

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

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3rd & 5th best	Low from odd, 3rd even		
NT	4th*	4 th , low from xxx		
Subs.	Same as above			
*may lead 2nd from xxxx				
LEADS				
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 _x		
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				
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
Suit	1 st	HI = ENCRG	Hi/Lo = E	HI = DISCRG
	2 nd	Hi/Lo = E	S/P	Hi/Lo = E
	3 rd	S/P		S/P
NT	1 st	Same as suit	Smith	Same as suit
	2 nd		S/P	
	3 rd		Hi/Lo = E	
Signals (including trump):				
Trumps: Hi-Lo shows O number or S/P				
SMITH SIGNAL vs NT				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
Style: Light T/O DBL based on shape				
Responses: Corresponding Cue bids if resp bids new suit				
T/O DBLer may correct \clubsuit s to \diamond s without extra values				
Reopening: 9 ⁺ with SHORTNESS or extra HCP any shape				
DBL by preemptor = offensive T/O				
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS				
NEG DBL THRU 4 \clubsuit ; 1 \clubsuit -(1 \diamond)-DBL: 4 ⁺ \heartsuit s;				
1 \clubsuit -(1 \heartsuit)-DBL shows 4 ⁺ \spadesuit ; 1m-(1 \spadesuit)-DBL: 4 ⁺ \heartsuit , 6 ⁺ HCP				
RESP DBL thru 4 \clubsuit : 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



Category: Natural – GREEN

NCBO: USBF

Event: BERMUDA BOWL

Players: STEVEN GARNER HOWARD WEINSTEIN

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors; semi-forcing 1NT response [5]
1 \clubsuit NAT or BAL, 2 ⁺ \spadesuit s; 1 \diamond = 4 ⁺ , unbalanced or semi-bal
Light opening bids and responses
Aggressive preempts
1NT Opening: 14-16
2 over 1 RESP: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
1 \clubsuit 2 ⁺ \spadesuit s, either NAT or BAL hand outside NT range
3NT = 4-level PRE in \spadesuit s or \diamond s
4 \clubsuit , \diamond opening = strong 4 \heartsuit , \spadesuit
RESPONSES & REBIDS:
Transfer Response to 1 \clubsuit opening bid [1]
1 \clubsuit -2 \spadesuit = INV in \diamond 's [1], 1 \clubsuit -2 \diamond PH = 5 ⁺ \spadesuit s, 4 ⁺ \heartsuit s, 3-10
1 \clubsuit , \diamond -2 \heartsuit = 5 ⁺ -5 ⁺ in \heartsuit 's & \spadesuit 's, 5-10 HCP, NF
1M-1NT-2 \clubsuit either NAT or ART, 16 ⁺ [4]
1 \heartsuit -3m and 1 \spadesuit -3R = NAT, INV [3]
COMP:
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]
SPECIAL FORCING PASS SEQUENCES
3NT in comp creates GF if cannot be NAT
High level comp: P = neutral, DBL = PEN,
Dir bid = slam try, P then pull = weaker
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: 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 ⁺ no M), 3♣ = mixed raise, both ms 2♦=NAT, FG; 3♦ = SPL	1♣-1R-INT = 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♠-INT = 11-13, usually BAL ; 1X-1Y-1Z: 2-way checkback 1m-1M-2NT = STR 1 suiter, trans	PH: Fit showing jumps (5-4 ⁺ , 10 ⁻) In COMP: WK Jump shifts, 3♣ = minors. 2♠ = limit raise ⁺ Transfer responses after 1♣ [1]
1♦		4	4♠	Shaped hand with 4 ⁺ 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 rd 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♥-INT-2♦-2♠ = good raise 1♠-1NT-2♣ = NAT or ART, 16 ⁺ [5] 1♥-1♠-1NT-2♣ = NAT or ART, 16 ⁺ [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 ⁺ HCP or 9 ⁺ winners	2♦, 2♥, 2♠, 3♣ = CONTROLS 2NT = 5 ⁺ card suit 3♦ ⁺ Transfers	2♣-2♦-2♥ = NAT or 24 ⁺ BAL, forces 2♠ 2♣-2♦-2♠-3♣ = 2 nd NEG; 2♣-2♦-3♣-3♦ = 2 nd NEG 2♣-2x-Jumps = 2, 3 suiter;	2♣-(overall)-DBL = 2 nd neg
2♦		5		Weak Undisciplined	2M NF 2NT asking		
2♥		5		Weak	2NT asks; 2♠ NF		
2♠		5		Weak	2NT asks	HIGH LEVEL BIDDING	
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⁺ hearts, may be very weak;
- 1♣-(P/DBL/1♦)-1♥ = 4⁺ spades, may be very weak; opener's 1NT 17-19
 - 1♣-(1R)-DBL = Transfer, 4⁺ in R+1, 5⁺ HCPs
 - 1♣-(1R)-1♠ = BAL, 7⁺, relay to 1NT
 - 1♣-(1♦)-2♣ = 4⁺-4⁺ Majors
 - 1♣-(1♦)-2♦ = 5⁺ ♠s-4⁺ ♥s, 5⁺ HCPs
 - 1♣-(1♦)-2♥ = 4 ♠s-5⁺♥s, 5⁺ HCPs
 - 1♣-(1♥)-2♣ = 5⁺ ♦s, 5⁺ HCPs
 - 1♣-(1♥)-2♦ = 4⁺-4⁺ minors, 9⁺ HCPs
 - 1♣-(1♥)-2♥ = 6⁺ ♠s, 3⁺ HCPs
 - 1♣-(1X)-2♠ = Limit raise⁺ 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⁺ diamonds
- 1♣-(P)-1NT = 11-12 BAL
- 1♣-(P)-2♣ = 4⁺ clubs, limit raise values or better
- 1♣-(P)-2♦ = NAT, FG
- 1♣-(P)-2♥ = 3-10, 5⁺-5⁺ Majors
- 1♣-(P)-2♠ = 6⁺ diamonds, INV

NOTE 2: RESPONSE TO 1♦ OPENING

- 1♦-(P)-2♦ = 4⁺ diamonds, limit raise values or better
- 1♦-(P)-2♥ = 3-10, 5⁺-5⁺ Majors
- 1♦-(P)-2♠ = 4⁺ 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

NOTE 3: RESPONSE TO 1♥ AND 1♠ OPENING

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

NOTE 4: Semi-forcing 1NT RESP to 1M in 1st & 2nd 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

NOTE 5: 1♥-1♠ & 1M-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♥-1♠-2♣-2♦ and 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 = 18-20 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 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⁺ ♥s)-(2♠): 2NT = a competitive hand with 6⁺ clubs

3♣ = NAT, highly INV

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

2♠ = NAT, NF

3m = NAT, FG

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⁺ ♥s, from weak 2 bid strength up to and including FG strength

1♣-(3♣ NAT)-3♦ = 5⁺ ♥s, FG

NOTE 9: DIRECT CUE BID

(1♣)-2♣ and (1♦)-2♦ NAT

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

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

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

(1♥)-3♣/♦ = 4 ♠s and 6⁺ in bid minor

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

(1♠)-3♣ = 5⁺ ♥s and 5⁺ ♣s; NF

(1♠)-3♦ = 5⁺ ♥s and 5⁺ ♦s; NF

NOTE 10: Responses to our 3 level PRE openings:

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

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⁺ with exactly 3 ♥s, F1

3♣ = ART invite, may be passed with minimum and 5⁺ ♣s

3♦ = ART invite in ♠s, F1

3♠ = INV⁺, NAT, exactly 3 ♥s, F1

2♦ = ♠ + unknown minor. Advances:

2♥ = ART inquiry, F1

2NT = INV, NF

3♣ = to play

3♦ = INV⁺ 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

NOTE 12: RUBENSOHL after 1NT-(2X): Applies if 2X = 1-suited, or if it shows bid suit + unknown 2nd 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⁺

3♦ = Hearts or OM, INV⁺

3♥ = minors

3♠ = Stayman, may or may not have stopper

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

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

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

2♦ = OM, INV⁺

2♥ = Minors, FG

2♠ = Stayman

2NT -> 3♣
