

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: 1 level overcall can be light	
Responses: Jump raise PRE, Jump Q = mixed raise, New suit at 1 or 2 level NF, Jump shift F	
Reopening:	
INT OVERCALL (2 nd /4 th live; Responses; Reopening)	
2 nd Position: 15-18	
Responses: As over INT OPENING	
4 th Position: 11-14/minor; 13-16/Major	
Responses: Stayman, Transfers	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: (1♣)-2♦=Michaels; (1♦)-3♣= 5 ♠s + 5 ⁺ ♣s NF (1M)-3♣ = oM + ♦s; others NAT, Weak	
Responses: [6]	
Unusual NT: Lower 2 unbid suits	
Reopening: Jump overcall INTER, 2NT = 19-20	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: (1♣)-2♣ = (54) Majors; 1m-2♦ = Michaels [6] (1♦)-3♦ = 5 spades, 5 ⁺ clubs, FG; (1M)-2M = oM + ♣s [6]	
Responses: 2N ART, usually game try [6]	
Reopening: (1X)-P-(1Y): 2X, 2Y NAT	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs WK (UPH): DBL = PEN; vs STR: DBL ♣ + M	
Vs All: 2♣ = Majors (2♦ advance asks better Major) 2♦ = ♦ + Major (2♥ advance Pass/correct) 2M = NAT	
(INT weak)-P-(ART BID)-DBL = good hand	
Vs PREEMPTS	
T/O DBL thru 4♥, LEB after (2M)-DBL-(P) DBLer UPH [7] (2M)-4m = 5 ⁺ 5 ⁺ m + OM, forcing; (2M)-3M asks stopper Vs 3-level PREs [8]	
VS ARTIFICIAL STRONG OPENINGS	
DBL = minors, NT = Majors; (1♣)-2NT minors, more shape	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1M-(DBL): 3♦ = Mixed raise; 3M = PRE 2NT = limit raise	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3 rd even, low odd	same		
NT	4 th , 2 nd from bad suit	3 rd		
Subs.	ATT			
LEADS				
Lead	Vs Suit	Vs NT		
Ace*	AKx	Same		
King	AK, KQx	KQx(x)		
Queen	QJx	QJ(x), KQTx		
Jack	J10(x), AJT(x), KJ10(x)	JTx, AJT(x), KJ10(x)		
10	10x(x), A/K/QT9x	T9xx, A/K/QT9x		
9	9xx,	9xx, A/K/Q/J98(x)		
Hi-x	xx	xxx, maybe xxxx		
Lo-x	xxx, xxxx, xxxxx	Normally from an honor		
*K from AKx in partner's suit, at 5 ⁺ -level, after 4-lvl PRE				
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
suit	1 st	Hi = ENCRG	Hi = E	STD ATT
	2 nd	Hi = E	S/P	STD CT
	3 rd			
NT	1 st	Hi = ENCRG	Smith	STD ATT
	2 nd	Hi = E	STD CT	STD CT
	3 rd	S/P		
Signals (including trump): Smith vs NT Trump S/P				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
Style: Support for unbid suits, usually 12 ⁺ HCP DIR				
Responses: Cue F until a suit has been bid & raised Equal level conversion.				
Reopening: Not so strong				
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS				
NEG DBL thru 4♥				
RESP DBL thru 4♥, including (1X)-1Y-(INT)-DBL				
Maximal Overcall DBL to 3M (when we have 8 card fit) Support DBL & RDBL to 2M (not after (INT))				
Many low level DBLs T/O				
Snapdragon DBL				
DBL of SPL [5]				

WBF Convention Card



Category: Natural – GREEN
NCBO: USBF
Event: BERMUDA BOWL
Players: GEORGE JACOBS RALPH KATZ
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors 1 st & 2 nd , 1M-1NT F1
Fairly light opening bids and responses
INT Opening: 15-17
2 over 1 RESP: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
3NT 1 st and 2 nd positions: Solid minor, no side A or K
RESPONSES:
1♣-2♦ = Weak Jump Shift in ♥ or ♠
1♣, ♦-2♥ = Limit Raise
1♥-2♠ = 5 ⁺ -5 ⁺ in ♣s and ♦s, INV
1♥, ♠-3♦ = Limit raise
P-1M-2♣ Drury, fit [2]
1♥, ♠-1NT-2♣ = NAT OR 16 ⁺ [1]
COMP:
Transfers after 1m-(overcall) [3]
1♣-(1NT)-2♣ and 1♦-(1NT)-2♦ = Major suit T/O
1♥, ♠-(1NT)-2♣, ♦ = that minor and other Major
SPECIAL FORCING PASS SEQUENCES
Pass then pull is weaker than taking initial action
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG/DBL THRU	GEORGE JACOBS	RALPH KATZ	8/9/07	
				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 minor with 44	1M resp may have longer ♠s 1NT = 6-10, 2NT = 12-14, 3NT = 15-17 2♦ = multi, weak JS in a Major Inverted minor raise: 2♣ = FG 2♥ = Limit Raise 3♣ = Mixed; 3-other = NAT, Weak	1NT rebid may have 4 card M 2-way Checkback UPH over 1NT rebid [9] 4 th suit FG except 1♣-1♦-1♥-1♠ INV ⁺ Transfers over 2NT rebid;	PH: NMF after 1NT rebid
1♦		3	4♠	See 1♣	See 1♣		
1♥		5(4)	4♠	May be 4 card suit 3 rd & 4 th	1NT = F1; 2/1 FG 2NT = FG raise [10] 3♦ = Limit raise can be 3 card support 3M = Mixed raise (also in comp) 3♠, 4m = SPL 3NT = Good 1-4	1M-1NT-2♣ can be ART, 16 ⁺ [1] 1M-1NT-2NT = 6-4 or 5-5 FG with minor [11] 1M-1NT-3m = 5-5 INV (15-17) 1M-1NT-3M = INV, lower HCP than 2♣ 1M-2M-3M = INV asking about trumps or aces 1M-2M-4other = NAT, 5-5 slam try	PH: Reverse DRURY FIT COMP: Jump to 3♦ = LR, Q = FG when 3♦ available
1♠		5(4)	4♠	May be 4 card suit 3 rd & 4 th	See 1♥ except: 4♥ = SPL	See 1♥	
1NT				15-17 (may be very good 14) May have 5 M or 6 m	NF STAY, JTB, Gerber, Texas 2♠ mss [12] 2NT → 3♣; 3♣ → 3♦; signoff or FG 3♦ asks 5 card (or very good 4) Ms 3M = SPL, 3 other M, (54) ms occ 6m	1NT-2♣-2♦-3M = 4 bid M, 5 OM 1NT-2♣-2♦-4♣ = Roman Gerber 1NT-2♣-2♦-4♦ = 5-5 Majors, FG or V. STR 1NT-2♦, ♥-new suit = Max, 4 trumps, doubleton in bid suit	COMP: Rubensohl [4] NEG DBL at 3-level COMP DBL at 2 and 4 level
2♣	√	0		STR, ART, F 2NT or 3M	2♦ waiting 2M = 5 to 2 of top 3 honors ? 3m = good suit	2♣-2♦-2♠-3♣ = 2 nd negative 2♣-2♦-2♥ = NAT or 25 ⁺ BAL 2♣-2♦-3M = Solid suit, responder cues Ace	Responder's DBL = Double Neg Opener's DBL - PEN
2♦	√			5 ⁺ ♥s, 4 ⁺ ♠s, 5-11	2NT inquiry [14], 3m INV, 3M PRE 2♦-4♣ = KC in ♥s, 4♦ = KC in ♠s		
2♥		6		5-10 HCP, 6 card suit	2NT asks feature with non-minimum New suit F1 VUL, NF NV	2M-2NT-any-3NT = COG	2NT still asking, if available 2M-(DBL)-new suit = F, lead dir
2♠		6			See 2♥		2M-(DBL)-RDBL relays to next suit
2NT				20-21 BAL, May have 5M	STAY, JTB [14], Texas, Roman Gerber, 3♠ = mss, 4♠ = 4-4 minors, raise to 4NT	HIGH LEVEL BIDDING	
						RKCB Some DBL KC	
3x		6		NAT, may be weak Fav	New suit F1	Exclusion KC GSF	
3NT	√			Gambling: 7-8 card solid m, 1 st , 2 nd no side A, K	4♣ = P/C, 4♦ asks SPL	SPL	
4x				NAT PRE			
4NT				Blackwood	0, 1, 2, 3		

NOTE 1: 1♥,♠-1NT-2♣ = M + ♣s or 16⁺

1M-1NT-2♣: 2♦ = ART, 8⁺, FG. Any other bid is < 8 HCP

2M = 5-7, usually doubleton M

3m = Weak with m

3M = 0-4 with 4-card support

1♥-1NT-2♣: 2♠ = 5⁺ ♣s + 4♦s + ♥ SPL

2NT = 5⁺ ♦s + 4♣s + ♥ SPL

1♠-1NT-2♣: 2♥ = 5⁺ ♥s

2NT = < 5 ♥s + ♠ SPL

1♥-1NT-2♣-2♦: 2♥ = Weak with ♥s + ♣s

2♠ = 3 ♠s, 5 ♥s, 16⁺ HCP, 2NT asks

2NT = 16-18 w/ doubleton ♠

3m = 16⁺ with 5-4 in ♥ + m and < 3 ♠s

3♥ = 6 ♥s and fewer than 3 ♠s

3♠ = 4-6 Majors

3NT = 19 BAL, doubleton ♠

1♥-1NT-2♣-2♦-2♠-2NT asks: 3♣ = 3514

3♦ = 3541

3♥ = 36 Majors

3♠ = 45 Majors

3NT = 16⁺ BAL with 3 ♠s

1♠-1NT-2♣-2♦: 2♥ = 3⁺ ♥s, 16⁺ HCP. 2♠ asks

2♠ = ♠s + ♣s weak

2NT = 16-18 with doubleton ♥

3♥ = 6-4 Majors

1♠-1NT-2♣-2♦-2♥-2♠: 2NT = 53(32)

3♣ = 5314

3♦ = 5341

3♥ = 54 Majors

3♠ = 63 Majors

3NT = 53(32) better than 2NT

NOTE 2: REV DRURY FIT (off in COMP; Off if 2♣ is DBLd)

P-1M-2♣-2♦ = ART, full opening bid, (RESP's new suit = NAT)

P-1♠-2♣-2♦-2♥ = 11-12 with 3 card support

P-1♥-2♣-2♥ = Would not accept a limit raise (weakest bid).

P-1♠-2♣-2♥ = NAT, F1, does not promise values

P-1♠-2♣-2♠ = No game interest

P-1M-2♣-3M = S/T with very good trumps

P-1M-2♣-other bids above 2M are S/T. 2NT asks for description of responder's hand. Long suit S/T between 2M and 3M. Short suit S/T above 3M.

NOTE 3: TRANSFERS AFTER 1m-(OVERCALL)

1♣-(1♦): DBL = 5⁺ ♥s

1♥ = 5⁺ ♠s

1♠ = 4 ♥s

1NT = NAT

2♣ = NAT, F1

2♦ = 4-4 in Majors, 8⁺ HCP

2♥ = 4 ♠s, 8⁺ HCP, more if less than 4 ♣s

2♠ = NAT, PRE

3♣ = Mixed raise

1m-(1♥): DBL = 4 or 5 ♠s

1♠ = <4 ♠s, usually a simple raise

2♣ = NAT, F1

2♦ = NAT, F1

2♥ = 6 ♠s, 6⁺ HCP

2♠ = NAT, PRE

1m-(1♠): 2m = NAT. F1

2om = 5⁺ ♥s (UPH only)

2♥ = Other minor, forcing to 2NT (UPH only)

NOTE 4: RUBENSOHL after 1NT-(2M): Applies if 2M = 1-suited, or if it shows bid M+ unknown 2nd suit, and also after 1NT-(2♦) if 2♦ promises a specific M with or without an unknown second suit or one Major. Also applies after our 1NT overcall unless 2 suits have been bid.

1NT-(2M)-2NT asks better minor. RESP may intend to play in a lower ranking suit or rebid 3NT to show a stopper in M, or bid 3oM to show clubs and oM.

1NT-(2M)-3♣ = To play

1NT-(2M)-3♦ = OM, INV⁺

1NT-(2M)-3M = Stayman without a stopper

1NT-(2M)-3oM = INV⁺, both minors or 1 minor. Opener usually bids 3NT with a stopper.

1NT-(2M)-3NT = No stopper

1NT-(2M)-3oM-3NT: 4m = NAT, S/T

4M = SPL with both inors

1NT-(2♦ multi): 2NT asks better minor

3♣ = ♦s, INV⁺

3♦ = ♥s, INV⁺

3♥ = ♠s, INV⁺

3♠ = ♣s

3NT = To play, no inference about stopper

DBL = values. DBL ... DBL = PEN

P ... DBL = T/O

NOTE 5: DOUBLES OF SPLINTER BIDS

UPH DBL at favorable is a save suggestion, not lead directing

Otherwise:

If there are two unbid suits, DBL asks for the lead of the lower-ranking one

If there is one unbid suit, DBL says don't lead it

NOTE 6: TWO SUITED JUMP OVERCALLS & CUE-BIDS

(1♣)-2♣ = 54 in Majors either way. Reasonable hand (NV min = KJxx, KJxxx,xx,xx; Vul min = AQTx, AQTxx,xx,xx)

Responses:

2♦ Asks for longer Major

2NT Game try inquiry

(1♣)-2♣-2NT: 3♣ = Minimum, now 3♦ asks for 5 card Major

3♦ = Maximum

(1♣)-2♣-2NT-3♦-4♣ asks overcaller to bid 1 under 5 card suit:

4♦ = 4 spades, 5 hearts

4♥ = 5 spades, 4 hearts

(1♣)-2♦ = 5-5 Majors

2NT = 5 ♥s and 5⁺ ♦s

3♣ = 5 ♠s and 5⁺ ♦s

Responses:

2NT = Game Try

Jump to 3M PRE, but not terrible

3♦ = Game try if no other try is available

(1♦)-2♦ = 5-5 Majors

2NT = 5 ♥s and 6 ♣s

3♣ = 5 ♠s and 6 ♣s NF

3♦ = 5 ♠s and 6 ♣s FG

(1M)-2M = 5 oM and 5⁺ ♣s (3♦ = game try, 4♦ = FG, creates force)

2NT = Minors (65)

3♣ = 5 oM and 6 ♦s

NOTE 7: LEBENSOHL AFTER (2M)-DBL

Applies only if Doubler is UPH

(2M)-DBL-(P): 2NT forces 3♣

3-level constructive

4m NAT, F1

(2M)-DBL-2NT-3♣: 3♦, 3♥ after 2♠ to play

Cue, 3♠ after 2♥ shows stopper

3NT shows doubt

4x = RKCB in suit bid

NOTE 8: VS. 3-LEVEL PRE

(3m)-4m = Majors

(3m)-4NT = Blackwood

(3M)-4M = oM and a minor, 5-6

(3M)-4NT = Both Minors

(3X)-P-(4X)-P- (P)-DBL: PEN if opponents are NV, light T/O if opponents are Vul

NOTE 9: 2-WAY CHECKBACK AFTER 1NT REBID

Applies after 1x-1y-1NT, whatever the suits are. Off if opponents bid a suit. On if opponents DBL

2♣ -> 2♦ to play in 2♦ or start INV or COG auctions with a 5 card Major.

2♣-2♦-2 of responder's M-2NT rejects a game try.

2♦ = FG checkback; opener bids hearts first with both

2♣ or 2♦ followed by a NT bid shows 5 cards in responder's Major

2M = To play

1m-1♥-1NT-2♠ = 4-4 INV

1x-1y-1NT-3 any = Slam try (5 card suit if new suit)

NOTE 10: 2NT FORCING MAJOR SUIT RAISE

1M-2NT = FG raise, presumed BAL with 4-card support. Responses:

1M-2NT: 3 new suit = Singleton

4 new suit = Void

3M = Stronger than 3NT

3NT = No SPL, sound minimum (up to 15 HCP)

1M-2NT-(3x): DBL = PEN

3M = SPL in x.

NOTE 11: 1M-1NT-2NT = FG with a minor (6-4 or 5-5)

1M-1NT-2NT-3♣ asks further description:

3♦ = 6 card Major, 4 ♦s

3♥ = 6 card Major, 4 ♣s

3♠ = 5-5 with ♦s

3NT = 5-5 with ♣s

NOTE 12: MINOR SUIT STAYMAN

1NT-2♠ asks for 4 card minor. Opener's 2NT denies and now:

3♣ = weak with both minors

3♦ = 2254, 12-14 HCP

3M = SPL, 5-5 minors

3NT = 2245, 12=14 HCP

4m = Double Keycard in minors

4NT = 22(54), 15-17 HCP

NOTE 13: 2♦ WEAK WITH BOTH MAJORS

2♦ opening bid is 5-11 HCP, both Majors, at least 5 ♥s and at least 4 ♠s

2♦-2NT asks further description:

3♣ = 45 minimum

3♦ = 55 minimum

3♥ = 55 maximum

3♠ = 45(13) maximum

3NT = 4522 maximum

4♣ = 56

4♦ = 65

NOTE 14: 2NT-3♦ TRANSFER MAY BE MINOR SUIT SLAM TRY

2NT-3♦-3♥-3♠ shows a minor suit slam try, nothing about hearts, forces 3NT

2NT-3♦-3♥-3♠-3NT: 4m = good 5 card suit (now step = RKCB in m)

4♥ = 6 ♣s (4♠ = RKCB ♣s)

4♠ = 6 ♦s (5♣ - RKCB ♦s)

2NT-3♦-3♠ = only pre-accept for ♥s. Now 3NT shows ♥s, others as above.