

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
LD is important. OBAR bids Wide Range. New suit NF
Preemptive Jump Raise if Mixed available
Jump Q = Mixed Raise. 2N is 4-card limit/1M if RHO acted
Fit Jump by PH. Resp. or Snapdragon DBL = No guarantees
XFER over Dbl. of 1-level overcall from 1N to 2x-1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, 2 nd /4 th LIVE. SOUND. System-On.
Re-opening 10-16, now 2♣ = INQUIRY
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak NV. INT VUL or after NF Response.
2N = 2-lower unbid
Reopen: INTERmediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE 5(+)-5(+). 2N = GT. After 2M, 3♦ = GT in oM
(1M)3M asks stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = PEN. 2♣ = LANDY AGGRESSIVE THEN 2♦ ADVANCE
ASKS LONGER. 2♦ = ♦ + M. 2M = NAT
BAL DBL SNT = ♣ + M OR OTHER 1-SUITER (BETTER IF M)
Vs. 2N, same in Direct, Bal. DBL= PEN
Vs. 3N, 4♣/♦ = Majors, better, ♥/♠
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
BETTER MINOR LEB AFTER DIRECT SEAT T/O DBL
LEAPING MICHAELS. 3M CUE ASKS STOPPER
TFRS AFTER 2N. JUMP CUE TO 4M = STRONG MINORS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = MAJORS, NT = Minors
1N and 2N usually "Cuebid"
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1m: JS in om = LR(+). 2N = PRE raise, 3m = Mixed Raise
Over 1M: XFER from 1N to 2M-1. Xfer can be for lead with fit
2N = LR. 3M-1 = MR. 3M = PRE. 4m = FIT. Other JS = PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best from honor, MUD	If raised, high from xxx(x)	
NT	4 th best from honor	xxS unless raised	
Subseq	Attitude	Same	
Other: Some non-systemic attitude possible vs. NT			
After trick one, K asks count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	KQ(x) or if A from Ax	Asks Unblock/Count	
Queen	QJ(x)	KQ (no unblock), QJ, QJx	
Jack	J10(x), KJ10(x)	QJxx(x), J10, J10x, KJ10	
10	109(x), 10x, H109x	J10xx(x), HJ10x(x), 109(x)	
9	9x, H98x	109xx(x), H109x(x)	
Hi-X	Sx, xSx(x)	Sx, Sxx, SSxx(x)	
Lo-X	HxS, HxxS(x)	HxS, HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI = ENC	HI = EVEN	HI = ENC
Suit 2	HI = EVEN	SP	HI = EVEN
3	SP (sing. In dummy)	Informative	SP
1	HI = ENC	HI = EVEN (if need)	HI = ENC
NT 2	HI = EVEN	SMITH (Trick 2 only)	HI = EVEN
3	SP	SP	SP
Signals (including Trumps):			
Trump SP. SP vs. suits when no more tricks can be cashed or set up			
Remainder Count – H/L = EVEN. On A lead. vs. NT, high asks cash K			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound. DBL of Preempt then new suit can be light. OBAR DBL = 8+HCP			
SCRAMBLE 2N (3♥ over 2♠ instead is Game Try)			
Cue by doubler after 1M advance denies 4-card support			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
2-way doubles after: 1y(Dbl)-Rdbl; or: we double 2-suited bid (known fit)			
(2♥)P-(3♥)P, (P)X. SUPP DBL MAX AND MAX-EXT			
ANTI-LEAD, ACTION, STOLEN BID, SPL DBL (lower unbid)			
LIGHTNER, BLIND SLAM. DBL OF 3N = LEAD MY SUIT			
DBL OF 3N = DON'T LEAD YOUR PREEMPT SUIT			

W B F CONVENTION CARD
CATEGORY: Green:
NCBO: USA
PLAYERS: Debbie Rosenberg- Michael Rosenberg
EVENT Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-CARD MAJORS (F INT). SOUND OPENING 1-BIDS
MAY PASS BAL. 12 HCP VUL.
RESPOND VERY LIGHT
Most JUMP 3 New Suit RESP. INV. Even over overcall
FREQUENT USE OF NON-PENALTY DBL. IN COMP
2/1 FG.
1N = 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-1♦ CAN BE 3-CARD ♦
1♣-2♦ = 5(+)-CARD ♠ + 4(+)-CARD ♥, 5-9 HCP
OBAR BIDS 8+ HCP AFTER 1M-2M
MIXED RAISES
1m-2♥ = BAL. INV.
1m-2♠ = INV. RAISE TO 3m
1m(1N)-2♣ = Both majors
(1♣-1♦ or 1m-1N) 2em = Both majors (2♦ = 5-5)
1♥-2♠ = 6(+)-card ♠, < INV.
1 st seat FAV 3any can be very light
SPECIAL FORCING PASS SEQUENCES
Double of 1N opening is forcing thru 2♥
IMPORTANT NOTES
2/1 in Comp can be light. PEN PASS of RDBL RARE
Split 2 nd high under declarer, unless dummy has higher honor
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5♦	CAN PASS BAL 12 HCP VUL	2♦ = Rev. Flan. 2♥ = Bal. Inv. 2♠ = LR 2♣ = GF WALSH. 3♣ = Mixed. 1♦ can be 3-card	Bypass Major(s) with 1N rebid	Raise to 2m INV FSJ except 2♦
1♦		3	5♣	Only 3-card if 4-4-3-2	Same as over 1♣. 3♣ = INV.	Bypass ♠ with 1N rebid	
1♥		5	5♦	Sound. Can be 4 NV in 3 rd /4 th	1N = F. 2m FG. 2♥ CONSTR. 2♠ = 6-card < INV 2N = GF Raise. 3♣ = INV. 3♦ = LR. 3M = MR 3♥ = INV/1♠. 2-tier SPL	1♥-1♠, 2red-2♠ = ART FG. FSFG	3♣ by PH INV. FSJ REV DRURY WIDE RANGE
1♠		5	5♦	Same as 1♥			
INT			4♦	15-17 5M POSS	4-SUIT JTB except 2♠ also Range Ask. Texas 2N = PUP STAY. 3♦ = 5-5 M's FG 3M = SPL		
2♣	ART			STRONG	2♦ = Waiting. 2N = Semi-Pos in ♣	MOD. KOKISH Cheapest 3 DBL NEG poss 3M Rebid is 4M + 5(+) ♦	
2♦		6		WEAK TWO, 4M POSS Sound Vul	2N = Inquiry, 2M = F, 3any = NF/INV		Often open 1 in 3rd
2♥				WEAK TWO, Sound vul 4-card ♠ POSS	2N = Inquiry, 2♠ = F, 3any = NF/INV		Often open 1 in 3rd
2♠		6		WEAK TWO, Sound Vul 4-card ♥ POSS	2N = Inquiry, 3m = NF		Often open 1 in 3rd
2NT			4♦	20-22 MINUS	STAY, JTB, 3♠ PUP 3N, 3N = MST both m's 4♦ = 5-5 M's, 4♥ = ST in ♠		
3♣		7(6)		Sound Vul. 1 st NV vs. V 'joke'	3♦ PUP – various. 4♦ = PKC		
3♦		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
3♥		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
3♠		7(6)		Sound Vul. 1 st NV vs. V 'joke'	4♣ = PKC		
3NT				Solid minor. No A or K 1 st -3 rd	4♣ = P/C, 4♦ asks SPL		
4♣		7		Vul, 7-4 or 8-card	4♦ = PKC, 4N = NAT		
4♦		7		Vul 7-4 or 8-card	5♣ = PKC, 4N = NAT		
4♥		7		Sound, not too good	4♠ = NAT, 4N = KC, 5m = Asking bid		
4♠		7		Sound, not too good	4N = KC, 5any = Asking bid		
4NT	ART			Blackwood			
5♣		8				HIGH LEVEL BIDDING	
5♦		8				SPLINTER BIDS. LAST TRAIN ST. JUMP TO 4N OFTEN QUANT.	
5♥		8				RKCB 1430 (4N, not 2♣). OTHER KC 0314. EXCLUSION KC PREEMPT KC	
5♠		8				REDWOOD IF A JUMP. KICKBACK AFTER NT OPENINGS	
						MINORWOOD. GERBER. ROMAN DOPI, DEPO	
						RELAY FOR SPL UP THE LINE	
						NON-SERIOUS 3N	