBL
1♠		5(4)	4♠	See 1♥	See 1♥		See 1♥
1NT			4♠	15-17 (may be very good 14) May have 5 M or 6 m	PUP STAY, JTB, Gerber, Texas 2♠ = ♣s, 3♠ = ♦s; 3♦ = minors 3M = SPL, 3 oM	1NT-2♣-2♦-2M = 4 other M New suit after minor trsfr = SPL	<b>COMP:</b> TRSFR LEB after overcall NEG DBL
2♣	√	0		22+ BAL or 9+ tricks UNBAL	Control resps exc 2♣ shows some 5+ card suit with 2/3 honors, 3M show some suit to AKQ/AKQJ	2♣-2NT-3♣ = BAL 2♣-2♥-3♣ = ♥ 2♣-2♥-3♥ = ♣	
2♦	√	0		Bad weak 2 in a Major	2,3M = P/C, 2N = asking, 3m, 3NT = NAT, 4♣ asks trsfr to suit; 4♦ asks bid suit		
2♥		6		Sound weak 2 6 card suit, 8/9-11/12 HCP	2NT asks hand and suit quality New suit forcing		
2♠		6		depending on Vul, position			
2NT				20-21 BAL, May have 5M, 6m or stiff honor	STAY, JTB, Texas, Gerber, 3♠ => 3N; 1 or both ms;	<b>HIGH LEVEL BIDDING</b>	
						4♣ is Preempt Keycard after most preempts: resps 0, 1 no Q, 1+Q, 2 no Q, 2 + Q --Also after weak 2 (second round after 2♦)	
3x		6		NAT, may be weak Fav	New suit F1 after vul, NF after NV 3M-4♦ ART S/T, subs Q deny ctrl	Key Card Blackwood and Kickback Double keycard when responder has shown 2 suits in response to bal opening Last train when obvious	
3NT	√			Gambling, no side A, K 1 <sup>st</sup> , 2 <sup>nd</sup> To play, 3 <sup>rd</sup> , 4 <sup>th</sup>		5NT usually choice of slam, GSF when obvious 5 level cuebidding denies a control	

**NOTE 1: Responses to 1♣ opening**

1♣ - 1♦ : 4<sup>+</sup> ♥s, can be weak

1♣ - 1♥ : 4<sup>+</sup> ♠s, can be weak

1♣ - 1♠ : No 4-card Major, may have ♦s or 6-9 BAL

1♣ - 1NT: 9-11 HCPs, usually 4<sup>+</sup> ♦s

Opener accepts transfer with 2-3 cards in responder's Major and weak NT values

Opener's 1NT rebid after 1R = 18-19

Opener's 2NT jump rebid after 1R = long ♣s

**NOTE 2: Responses to 1♣ opening in Competition**

1♣ - (DBL) - ?

System on, RDBL is natural

1♣ - (1♦) -?

DBL= 4 or 5 ♥

1♥ = 4 or 5 ♠

1♠ = NT or comp ♣, opener is supposed to bid 1N

1N = Nat

2♣ = 4-4 majors competitive (8-11)

2♦ = 6+ ♥ 8<sup>+</sup> HCP

2♥ = 6+ ♠ 8<sup>+</sup> HCP

2♠ = inv+ ♣

1♣ - (1♥) -?

DBL= 4 or 5 ♠

1♠ = values, not 4+ ♠

1N = Nat

2♣ = ♦s 8<sup>+</sup> HCP

2♦ = Both minors (invitational +)

2♥ = 6+ ♠ 8<sup>+</sup> HCP    2♠ = inv+ ♣

1♣ - (1♠) -?

DBL = normal neg. dbl.

1N = Nat

2♣ = 2/1 ♦

2♦ = 2/1 ♥

2♥ = Both minors (invitational +)

2♠ = inv+ ♣

**NOTE 3: Transfer rebids after 1♦ - 1M (1NT through 2M-1)**

1♦-1M-1NT shows 4<sup>+</sup> ♣s and is intended as forcing

1♦-1M-2♣ shows either 6<sup>+</sup> ♦s or 3451 15-17 (after 1♦-1♠)

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

1♦-1♠-2♥ NAT, full values for reverse

**NOTE 4: MULTI 2♦**

- 2♦ opening bid shows a light weak 2 bid in a Major (our 2M bids are sound)
- 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 NAT, mildly constructive
- 4♣ asks opener to transfer to suit
- 4♦ asks opener to bid suit

**NOTE 5: 1♠-1NT-2♣-2♦ ART, shows one of 4 possible hands:**

- (a) 5 card ♥ suit, reasonable values
- (b) strong (8-10<sup>+</sup> HCP) 2 card ♠ preference
- (c) strong ♣ raise
- (d) good ♦ hand

**NOTE 6: REV Two way DRURY FIT (off in COMP except P-1♥-(1♠)-2♣)**

- 1M-2♣ = 3 card support, approx. 9+ hcp
- 1M-2♦ = 4 card support, approx. 9+ hcp
- P-1♥-2♣-2♦ = ART, some game interest, not strong slam interest (RESP's new suit = SPL)
- P-1♥-2♣-2♥ = Would not accept a limit raise (weakest bid).
  
- P-1♠-2♣-2♦ = ART, some game interest.
- P-1♠-2♣-2♥ = NAT, INV+
- P-1♠-2♣-2♠ = No game interest
  
- P-1M-2♣-3M = F, strong suit, suggests 3NT from responder's side.
- P-1M-2♣-other bids above 2M are S/T. 2NT asks for SPL (usually BAL). Long suit S/T between 2M and 3M. Short suit S/T above 3M.

**NOTE 7: Semi-Forcing 1NT RESP to 1M in 1<sup>st</sup> & 2<sup>nd</sup> positions:**

- NV, could respond with 0 HCP, especially at Favorable Vul or with a fit.
- VUL, the range is more like 5 to a bad 12, but might still be shaded, perhaps with a long suit.

**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♣ = ♣ + another suit
- 2♦ = ♦s + a Major
- 2♥ = Majors
- 2\_ = NAT

**NOTE 9: RUBENSOHL after 1NT-(2M):** Applies if 2M = 1-suited, or if it shows bid M+ unknown 2<sup>nd</sup> 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 3NT to show a stopper in M, or rebid 3M to show shortness in M without 4 of other M.

1NT-(2M)-3♣ = ♠s, INV<sup>+</sup>

1NT-(2M)-3♦ = OM, INV<sup>+</sup>

1NT-(2M)-3OM = ♣s, INV<sup>+</sup>

**NOTE 10: VS. 3♣ Preempts**

**VS. 3♣**

4♣ = Majors (4♦ by responder means choose, but if overcaller bids 4♥ and then responder 4♣ that is s/t, 4N=XKCB, 5M denies control in m).

4♦ = 4M overcall, responder bids 4♥ p/c, 4♠ nat, or 4N slam try

4M = 5M + a 5+ ♦s; 4♠ nat, 4NT slam try

4N = Good 5om bid

**NOTE 11: After our PEN DBL of WK NT:**

(1NT)-DBL-(2♣ NAT)-2♦ = T/O of ♣s (F)

(1NT)-DBL-(2♣ NAT)-P-(P)-2♦ = T/O of ♣s (NF)

(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<sup>+</sup>) usually 4-card M and longer m. Advancer's 2♣ asks for m, 2♦ for M.

Other possible hands are:

19<sup>+</sup> BAL, shown by 2NT rebid

STR Major 1-suiter, shown by 2M over advancer's 2♣ or 3M over advancer's 2♦

( 1-suiter, shown by 2/(2♣ or P over 2♦.

DBL of WK NT = PEN

Vs. BOTH:

2♣ =  $\bar{\quad}$  + ♥. Advancer's 2( asks for longer M (♥ with equal length)

2♦ = 1-suited  $\bar{\quad}$  or ♥. 2M, 3M = P/C; 2NT = G/T in either M

2M = 5M + 4<sup>+</sup>m. 2NT = asking, shows values; 3m = P/C

3M = WK NV, STR VUL

**NOTE 13: OPENING LEADS**

We may lead the 2<sup>nd</sup> highest from 4 small cards, but only to avoid wasting highest spot (might lead 8 from T8xx but never from 98xx)