

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: O/C can be light, especially NV opposite PH
Responses: Transfer advances
New suit at 1 or 2 level NF if not transfer,
Jump shift WK if transfer available
After 1M opening or overcall, 2NT = usually 4-card raise in comp
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15-18
Responses: System on; Transfer to opener's major = light INV oM
Reopening: 10-15
Responses: 2♣ Range Stayman + transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: WK except INTERMEDIATE VUL vs. NV OR 3M after Precision 1♦ (P) INT
Responses: 2NT asks
Unusual NT: minors/1♦(short), lower 2 unbid otherwise
Reopening: Jump overcall INTER, 2NT = 18-20
DIRECT & JUMP CUE BIDS (Style; Response; 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: Michaels
VS. NT (vs. Strong/Weak; Reopening:PH)
Vs WK(+ 3rd seat): DBL PEN, 2♣ = majors, 2♦ = 1 major, 2M = M + minor, 2NT = strong 2 suiter, 3NT = minors
Vs STR: DBL = 4 cd M + longer m OR strong hand, 2♣ = majors, 2♦ = 1 major, 2M = Mm, 2NT = good 2 suiter, 3NT = minors
Reopening vs STR or PH vs any: Modified DONT (DBL = 1-suiter; 2♣ = ♣ + M, 2♦ = ♦ + M, 2♥ = majors)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles: Takeout thru 4♣, LEB after (2M)-DBL-(P); 2NT better m (2M or 3♣) 4m OR (3M) P (3NT) 4m = 5 ⁺ m + OM NF (2M) 3M = asks for stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs STR 1♣: DBL = 5/4 majors, 1NT = minors, 2♦ = 5 ⁺ majors, 2NT = more minors
Vs (STR 1♣) P (1♦): DBL = majors, NT = minors
Vs STR 2♣: DBL = majors, 2NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (DBL): Transfers starting with 2♣; 3M-1 = mixed raise
1m (DBL): jump in om = LIM ⁺ raise; 2NT = WK raise; 2♥ = WK, majors

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	Same, ATT after raise	
NT	ATT	same	
Subseq	Same, but some ATT		
Other: after trick 1: USUALLY J denies, 10, 9 = 0 or 2 higher			
[EXC: vs NT, lead through declarer when dummy has no honors]			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) ATT (Hi = ENC)	AKx(+) ATT (Hi = ENC)	
King	AK, KQ(+) S/P or CT	Asks unblock or CT	
Queen	QJ(+)	KQx(+), QJ(x)	
Jack	J10(+), KJ10xx(xx)	Q from 4 ⁺ cards, top from 3 or fewer	
10	109(+), KJ10(x)(xx), K109xx(xx)	J from 4 ⁺ cards, top from 3 or fewer	
9	Q109(x)(xx), K109(x)(xx)	109xx(+), (A/K/Q)109x(x)	
Hi-X	Sx, could be Sxxx(+)	Sxx, SSxx(+)	
Lo-X	xxS, xxSx, xxxxS	Normally from an honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	S/P	Hi = Even	Lo = ENC
Suit 2	Hi = ENC (Ace)	S/P	Hi = Even
3	Hi = Even		
1	Lo = ENC (honor)	Hi = ENC led suit	Lo = ENC
NT 2	Hi = Even	Hi = Even	Hi = Even
3	S/P	S/P	
Signals (including Trumps): S/P AT TRICK 1			
Smith [Hi-Lo = ENC led suit] vs NT [S/P if ATT already clear]			
Trump S/P [opening leader can hi-lo for ruff]			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Support for unbid suits (usually)			
Responses: Cue F1			
Reopening: Same			
SPECIAL, ARTIFICIAL, & COMPETITIVE (RE-)DBLS			
NEG DBL THRU 4♣; 1♣-(1♦)-DBL: 4 ⁺ each M			
1m-(1♥)-DBL: 4♣; 1m-(1♠)-DBL: 4 ⁺ ♥			
RESP DBL THRU 4♣: Interest in other suits (higher DBLs values)			
Support DBL & RDBL to 3M except 1♥-1♠-(any)-DBL & 1♣-1♦-(1♠)-DBL (shows 4♥s)			
Thrupm DBL [4]; 4 th suit DBL; Many low-level DBLs T/O			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Bobby LEVIN Steve WEINSTEIN
EVENT: 2019 Bermuda Bowl
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5- card Majors 1 st & 2 nd , 1♥ - 1NT SF, 1♠-1NT 95% F
Fairly light opening bids
INT Opening: 14 ⁺ -17
2 over 1 RESP: FG by UPH; 1M - 2♣ 2 ⁺ GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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♠ 1 st / 2 nd , NAT 3 rd
RESPONSES:
Reverse Flannery Responses to 1m [1]
1♥-3♣ / 1♠ - 3♦ = LIM or bad FG raise
1M-1NT-2♣-2♦, 1♠-1NT-2m-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
Many FP when V vs. NV at 5-level after both made CONST bids
NV vs. V we are never in a force unless obvious
IMPORTANT NOTES
SUIT PREFERENCE SIGNALS AT TRICK 1
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	Longest suit in unBAL hand w/ 11 ⁺ 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 ⁺ , can have majors 3NT = 16-18 ⁺ , 3-level JS = SPL Inverted minor raise: 2♣ = LIM ⁺ 3♣ = Mixed (can be light NV) Reverse Flannery [1]	1NT rebid may have 4-card Majors 2-way CB over 1NT rebid 3♣ => 3♦; 3♦ CB over 1m – 1M – 2NT TRF over 1♣ - 1♦ - 2NT 4SFG; ART relay/reverse; SPL;	PH: Reverse Flan[1]; Fit Jumps COMP: Jump in om forces 3NT Reverse Flan[1] ON over 1♣ (1♦)
1♦		3	4♣	See 1♣; May have longer ♣ if unBAL	See 1♣	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 xx) 2♥ = CONST; 2♠ = 5-10, 6 ⁺ ♠; 2NT = FG raise 3♣ = LIM or bad FG raise; 3♦ = inv NAT 3♥ = Mixed raise; 3♠ = 9 ⁺ -12 SPL in any suit 3NT, 4m = 13-16 SPL (3NT = ♠ SPL)	SPL TRF after 1M – 1NT – 2NT 1M – 1NT – 2♣- 2♦ ART => 2♥ [2]	PH: Reverse 2-way DRURY 2♥ = raise; 2♠ = 9-11 SPL any 3m NAT (2NT = ♣/♦); Fit Jumps COMP: TRF over Dbl; Fit Jumps 1 under JS = mixed raise
1♠		5(4)	4♣	May be 4-card suit 3 rd & 4 th	1NT = 95% F; 2♠ = CONST; 2NT = FG raise 3♣ / 3♥ = inv NAT; 3♦ = LIM or bad FG raise 3♠ = Mixed raise; 3NT = 9 ⁺ -12 SPL in any suit 4♣ / 4♦ / 4♥ = 13-16 SPL	See 1♥; 1♠ - 1NT – 2m - 2♥ ART => 2♠ [2]	See 1♥ except: 2♠ = raise 2NT = 9-11 SPL in any suit
INT			4♣	14 ⁺ - 17 May have 5 M or 6 m	NF STAY, TRF, Gerber, Texas 2♠ = range ask or ♣s, 3♠ = ♦s 2NT = PUP STAY; 3♦ 5 ⁺ -4 minors, FG 3M = SPL, 444 other 3 suits	1NT-2♣-2♦-3M = 4M, 5OM (Smolen) 1NT-2♣-2♦-4♦ = 6♥ + 4♣ 1NT-2♣-2♦-4♥ = 6♠ + 4♥ 1NT-2♣-2♦-4♠/4♠s = 4NT bid with 4 ⁺ ♣s/♦s	COMP: TRF LEB after O/C NEG DBL
2♣	√	0		STR, ART, F to 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 NEG 2♣-2♦-3M = 4-card M, primary ♦s	2♣ (overcall) Dbl = T/O
2♦	√	0		5 ⁺ ♥, 4 ⁺ ♠, 11-16 HCP Can have 6♥s or 5-6	2NT asks; 2M, 3♣ = to play; 3M Mixed; 3♦ invites in a major by PH, INV ♦s by UPH 4m = S/T corresponding M, short oM	Over 2NT inquiry: 3m = shortness; 3♥ = MIN 4522; 3♠ = MAX 4522; 4m = void	2♦ - 2NT = NF INV
2♥		6(5)		Usually 6 cards VUL	New suit F1 VUL, 4♣ KC (0/1/1+Q/2/2+Q) 2NT INQ [3]		
2♠		6(5)		See 2♥	See 2♥ except 3♥ forcing any vul		
2NT				20-21 BAL, May have 5M or 6m	PUP STAY, TRF, Texas, Gerber 3♠ => 3NT, to play or start minor S/T 3NT = minors, NF	HIGH LEVEL BIDDING RKCB – 1430; Kickback; Redwood Some DBL KC	
3x		6		NAT, may be weak NV vs. V	New suit F1 except 3♣ - 3♠	Exclusion KC (03/14/2/2+Q) 5NT usually Pick-A-Slam, can be grand tries on some auctions	
3NT	√			1 st & 2 nd : 4m PRE 3 rd & 4 th : Gambling	4/5♣ = P/C, 4♦ = RKC	Cue Bids (1 st or 2 nd round control up the line) and Last Train Pass then pull in FP, when we have a fit (or jumped), is stronger	
4m	√			1 st & 2 nd : Sound 4M; 3 rd & 4 th : NAT		If puller bids new suit OR rebids his suit and trump not set, this is choice of games	

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

- 1♥ -1NT-2♣-2♦ Relay to 2♥; bad with hearts or some invitation (ART followups)
 - 1♠-1NT-2♣-2♦ Transfer to 2♥; subsequent bids NAT, constructive
 - 1♠-1NT-2m -2♥ Relay to 2♠; bad with spades or some invitation (ART followups)
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NOTE 3: 2NT Inquiry after Weak 2M opening

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 4: “THRUMP” DBL

Over 3M, DBL often means “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