

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: Sound at 2 Level or VUL	
Responses: Cue F1; New suit F1 /2x; New suit jump = WK comp or /2x; PH new suit jump = FIT, INV	
Jump raise PRE; nt resp nf; mixed raise; RKRNZ RDBL	
Reopening: < 16 HCP, no PRE Raises	
1NT OVERCALL (2nd/4th live; Responses; Reopening)	
2 nd Position: 15-18	
Responses: Mostly as over 1NT OPENING	
4 th Position: 1NT = 11-15 HCP; 2NT = NAT (19-21)	
Responses: 2♣ → 2♠, TRF	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: WK except INTERMEDIATE VUL vs NV	
Responses: 2NT asks further description	
Unusual NT: (1x)-2NT = Low 2 unbid suits	
After (1M)-P-(2M), 2NT = minors♥; ♠ + minor♠	
Reopening: INTER; 2NT BAL (19-21): Trsfrs, STAY/m	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: MICHAELS CUE: 5-5, wide strength range	
(1m)-3m = PRE; (1M)-3M = solid minor, asks stopper	
Responses: 2NT = INV, Jumps PRE, (1M)-2M-3m = P/C	
Reopening: Same but may be weaker	
VS. NT (vs. Strong / Weak; Reopening; PH)	
STR: DBL usually 4 card M, longer m (others poss) [14]	
2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2♥ = 5♥ + m; 2♠ = 5♠ + m	
WK: DBL = PEN, some ART sequences [13];	
2♣ = ♥'s, may have m (2♦ asks, NF); 2♦ = ♠ + m	
or STR 5♠ + 5♥ (2♥ asks); 2♥ = ♥ + ♠ (3♣ asks)	
Vs 2NT: DBL = (♠ + ♦) or (♥ + ♠); 3♣ = (♠ + ♠) or (♥ + ♦)	
3♦ = ♥ + ♠;	
Vs PREEMPTS	
T/O DBL → 4♥; LEB after (2M)-DBL-(P): 2NT asks better m	
2M: 2NT (15-19): then TRF; 4♣ = OM+♠, 4♦ = OM+♦,	
3M = STR minor or 2 suits; 2♦: 4♣ = M + ♠, 4♦ = ♥ + ♠	
VS ARTIFICIAL STRONG OPENINGS	
Aggressive; Vs STR 1/2♣: DBL = (♠ + ♦) or (♥ + ♠); 1/2♦ = (♠ + ♠) or (♥ + ♦); 1/2NT = Ms or ms; After (1/2♣)-P-(1/2♦):	
OVER OPPONENTS' TAKEOUT DOUBLE	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	4th	Same; ATT after raise		
NT	ATT	Same		
Subs.	Same, but 10/9 may = 0 or 2 higher			
(to an honor or through weakness)				
Other: Vs NT, Q asks UB				
LEADS				
Lead	Vs Suit	Vs NT		
Ace	AK	AKx		
King	KQ, AKx, KQ(J/10)(x)	AKJT(x), KQJ(x), KQx(x)		
Queen	QJ, QJx(x)	QJ(x), AQJx(x), KQT9(x)		
Jack	J10(x), (A/K)J10(x)	same		
10	109(x), H109(x)	same		
9	9x(x)	ATT		
Hi-x	Hi-x	ATT		
Lo-x	4th	ATT		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
Suit	1 st	HI = DISCRG	Hi/Lo = O	HI = DISCRG
	2 nd	Hi/Lo = O	S/P	Hi/Lo = O
	3 rd	S/P		S/P
NT	1 st	Same as suit	Smith	Same as suit
	2 nd		S/P	
	3 rd		Hi/Lo = O	
Signals (including trump): REMAINDER COUNT = STND				
Trumps: Hi-Lo shows O number or S/P;				
SMITH SIGNAL vs NT (but S/P if ATT already clear)				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
Style: Near opening values + support for other suits				
Responses: CUE-BID = F to SA or 2NT				
Over XX: Jump PRE, P NEU; 1X-DBL-1Y: 3X/Y = NAT				
Reopening: 9 ⁺ with SHORTNESS or 16 ⁺ any shape				
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS				
NEG DBL THRU 4♠; 1♣-(1♦)-DBL: 4 ⁺ cards each M;				
1m-(1♥)-DBL shows 4♠; 1m-(1♠)-DBL: 4 ⁺ ♥, 6 ⁺ HCP				
2♠ ↑: 10 ⁺ , any shape; Repeat DBL after NEG DBL T/O				
RESP DBL THRU 4♠: Useful values;				
Most low-level DBLs = Cards;				
DBL of CUE = T/O; 4th suit DBL;				
1M-P-1NT-2X: DBL T/O; Honor RDBL				

WBF Convention Card



Category: Natural - GREEN

NCBO: USA

Event: BERMUDA BOWL

Players: CHIP MARTEL

LEW STANSBY

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Majors	
Flannery 2♦ (may be up to 18 HCP in 3 rd and 4 th positions)	
Weak 2M	
1-Level RESP may be VERY light (including 1NT/1M)	
1NT Opening: 12-14 EXCEPT 15-17 3rd POS VUL	
2 over 1 RESP: ALMOST FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
OPENINGS:	
FLANNERY 2♦ (11-15; 11-18 in 3 rd and 4 th positions)	
3NT OPENING = 4m PRE except in 4 th position	
4♣/4♦ OPENING = STR 4♥/4♠ [12]	
RESPONSES:	
1x-3 level JS = NAT INV (not by PH)	
Cheaper m RESP to 3-level opening ART [10]	
1♦-2♥ = 10-11 BAL or NAT STR [1] not by PH	
REVERSE DRURY FIT [2,3]	
COMP:	
1NT-(DBL): ART RUNOUTS [6]	
WEAK JS & JUMP RAISE IN COMP	
COMP CUE = LIMIT RAISE OR BETTER	
1m-(1NT)-2♣ = MAJORS	
RUBENSOHL after 1NT-(2M) [7]	
(1M)-3M = solid m ⁺ 1.5-2 stoppers, asks stopper	
1m-4m = STR 4♥ OVERCALL	
SPECIAL FORCING PASS SEQUENCES	
(3x)-DBL-(5x) except NV vs VUL;	
P = F when we show near game values	
and the Opponents bid game.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Defense vs. Overcalls showing 2 specific suits [15]	
PSYCHICS: RARE (almost never if 1st/2nd seat)	

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	CHIP MARTEL	LEW STANSBY	28-Jul-01	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♠	Longer minor in 15-19 BAL hand or longest suit with 11-21 unbal. BAL hands open	1♦ denies 4-card M unless 9 ⁺ or 6♣; INT = 5-8; 2NT = FG no M; INVERTED MINOR RAISES	1m-1x-1NT = 15-17 (may skip Ms) Now: 2♣ = ART INV, 2♦ = ART FG 1m-1M-2M-2♠/NT = ART	PH: Fit showing jumps (5-4 ⁺ , 10 ⁺)
				1♣ with equal length in ♣,♦. 3 rd seat VUL 1♣ may be 12-14 BAL	2♣ F1 (9 ⁺ no M), 3♣ = PRE (2-7). 1♣-2♣: 2♦ = ART INV, 2♥ = ART FG; 2♠ = SPL 1♣-3X = PRE; 1♣-3NT = 16-18	Jump REV = SPL. 1m-1x-2m-2NT = F1 Checkbacks after 1m-1x-2NT [8]	In COMP: WK Jump shifts & raises.
1♦		3	4♠	See 1♣	1NT = 6-9; 2♣ = FG; 2♥ = 10-11 BAL or NAT FG; 3♣ = NAT INV INVERTED MINOR RAISES: See 1♣	See 1♣. 1♦-2♥-2♠ = Relay 1♦-2♣-2♥ = STR, NAT or 4-4-4-1	See 1♣
1♥		(4)5	4♠	11-21, equal or longest suit May be 4 card suit in 3 rd /4 th	1NT F1 (0-12) [4]; 2x FG 2NT = FG raise, asks further description SPL raises; 1♥-3♠, 1♠-3NT = 9-11 SPL Limit Raises and 3-level jumps	1♥-1♠-1NT = 15-17 (exc 3 rd VUL): see 1♣; 1♥-1NT-2m-2♠ = good raise; 2-way GT; 1♠-1NT-2♣-2♦ = ART, 6♥, 2♠ w/8-10 HCP, good club raise or 5-5 ♥+♦ w/ 10-11 HCP	PH RESPS: 1NT = semi-F; Jump Shifts = FIT 2NT = NAT, 6♣; 3NT = SPL REVERSE DRURY (FIT)[2,3] In COMP: Weak jump shifts, raises 1M-(1/2x)-4♣ or 4♦ = FG raise
1♠		(4)5	4♠	see 1♥	see 1♥	see 1♥; 1♠-1NT-3♣ ART	see 1♥
INT			3♠	12-14 EXCEPT 15-17 in 3 rd pos VUL BAL 5 card M rare unless 2533	STAY; JACOBY TRF; 2♠ → 2NT; 2NT = ♣; 3♣ = ♦; 3♦ = NAT, FG, ♣ SPL; 3M = 5-5 Ms (INV/FG) 4♣, 4♦ = ♥, ♠ BAL S/T	1NT-2♣-2♦-2♥ = M, WK SPL after TRF to m COMP: 1NT-(DBL): ART runouts [1] 1NT-(2x)-2NT → 3♣ [7] 1NT-(2M); 3♣-3♥ = TRF [7]	PH: 1NT-2♦ = ♥ WK or ART INV 1NT-2♥ = NAT INV; 1NT-2♠, 3m = to play 1NT-2NT = NAT INV Over 15-17: Like UPH but 2♠ = ♣ s, 2NT = NAT
2♣	v	0	2♥	22 ⁺ HCP or 9 ⁺ winners	2♦, 2♥, 2NT, 3♣, 3♦ = CONTROLS 2♠ = ART, some good suit 3♥ = AKQ suit; 3♠ = AKQJ suit	2♣-2♦-2M, 3m-step = 2 nd NEG; 2♣-2♠-2NT asks; 2♣-2x-Jumps = 2, 3 suiter; 2♣-2♦-2M-3NT = raise 2♣-2NT: 3♣ = 22 ⁺ BAL, 3NT = ♣ s, F	
2♦	v	0		5♥, 4♠, 11-15 HCP 1 st & 2 nd 11-18 HCP 3 rd and 4 th	2NT asks; 2M, 3♣ = to play; 3♦ = ART S/T asking 3M INV; 4m = S/T corresponding M		PH: 2NT, 3♦ = NAT, INV COMP: 2♦-(DBL): XX INV, Jumps PRE
2M		5		Usually 6 cards VUL, may be 5 NV; 5-10 HCP	2NT asks strength and suit quality [9] 2♠ = F1; 3x = NAT, INV.		ART over DBL and by PH [9]
2NT			3♠	20-21 (22)	STAY; 3♦, 3♥, 3♠, 4♣, 4♦, 4♥ TRF [5]	HIGH LEVEL BIDDING	
						CUE: 1 st round control before 2 nd except in partner's known length.	
3x		6		4-7 tricks	Suits NF NV; 3♣-3♦, 3x-4♣ ART asks [10]	SPL; 3NT = Mild S/T over forcing 3M; LAST TRAIN; DI 4NT; RKCB; KICKBACK; DEPO GERBER; 5NT: Usually pick a slam (GSF if trumps set); Jumps to 5M = GSF in m	
3NT					4m = P/C; 4NT = S/T; 3NT-(DBL) [11]		
4m					Step = 1 or 3 keycards, bids above 4M = 2 keycards [12]	COMP: LIGHTNER DBL; PASS then pull is S/T; 4NT over 4M usually T/O	