

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 1 level overcall can be light
Responses: Transfer advances
New suit at 1 or 2 level NF if not transfer,
Jump shift WK if transfer available
Reopening:
INT OVERCALL (2nd/4th live; Responses; Reopening)
2nd Position: 15-18
Responses:
4th Position: 11-15
Responses:
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: WK except INTERMEDIATE VUL vs NV
Responses: 2NT asks
Unusual NT: Lower 2 unbid suits, except minors/1m = 2 ⁺
Reopening: Jump overcall INTER, 2NT = 18-20
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Style: (1M)-2M & (1m)-2♠ Michaels, wide range
(1♠)-2♣ NAT; 1♠(2 ⁺)-2♦ NAT
Responses: (1M)-2M-3♣ = P/C; 3♦ = INV oM; 2NT = INV, ask
Reopening:
Vs. NT (vs. Strong / Weak; Reopening; PH)
Vs WK (+ some 3rd NV): DBL PEN, 2♣ = Majors,
2R=TRFR, 2♣ = good w/minor, 2NT = NAT, 20-22
Vs STR: DBL = 1 suit, 2♣/♦ = NAT + Major (2♦/2♥ P/C)
2♥ = ♥ + ♠; 2♣ NAT, not too good; 2N = ♥ + m, very good
Reopening: Same
Vs PREEMPTS
T/O DBL thru 4♥, LEB after (2M)-DBL-(P): 2NT better m
(2M)-4m = 5 ⁺ 5 ⁺ m + OM NF
(2♥)-3♥ Michaels; (2♠)-3♠ asks stopper
Vs ARTIFICIAL STRONG OPENINGS
Vs STR ♣ & 1♠-1♦: DBL = (♦+♥) or (♣+♠);
1♦/NT = (♥+♠) or (♣+♦); 1NT/2♣ = (♣+♥) or (♦+♠)
Vs STR 2♣: DBL = ♥ + ♠
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-(DBL): Transfers starting with 2♣

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3 rd even, low odd	Same; ATT after raise		
NT	ATT	same		
Subs.	Same, but some ATT			
Other: after trick 1: J denies, 10, 9 may = 0 or 2 higher				
LEADS				
Lead	Vs Suit	Vs NT		
Ace	AKx	AKx		
King	AK, KQx	Asks unblock or ct		
Queen	QJx	KQx(x)		
Jack	J10(x), KJ10(x)	Q from 4 ⁺ cards, top from 3 or fewer		
10	10xx,	J from 4 ⁺ cards, top from 3 or fewer		
9	9xx, AT9x, KT9x, QT9x	T9xx, A/K/QT9(xx)		
Hi-x	xx	xxx, maybe xxxx		
Lo-x	xxx, xxxx, xxxxx	Normally from an honor		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
NT	1 st	S/P	STD CT	U/D ATT
	2 nd	STD CT	S/P	STD CT
	3 rd	STD SP		
	1 st	U/D ATT	Smith	U/D ATT
	2 nd	STD CT	STD CT	STD CT
	3 rd	S/P		
Signals (including trump): SP AT TRICK 1				
SMITH SIGNAL vs NT (but S/P if ATT already clear)				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
Style: Support for unbid suits (might not have ♣s after 1M)				
Responses: Cue F1				
Reopening:				
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS				
NEG DBL THRU 4♠; 1♠-(1♦)-DBL: 4 ⁺ cards each M;				
1m-(1♥)-DBL: 4 ♠; 1m-(1♠)-DBL: 4 ⁺ ♥, 2 places to play				
RESP DBL THRU 4♠: Interest in other suits;				
Support DBL & RDBL to 3M except 1♥-1♠-(any)-DBL &				
1♠-1♦-(1♠)-DBL (shows 4 ♥s)				
Thrupp DBL [4]; 4 th suit DBL; Many low level DBLs T/O				

WBF Convention Card



Category: Natural – GREEN
NCBO: USBF
Event: ROSENBLUM
Players: BOBBY LEVIN STEVE WEINSTEIN

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors 1 st & 2 nd , 1♥-1NT SF, 1♠-1NT F1
Fairly light opening bids
Light preempts
INT Opening: (14 ⁺)15-17
2 over 1 RESP: FG by UPH; 1M-2♣ may be ART
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
FLANNERY 2♦ (4 ⁺ ♠s + 5 ⁺ ♥s, 11-16 HCP)
3NT OPENING = 4m PRE 1 st / 2 nd , gambling 3 rd / 4 th
4♣/4♦ OPENING = STR 4♥/4♠
RESPONSES:
Reverse Flannery Responses to 1m [1]
1M-3♣ FG raise
1M-3♦ = Limit raise
P-1M-2♣/2♦ Drury, 3-fit /4-fit
1M-1NT-2♣-2♦, 1♠-1NT-2♦-2♥ ART [2]
COMP:
Good/Bad 2NT
Transfer advances of overcalls
Transfers after 1M-(DBL), starting with 2♣
Michaels (2♦/1♠) and UNT over opening 1X
SPECIAL FORCING PASS SEQUENCES
Pass then pull is stronger than taking initial action
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
SUIT PREFERENCE SIGNALS AT TRICK 1
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	BOBBY LEVIN	STEVE WEINSTEIN	7/31/11	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♠	Longest suit in unbal hand with 11 ⁺ , or BAL hand w/ 12-14 or 18-19. We open 1♣ with 33 minors, either with 44 minors	1M resp may have longer ♠s 1NT = 6-11, 2NT = 12-15 or 18 ⁺ , 3NT = 16-18 ⁺ ; 3-level JS = SPL Inverted minor raise: 2♣ = Limit raise ⁺ 3♣ = PRE NV, PRE-Mixed vul Reverse Flannery response [1]	1NT rebid may have 4 card M 2-way Checkback over 1NT rebid 4 th suit FG; ART relay/reverse; SPL; 3♣ => 3♠ over 2NT rebid; 3♠ checkback over 2NT rebid	PH: FIT jumps
1♦		3	4♠	See 1♣	See 1♣		
1♥		5(4)	4♠	May be 4 card suit 3 rd & 4 th	1NT = SF; 2/1 NAT, FG (2♣ can be ART) 3♣ = FG raise 3♦ = LR or bad game raise 3♥ = Mixed raise 3♠ = limited or 17 ⁺ SPL in any suit 3NT, 4m = 13-16 SPL (3NT = ♠ SPL) 2♣ = WJS; 2NT = NAT, FG	SPL TRFs after 1M-1NT-2NT	PH: Reverse DRURY FIT FIT jumps except 3♣ NAT COMP: ART raises/DBL, Fit jumps 1 under = mixed raise
1♠		5(4)	4♠	May be 4 card suit 3 rd & 4 th	See 1♥ except: 2♣ = normal raise; 1NT F1	See 1♥; 1♠-1N-2♣-2♦ => 2♥; rebids NAT	
1NT			4♠	15-17 (may be good 14) May have 5 M or 6 m	NF STAY, JTB, Gerber, Texas 2♣ = range ask or ♠s, 2NT = ♠s; 3♣ ask 5-card Mjr; 3♦ both minors, FG 3M = SPL, 444 other 3 suits	1NT-2♣-2♦-3M = 4 bid M, 5 OM 1NT-2♣-2♦-4♦ = 6♥s + 4♠s 1NT-2♣-2♦-4♥ = 6♠s + 4♥s 1NT-2♣-2♦-4♠/4♠s = 4N bid with 4 ⁺ ♠s/♦s	COMP: TRSFR LEB after overcall NEG DBL
2♣	√	0		STR, ART, F 2NT or 3M	2♦ waiting; 2M = NAT, positive 2NT = semi-positive in ♠s 3m = positive in other minor suit 3M = weak 2 in other Major	2♣-2♦-2♥ = Kokish, forces 2♠ 2♣-2♦-2♠-3♣ = 2 nd negative 2♣-2♦-3M = 4-card M, primary ♦s	
2♦		0		5 ⁺ ♥, 4 ⁺ ♠, 11-16 HCP Can be 5-6 Can have 6♥s with minimum	2NT asks; 2M, 3♣ = to play; 3M INV; 3♦ invites in a major by PH, INV ♦s UPH 4m = S/T corresponding M, short oM		
2♥		6(5)		Usually 6 cards VUL	New suit F1 2NT inquiry [3]		
2♠		6(5)		See 2♥	See 2♥		
2NT				20-21 BAL, May have 5M	PUP STAY, JTB, Texas, Gerber, 3♠ => 3N, to play or start minor slam try; 3N = minors, NF	HIGH LEVEL BIDDING	
3x		6		NAT, may be weak Fav	New suit F1	RKCB - 1430 Some DBL KC Exclusion KC (3014 unless EKC bid was 4NT) GSF	
3NT	√			1 st & 2 nd , 4m PRE 3 rd & 4 th : Gambling	4♣ = P/C	SPL	
4m				Sound 4M			

NOTE 1: Reverse Flannery responses to 1m opening

1♣ - 2♦ = 5⁺ ♠s + 4⁺ ♥s, 4-8 HCP

1♣ - 2♥ = 5 ♠s + 4⁺ ♥s, 9-11 HCP

1♣ - 2♠ = 6 ♠s + 4 ♥s, 9-11 HCP

1♦-2♥ = 5⁺ ♠s + 4⁺ ♥s, 4-8 HCP

1♦-2♠ = 5⁺ ♠s + 4⁺ ♥s, 9-11 HCP

NOTE 2: 1M-1NT-2♣-2♦; 1♠-1NT-2♦-2♥ ART

1♥-1NT-2♣-2♦ Relay to 2♥; bad with hearts or some invitation (ART follow-ups)

1♠-1NT-2♣-2♦ Transfer to 2♥; subsequent bids NAT, constructive

1♠-1NT-2♦-2♥ Relay to 2♠; bad with spades or some invitation (ART follow-ups)

NOTE 3: 2NT Inquiry after Weak 2M opening

Non Vul: 2NT asks opener to show a feature with a reasonable hand

Vul: 2NT asks for description of hand in steps:

3♣ = Good hand, Good suit or Bad hand Bad suit; 3♦ asks:

3M = Bad, Bad

3 other M = Good Good with unspecified SPL; step asks

3NT = Good Good with no shortness

4M = 7 card M, no outside A or K

3♦ = Bad suit, good hand; 3 other M asks shape

3M = Good suit, bad hand (3♠ asks shape)

3 other M = decent 6-4 hand

3NT = AKJxxx or better

4M = 7 card suit, freak

NOTE 3: "THRUMP" DBL

In auctions where there is no room below 3NT (for example after a 3♠ overcall), DBL says "bid 3NT with a stopper." Auctions where this applies include:

Good/Bad 2NT auctions where opponents bid at the 3 level

Following a T/O DBL, when partner has made a free bid and the opponents bid at the 3-level

1m-(1M)-2m/om-(3M)-DBL

1m-(1M)-DBL-(3M)-DBL

1m-(1M)-any-(2M)-3m-(3M)-DBL