

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
<b>Style:</b> Wide range – very light to very strong; may be 4 card suit
<b>Responses:</b> Transfer advances starting with cuebid or RDBL [6]
Jump raise = 7-10, 4 card support; 2NT = Limit raise +
Jump cue = distributional limit raise
Jump in new suit = INV by UPH, fit-showing by PH
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15-18
<b>Responses:</b> As over 1NT OPENING/minor; /Major [13]
<b>4<sup>th</sup> Position:</b> 1NT = 10-14 over minor, 10-16 over Major
<b>Responses:</b> Stayman & transfers apply unless 1NT DBLd
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> WK, aggressive NV.
<b>Responses:</b> 2NT asks shortness
<b>2-suited:</b> 1m-2♥ = Majors;
(1♥)-2♠ = ♠s+♦s; (1♥)-3m=6 minor + 4 ♠s;
(1♠)-3m = 5 <sup>+</sup> ♥s + 5 <sup>+</sup> bid minor; (1x)-2NT = Low 2 unbid suits
<b>Reopening:</b> 2NT = 18-20, System on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
<b>Style:</b> (1M)-2M [9]; (1m)-2m = NAT, transfer responses/2♣ [6]
(1m)-3m = STR Majors; (1M)-3M asks stopper
<b>Reopening:</b> Same but may be weaker
<b>Vs. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Vs. Both:</b> DBL PEN, Modified Astro [11], 3♦ = STR, Ms
2♣ = ♥s or ♥s + minor; 2♦ = ♠s + minor; 2♥ = Majors; 2♠ = NAT
<b>By PH:</b> DBL = ♣s + Major; 2♣ = Majors; 2♦ = ♦s + Major;
2M = NAT
<b>Vs PREEMPTS</b>
T/O DBL generally shape oriented; at high level = values
Cue-bid/Major = good 1 suiter, asks stopper; /m = Majors
<b>2M:</b> 2NT (15-19): As after (1M)-1NT[13]; 4♣ = OM+♣, 4♦ = OM+♦
3NT may be BAL or running suit: 4♣ asks, 4R = TRF
(3m)-P-(3NT)-4om = that minor + a Major
<b>Vs ARTIFICIAL STRONG OPENINGS</b>
Vs STR 1♣ & 1♠-1♦: 1 <sup>st</sup> step = (♠+♣)or (♥+♦);
2 <sup>nd</sup> step= Ms or ms; 3 <sup>rd</sup> step = (♠+♦) or (♥+♣);
2♦=1 suiter in ♥s or ♠s; 2M=NAT + second suit; 2NT =ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT=LR <sup>+</sup> ; 1M-(DBL)-3M = 4 <sup>+</sup> trumps, 6-10 in suport
Transfers after 1M-(DBL) starting with RDBL [6]
After RDBL, opener may DBL RHO with 1 or 4 trumps + def

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	Lead	In Partner's Suit		
Suit	3rd & 5th best	Low from odd, 3rd even		
NT	4th*	4 <sup>th</sup> , low from xxx		
Subs.	Same as above			
*may lead 2nd from xxxx				
<b>LEADS</b>				
Lead	Vs Suit	Vs NT		
Ace	AKx*	Asks ATT on Q		
King	KQx,KQ(J/10)(x)	Asks count or unblock		
Queen	QJ, QJx(x)	KQx		
Jack	J10(x), (A/K)J10(x)	QJx, KQJx, QJT <sub>x</sub>		
10	109(x), H109(x)	J10x, HJ10x		
9	3rd best or shortness	109(x), H109(x)		
Hi-x	3rd best or shortness	Xx, XXx, xXxx		
Lo-x	3rd/5th best or short	xXxX(x), xXX		
*K from AK above 4 level and in overcaller's raised suit				
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's lead	Discarding	
Suit	1 <sup>st</sup>	HI = ENCRG	Hi/Lo = E	HI = DISCRG
	2 <sup>nd</sup>	Hi/Lo = E	S/P	Hi/Lo = E
	3 <sup>rd</sup>	S/P		S/P
NT	1 <sup>st</sup>	Same as suit	Smith	Same as suit
	2 <sup>nd</sup>		S/P	
	3 <sup>rd</sup>		Hi/Lo = E	
<b>Signals (including trump):</b>				
Trumps: Hi-Lo shows O number or S/P				
SMITH SIGNAL vs NT				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>				
<b>Style:</b> Light T/O DBL based on shape				
<b>Responses:</b> Corresponding Cue bids if resp bids new suit				
T/O DBLer may correct ♣s to ♦s without extra values				
<b>Reopening:</b> 9 <sup>+</sup> with SHORTNESS or extra HCP any shape				
DBL by preemptor = offensive T/O				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE-)DBLS</b>				
NEG DBL THRU 4♣; 1♣-(1♦)-DBL: 4 <sup>+</sup> ♥s;				
1♣-(1♥)-DBL shows 4 <sup>+</sup> ♠; 1m-(1♠)-DBL: 4 <sup>+</sup> ♥, 6 <sup>+</sup> HCP				
RESP DBL thru 4♣: Useful values; Maximal overcall DBL				
Support DBL & RDBL thru 2M, may have only 2 card supp				
After 2-suited overcall, DBL NF				
4th suit DBL;				
Competitive DBL after 8 card Major fit known				

# WBF Convention Card



<b>Category:</b> Natural – GREEN
<b>NCBO:</b> USBF
<b>Event:</b> BERMUDA BOWL
<b>Players:</b> STEVEN GARNER      HOWARD WEINSTEIN
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors; semi-forcing 1NT response [5]
1♣ NAT or BAL, 2 <sup>+</sup> ♠s; 1♦ = 4 <sup>+</sup> , unbalanced or semi-bal
Light opening bids and responses
Aggressive preempts
<b>1NT Opening:</b> 14-16
<b>2 over 1 RESP:</b> FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>OPENINGS:</b>
1♣ 2 <sup>+</sup> ♠s, either NAT or BAL hand outside NT range
3NT = 4-level PRE in ♠s or ♦s
4♣, ♦ opening = strong 4♥, ♠
<b>RESPONSES &amp; REBIDS:</b>
Transfer Response to 1♣ opening bid [1]
1♣-2♠ = INV in ♦'s [1], 1♣-2♦ PH = 5 <sup>+</sup> ♠s, 4 <sup>+</sup> ♥s, 3-10
1♣, ♦-2♥ = 5 <sup>+</sup> -5 <sup>+</sup> in ♥'s & ♠'s, 5-10 HCP, NF
1M-1NT-2♣ either NAT or ART, 16 <sup>+</sup> [4]
1♥-3m and 1♠-3R = NAT, INV [3]
<b>COMP:</b>
Transfer resps after T/O, Neg, Resp, Support DBL [6]
Transfer advances of overcall [6]
FIT JUMPS by PH
Mixed raise of 1 level overcall
Good-Bad 2NT after 1-level opening [7]
RUBENSOHL after 1NT-(2M) [12]
Inversions after opponent's overcall if 2 unbid suits [8]
<b>SPECIAL FORCING PASS SEQUENCES</b>
3NT in comp creates GF if cannot be NAT
High level comp: P = neutral, DBL = PEN,
Dir bid = slam try, P then pull = weaker
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b> RARE; 3rd seat openers may be lead-directing

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	STEVEN GARNER	HOWARD WEINSTEIN	1-Aug-07	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♠	longest suit with 11-21unbal OR BAL hand outside NT range (11-13 or 17-19) BAL hands open 1♣ w/o OK 5 card Major or 6 diamonds	Transfer responses [1] INT = 11-12; 2NT = FG, BAL [1] 2♥ = 5-5 Majors, 4-10 HCP [1] 2♠ = 11-12 BAL w/♠s 2♣ Inverted - F1 (9 <sup>+</sup> no M), 3♣ = mixed raise, both ms 2♦=NAT, FG; 3♦ = SPL	1♣-1R-1NT = 17-19; Now 2♣->2♦, transfers 1♣-1R-step = BAL, 11-13, or UNBAL, 3R+1 Now: 2♣ = ART INV, 2♦ = ART FG 1♣-1♠-1NT = 11-13, usually BAL ; 1X-1Y-1Z: 2-way checkback 1m-1M-2NT = STR 1 suiter, trans	PH: Fit showing jumps (5-4 <sup>+</sup> , 10 <sup>-</sup> )  In COMP: WK Jump shifts, 3♣ = minors. 2♠ = limit raise <sup>+</sup> Transfer responses after 1♣ [1]
1♦		4	4♠	Shaped hand with 4 <sup>+</sup> Diamonds (4 only with any 4441 or 45 minors)	1NT= 6-10; 2♣= FG; 3♣ = NAT INV 2♦ inverted; 2♥ = 5-5 Majors, 4-10 HCP 2♠ = Mixed Raise	1♦-2♣-2♥ = STR, NAT	See 1♣
1♥		(4)5	4♠	11-21, equal or longest suit May be 4 card suit in 3 <sup>rd</sup> seat	1NT Semi-F (0-12) [4]; 2♠ = 5-14 HCP w/ 3 or 4 ♥s 2NT = FG raise, asks further description 3m = NAT, INV; 3♥ = NAT, PRE 3♠ = good raise to 4♥; SPL raises;	1♥-1NT-2♦-2♠ = good raise  1♠-1NT-2♣ = NAT or ART, 16 <sup>+</sup> [5] 1♥-1♠-1NT-2♣ = NAT or ART, 16 <sup>+</sup> [5]	PH RESPS: Jump Shifts = FIT; 2NT = fit, max, 3NT = SPL REVERSE DRURY (FIT) In COMP: Weak jump shifts, mixed raises
1♠		(4)5	4♥	see 1♥	see 1♥, except 3♠ = 5-14 raise 3♦,♥ = NAT, INV, 3NT = good 4♠	see 1♥	see 1♥
1NT			3♠	14-16 BAL 5 card M & 6 card m poss	STAY; JACOBY TRF; 2♠= mss; 2NT->3♣; 3♣->3♦; 3♦ = flat STAY ; 3M = SPL, 4♣ = Gerber 4♦, 4♥ = Transfers	1NT-2♣-2♦-2♥ = Ms, WK 1NT-2♣-2X-3m F SPL after TRF to m	COMP: 1NT-(2x)-2NT->3♣ [12] 1NT-(2M): 3♣-3♥ = TRF [12]
2♣	√	0		22 <sup>+</sup> HCP or 9 <sup>+</sup> winners	2♦, 2♥, 2♠, 3♣ = CONTROLS 2NT = 5 <sup>+</sup> card suit 3♦ <sup>+</sup> Transfers	2♣-2♦-2♥ = NAT or 24 <sup>+</sup> BAL, forces 2♠ 2♣-2♦-2♠-3♣ = 2 <sup>nd</sup> NEG; 2♣-2♦-3♣-3♦ = 2 <sup>nd</sup> NEG 2♣-2x-Jumps = 2, 3 suiter;	2♣-(overall)-DBL = 2 <sup>nd</sup> neg
2♦		5		Weak Undisciplined	2M NF 2NT asking		
2♥		5		Weak	2NT asks; 2♠ NF		
2♠		5		Weak	2NT asks	<b>HIGH LEVEL BIDDING</b>	
2NT			3♠	20-21 (22) BAL	STAY; 3♦, 3♥, 3♠, 4♦, 4♥ TRF	SPL; 3NT = Mild S/T over forcing 3M; LAST TRAIN;	
3x		6		4-7 tricks Aggressive NV vs Vul	New suits F; 3♣-3♦, 3x-4♣ ART asks [10]	RKCB; KICKBACK; DEPO above 5 our suit; DIPO; GERBER; 5NT: Usually pick a slam (GSF if trumps set);	
3NT				4m PRE		Jump to 5 of new suit = void, asks for KCs in other suits	
4♣	√			10-15 HCP 4♥ bid	4♦ -> 4♥	COMP: LIGHTNER DBL; PASS then pull is weak, shaped; 4NT over 4M usually T/O	
4♦	√			10-15 HCP 4♠ bid	4♥ -> 4♠		
4M		7		Can be light			

**NOTE 1: TRANSFER RESPONSES TO 1♣ OPENING**

- 1♣-(P/DBL)-1♦ = 4<sup>+</sup> hearts, may be very weak;
- 1♣-(P/DBL/1♦)-1♥ = 4<sup>+</sup> spades, may be very weak; opener's 1NT 17-19
  - 1♣-(1R)-DBL = Transfer, 4<sup>+</sup> in R+1, 5<sup>+</sup> HCPs
  - 1♣-(1R)-1♠ = BAL, 7<sup>+</sup>, relay to 1NT
  - 1♣-(1♦)-2♣ = 4<sup>+</sup>-4<sup>+</sup> Majors
  - 1♣-(1♦)-2♦ = 5<sup>+</sup> ♠s-4<sup>+</sup> ♥s, 5<sup>+</sup> HCPs
  - 1♣-(1♦)-2♥ = 4 ♠s-5<sup>+</sup>♥s, 5<sup>+</sup> HCPs
  - 1♣-(1♥)-2♣ = 5<sup>+</sup> ♦s, 5<sup>+</sup> HCPs
  - 1♣-(1♥)-2♦ = 4<sup>+</sup>-4<sup>+</sup> minors, 9<sup>+</sup> HCPs
  - 1♣-(1♥)-2♥ = 6<sup>+</sup> ♠s, 3<sup>+</sup> HCPs
  - 1♣-(1X)-2♠ = Limit raise<sup>+</sup> in clubs
  - 1♣-(P/DBL/any Major suit overcall)-3♣ = 6-10, both minors
- 1♣-(P)-1♠ = No 4-card Major, may be very weak, not suitable for other bids
  - 1♣-(DBL)-1♠ = 4<sup>+</sup> diamonds
- 1♣-(P)-1NT = 11-12 BAL
- 1♣-(P)-2♣ = 4<sup>+</sup> clubs, limit raise values or better
- 1♣-(P)-2♦ = NAT, FG
- 1♣-(P)-2♥ = 3-10, 5<sup>+</sup>-5<sup>+</sup> Majors
- 1♣-(P)-2♠ = 6<sup>+</sup> diamonds, INV

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**NOTE 2: RESPONSE TO 1♦ OPENING**

- 1♦-(P)-2♦ = 4<sup>+</sup> diamonds, limit raise values or better
- 1♦-(P)-2♥ = 3-10, 5<sup>+</sup>-5<sup>+</sup> Majors
- 1♦-(P)-2♠ = 4<sup>+</sup> diamonds, 5-10 HCP
- 1♦-(P)-2NT = Non-invite in clubs
- 1♦-(P)-3♣ = INV in clubs
- 1♦-(P)-3♦ = Weak diamond raise; mixed in competition

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**NOTE 3: RESPONSE TO 1♥ AND 1♠ OPENING**

- 1♥-(P)-2♠ = 5-14 HCP, 3<sup>+</sup> card heart support, 4<sup>+</sup> if weak
- 1♠-(P)-3♣ = 5-14 HCP, 3<sup>+</sup> card spade support, 4<sup>+</sup> if weak
- 1♥-(P)-3♣/♦ and 1♠-(P)-3♦/♥ = INV, NF, 6<sup>+</sup> card suit
- 1♥-(P)-3♠ and 1♠-(P)-3NT = 5<sup>+</sup> card support, 5-10 HCP
- 1M-(P)-3M = PRE, but in comp = 5-10 HCP, 4<sup>+</sup> card support
- 2♣ rebid after 1♥-(P)-1♠ or 1M-(P)-1NT = either NAT with clubs or ART, 16<sup>+</sup> HCP

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**NOTE 4: Semi-forcing 1NT RESP to 1M in 1<sup>st</sup> & 2<sup>nd</sup> positions:**

- NV, could respond with 0 HCP, especially at Favorable Vul or with a fit.
- VUL, the range is more like 5 to a bad 12, but might still be shaded, perhaps with a long suit.
- Never includes FG hands, so opener may pass with bad 5332

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**NOTE 5: 1♥-1♠ & 1M-1NT: 2♣ = M + ♣s or 16<sup>+</sup>**

1M-1NT-2♣: 2♦ = ART, 8<sup>+</sup>, 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<sup>+</sup> ♣s + 4 ♦s + ♥ SPL

2NT = 5<sup>+</sup> ♦s + 4♣s + ♥ SPL

1♠-1NT-2♣: 2♥ = 5<sup>+</sup> ♥s

2NT = < 5 ♥s + ♠ SPL

1♥-1♠-2♣-2♦ and 1♥-1NT-2♣-2♦:

2♥ = Weak with ♥s + ♣s

2♠ = 3 ♠s, 5 ♥s, 16<sup>+</sup> HCP, 2NT asks

2NT = 16-18 w/ doubleton ♠

3m = 16<sup>+</sup> with 5-4 in ♥ + m and <3 ♠s

3♥ = 6 ♥s and fewer than 3 ♠s

3♠ = 4-6 Majors

3NT = 18-20 BAL, doubleton ♠

1♥-1NT-2♣-2♦-2♠-2NT asks: 3♣ = 3514

3♦ = 3541

3♥ = 36 Majors

3♠ = 45 Majors

3NT = 16<sup>+</sup> BAL with 3 ♠s

1♠-1NT-2♣-2♦: 2♥ = 3<sup>+</sup> ♥s, 16<sup>+</sup> 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

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**NOTE 6: TRANSFER RESPONSES IN COMPETITION:**

- A. After any non-penalty DBL of our 1M opening bid or any overcall, we play transfers, starting with RDBL and ending with 1 below partner's suit. The transfer suit may be either NAT or lead directing with support for partner's suit.
  - B. We also play transfer responses after our simple overcall through 3♦, starting with a cuebid if RHO passes.
  - C. In competition if opponents overcall, jump overcall or make a 2-suited cue-bid we play transfers or inversions by a UPH.
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**NOTE 7: GOOD-BAD 2NT AFTER 1-LEVEL OPENING**

After we open the bidding and the opponents interfere, non-jump 2NT by either opener or responder is a competitive one or two suited hand. Examples:

1♣-(P)-1♦ (= 4<sup>+</sup> ♥s)-(2♠): 2NT = a competitive hand with 6<sup>+</sup> clubs

3♣ = NAT, highly INV

1♣-(1♥)-DBL-(2♥)-P-(P)-2NT = a competitive hand with 4<sup>+</sup> ♠s and 5<sup>+</sup> ♣s or ♦s

2♠ = NAT, NF

3m = NAT, FG

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**NOTE 8: INVERSIONS AFTER OPPONENT'S OVERCALL**

After we open the bidding and next hand overcalls, inversions apply through the 3-level when there are exactly 2 unbid suits. Examples:

1♣-(1♠)-2♦ = 5<sup>+</sup> ♥s, from weak 2 bid strength up to and including FG strength

1♣-(3♣ NAT)-3♦ = 5<sup>+</sup> ♥s, FG

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**NOTE 9: DIRECT CUE BID**

(1♣)-2♣ and (1♦)-2♦ NAT

(1m)-2♥ = 5<sup>+</sup>-5<sup>+</sup> Majors; 2NT advance = Game try

(1♥)-2♥ = 5<sup>+</sup> ♠s and 5<sup>+</sup> ♣s; 2NT advance = values

(1♥)-2♠ = 5<sup>+</sup> ♠s and 5<sup>+</sup> ♦s; 2NT advance = values

(1♥)-3♣/♦ = 4 ♠s and 6<sup>+</sup> in bid minor

(1♠)-2♠ = 4♥ and 6<sup>+</sup> minor; 3♣ advance = pass/correct

(1♠)-3♣ = 5<sup>+</sup> ♥s and 5<sup>+</sup> ♣s; NF

(1♠)-3♦ = 5<sup>+</sup> ♥s and 5<sup>+</sup> ♦s; NF

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**NOTE 10: Responses to our 3 level PRE openings:**

3♣-3♦ -> 3♥; now 3♠ = INV in spades, 3NT = Pass or Correct, 4♥ = 5<sup>+</sup>-5<sup>+</sup> Majors, NF

3♦ or 3M-4♣ asks Keycards; Responses:

4♦ = no slam interest, 0-1 Keycards

4♥ = slam interest, no Keycards

4♠ = slam interest, 1 Keycard, no trump Q

4NT = slam interest, 1 Keycard, trump Q

5♣ = 2 Keycards, no trump Q

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**NOTE 11: DEFENSE VS NT**

**Vs all 1NT, Modified Astro by UPH:**

DBL = PEN with systems on by responder

2♣ = ♥ one suiter or ♥ + unknown minor. Advances:

2♦ asks more description, may be passed with minimum with diamonds.

2NT = INV<sup>+</sup> with exactly 3 ♥s, F1

3♣ = ART invite, may be passed with minimum and 5<sup>+</sup> ♣s

3♦ = ART invite in ♠s, F1

3♠ = INV<sup>+</sup>, NAT, exactly 3 ♥s, F1

2♦ = ♠ + unknown minor. Advances:

2♥ = ART inquiry, F1

2NT = INV, NF

3♣ = to play

3♦ = INV<sup>+</sup> with hearts, F1

2♥ = Majors

2♠ = NAT

3♦ = Very strong or distributional hand with both Majors (not willing to have 2♥ passed)

Other 3 level = PRE to intermediate, depending on vulnerability

**Vs all 1NT by PH:**

DBL = Clubs + one Major

2♣ = Majors

2♦ = Diamonds + one Major

2M = NAT

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**NOTE 12: RUBENSOHL after 1NT-(2X):** Applies if 2X = 1-suited, or if it shows bid suit + unknown 2<sup>nd</sup> suit, and also after 1NT-(2m) if 2m promises a specific M with or without an unknown second suit and after 1NT-(2♦) showing an unknown Major. Applies after our 1NT overcall unless 2 suits have been bid.

1NT-(2M): 2NT -> 3♣. Responder may intend to play in a lower ranking suit or rebid above 3M to show a game force with clubs.

3♣ = Diamonds, INV<sup>+</sup>

3♦ = Hearts or OM, INV<sup>+</sup>

3♥ = minors

3♠ = Stayman, may or may not have stopper

3NT = To play, may or may not have stopper

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**NOTE 13: AFTER (1M)-1NT or (1m)-P-(1M)-1NT**

2♣ -> 2♦ to play 2♦ or 2OM or BAL INV hands

2♦ = OM, INV<sup>+</sup>

2♥ = Minors, FG

2♠ = Stayman

2NT -> 3♣

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