



WBF Convention Card

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:	
1NT OVERCALL (2 nd /4 th live; Responses; Reopening)	
2 nd Position: 15-18	
Responses:	
4 th 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 \diamond Michaels, wide range	
(1 \clubsuit)-2 \clubsuit NAT; 1 \diamond (2 ⁺)-2 \diamond NAT	
Responses: (1M)-2M-3 \clubsuit = P/C; 3 \diamond = INV oM; 2NT = INV, ask	
Reopening:	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs WK (+ some 3 rd NV): DBL PEN, 2 \clubsuit = Majors, 2R=TRSF, 2 \clubsuit = good w/minor, 2NT = NAT, 20-22	
Vs STR: DBL = 1 suit, 2 \clubsuit / \diamond = NAT + Major (2 \diamond /2 \heartsuit P/C) 2 \heartsuit = \heartsuit + \clubsuit ; 2 \clubsuit NAT, not too good; 2N = \heartsuit + m, very good	
Reopening: Same	
VS PREEMPTS	
T/O DBL thru 4 \heartsuit , LEB after (2M)-DBL-(P): 2NT better m (2M)-4m = 5 ⁺ 5 ⁺ m + OM NF	
(2 \heartsuit)-3 \heartsuit Michaels; (2 \clubsuit)-3 \clubsuit asks stopper	
VS ARTIFICIAL STRONG OPENINGS	
Vs STR \clubsuit & 1 \clubsuit -1 \diamond : DBL = (\diamond + \heartsuit) or (\clubsuit + \spadesuit); 1 \diamond /NT = (\heartsuit + \spadesuit) or (\clubsuit + \diamond); 1NT/2 \clubsuit = (\clubsuit + \heartsuit) or (\diamond + \spadesuit)	
Vs STR 2 \clubsuit : DBL = \heartsuit + \clubsuit	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1M-(DBL): Transfers starting with 2 \clubsuit	

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
♠	1 st	S/P	STD CT
	2 nd	STD CT	S/P
	3 rd	STD SP	
♥	1 st	U/D ATT	Smith
	2 nd	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 \clubsuit s after 1M)			
Responses: Cue Fl			
Reopening:			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS			
NEG DBL THRU 4 \spadesuit ; 1 \clubsuit -(1 \diamond)-DBL: 4 ⁺ cards each M;			
1m-(1 \heartsuit)-DBL: 4 \spadesuit ; 1m-(1 \spadesuit)-DBL: 4 ⁺ \heartsuit , 2 places to play			
RESP DBL THRU 4 \spadesuit : Interest in other suits;			
Support DBL & RDBL to 3M except 1 \heartsuit -1 \spadesuit -(any)-DBL & 1 \clubsuit -1 \diamond -(1 \spadesuit)-DBL (shows 4 \heartsuit s)			
Thrupm DBL [4]; 4 th suit DBL; Many low level DBLs T/O			

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

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card Majors 1 st & 2 nd , 1 \heartsuit -1NT SF, 1 \spadesuit -1NT FI	
Fairly light opening bids	
Light preempts	
1NT Opening: (14 ⁺)15-17	
2 over 1 RESP: FG by UPH; 1M-2 \clubsuit may be ART	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
OPENINGS:	
FLANNERY 2 \diamond (4 ⁺ \spadesuit s + 5 ⁺ \heartsuit s, 11-16 HCP)	
3NT OPENING = 4m PRE 1 st / 2 nd , gambling 3 rd / 4 th	
4 \clubsuit /4 \diamond OPENING = STR 4 \heartsuit /4 \spadesuit	
RESPONSES:	
Reverse Flannery Responses to 1m [1]	
1M-3 \clubsuit FG raise	
1M-3 \diamond = Limit raise	
P-1M-2 \clubsuit /2 \diamond Drury, 3-fit/4-fit	
1M-1NT-2 \clubsuit -2 \diamond , 1 \spadesuit -1NT-2 \diamond -2 \heartsuit ART [2]	
COMP:	
Good/Bad 2NT	
Transfer advances of overcalls	
Transfers after 1M-(DBL), starting with 2 \clubsuit	
Michaels (2 \diamond /1 \clubsuit) 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 WEINSTEINT	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 INT = 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	INT = SF; 2/1 NAT, FG (2♣ can be ART) 2N = 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			