

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually 5-card suit.
New suit F1 at 1-level, NF at 2-level
Jump cuebid = mixed raise (~7-9 HCP, 4-card support)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in direct seat; 11-15 in balancing. Systems on
(1x) P (1y) 1NT = NAT
Direct 1NT O/C by PH = unusual for lowest two unbid suits
Balancing 1NT O/C by PH = natural, ~10-11 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls preemptive. Sounder VUL than NV
Unusual 2NT = lowest two unbid suits
Reopen: Jumps intermediate. 2NT strong.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = both majors; (1M) 2M = other major + unknown minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs. strong: 2♣ = clubs + major; 2♦ = diamonds + major; 2M = NAT
X = one minor or both majors; 2NT = both minors
Vs. weak: X = PEN; 2♣ = both majors; 2♦ = hearts; 2♥ = spades
2♠ = 4 spades, longer minor; 2NT = 4 hearts, longer minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2♦) 3♦ = both majors; 4♣ = clubs and hearts; 4♦ = clubs and spades
(2M) 3M = stopper ask; 4m = that minor + unbid major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. strong 1♣: X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (X): transfers starting from 1NT. Major raise structure on
1m (X): 2NT = weak raise, 3m = limit raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Coded 9s and 10s, 4 th best	High from xxx if raised	
NT	Coded 9s and 10s, 4 th best		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AK, ask CT/UB	
King	AK, KQ, Kx	AK or KQ, ask ATT	
Queen	QJ, Qx	QJ or KQ109	
Jack	J10, Jx	J10, Jx	
10	KJ10, QJ10, 109, 10x	KJ10, 109, 10x	
9	K109, Q109, 9x	K109, Q109, 9x(x)	
Hi-X	Xx	Xx, XXx, XXxx, XXxxx	
Lo-X	xxX, xxxX, xxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	CT	SP	SP
3	SP		CT
1	ATT	CT	ATT
NT 2	CT	SP	SP
3	SP		CT
Signals (including Trumps):			
Upside-down CT and ATT, standard SP. Suit preference at trick one if you are known to hold length in the suit.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
After (1x) X (1y): 2x = unbid major/lower suit, 2y = unbid minor/higher suit			
Jumping is weaker than cuebidding			
Lebensohl 2NT over weak twos unless doubler is a PH			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X thru 4♦. Responsive X thru 4♦.			
Maximal (game-try) double only when opps are one step below our suit.			
Support X/XX thru 2M			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Michael LEVINE and Eddie WOLD
EVENT: 2017 D'Orsi Senior Bowl
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 FG
5-card majors; could be 4 in third or fourth seat
1m = 3+
1NT = (14)15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening = weak with long, non-solid clubs or diamonds
4♣ opening = 4♥ opening with good defense
4♦ opening = 4♠ opening with good defense
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦		2♣ = FG, 2♦ = lim, 2♥ = 5♠, 4+♥, WK; 2NT = INV 2♠ = WK raise OR 15+ SPL; 3♣ = mixed		1m (1NT): 2♣ = STAY, 2R = xfer
1♦		3	4♦		2♦ = FG, 2♥ = 5♠, 4+♥, WK; 2♠ = lim, 2NT = INV 3♣ = WK raise OR 15+ SPL; 3♦ = mixed		
1♥		5	4♦		1NT = SF; 2NT = GF raise; 3NT = good 4M bid 1♥-2♠/1♠-3♣ = limit raise or 12+ void SPL		P-1M-?: 2♣ = 3+ limit raise 2♦ = constructive raise
1♠		5	4♦		1♥-3♠/1♠-3♦ = 13+ SPL; 1♥-3♦/1♠-3♥ = mixed		2M = WK raise
INT			3♠	(14)15-17, 5cM, 6cm allowed May have singleton honor	2♣ = STAY; 2R = xfer; 2♠ = range ask or clubs 2NT = diamonds; 3♣ = Puppet; 4R = Texas xfer		1NT (2M): xfer LEB
2♣	X			22+ BAL or near FG+ UNBAL	2♦ = semi-positive; 2♥ = double negative 2NT = positive, 5+ hearts	2♣-2♦-3M = 4 of the major, 5+ diamonds	2♣ (any): P = values, X = WK
2♦		(5)6		WK, usually 6, sounder VUL	2M = NAT, NF 2NT = ART inquiry	2♦-2NT: 3♣ = good hand, now 3♦ asks short 3♦ = bad hand; 3M = 4 of the other major	2♦ (X): xfers starting from 2NT
2♥		(5)6		WK, usually 6, sounder VUL	2♠/3m = NAT, NF 2NT = ART inquiry	2♥-2NT: 3♣ = good hand, no 4-card side suit 3♦ = 4 spades; 3♥ = bad hand; 3♠ = some 4 m	2♥ (X): xfers starting from 2NT
2♠		(5)6		WK, usually 6, sounder VUL	3m = NAT NF, 3♥ = NAT, F1 2NT = ART inquiry	2♠-2NT: 3♣ = good hand, no 4-card side suit 3♦ = 4 hearts; 3♥ = some 4 m; 3♠ = bad hand	2♠ (X): xfers starting from 2NT
2NT			3♠	(19)20-21, 5cM, 6cm allowed May have singleton honor	3♣ = STAY; 3R = xfer; 3♠ = force 3NT 4R = Texas xfer		
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT	X			PRE in either minor in 1/2/3 To play in 4 th seat	4♣/5♠ = pass/correct		
4♣	X			7+ hearts, PRE, good defense	4♦ = slam interest		
4♦	X			7+ spades, PRE, good defense	4♥ = slam interest		
4♥		7		PRE, less defense than 4♣			
4♠		7		PRE, less defense than 4♦			
4NT							
5♣		7		PRE		HIGH LEVEL BIDDING	
5♦		7		PRE		Keycard responses are 1430. For majors, 4NT is usually KC.	
5♥						For minors, 4♦ is usually KC and 4♣ a generic slam try.	
5♠						4♣ over 2♦, 2M, 3♦, or 3M is KC with responses 0, 1 w/o, 1 w/, 2 w/o, 2 w/	
						3♣ - 4♦ = KC with same responses	
						When a major is agreed, 3NT is often a mild slam-try. Cuebidding at the 4-level is stronger.	