

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
O/C wide range - aggressive NV; may be 4 cards @ 1 level response to O/C F in non-competitive auctions;
NF in competition
Jump raise always mixed, but wide range NV v VUL
Fit-showing jumps by PH and at 4-level after MJR O/C
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 Direct; 10-16 BAL; Jump to 2NT in BAL = 19-21
Responses as to opening 1NT or 2NT bid
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE, may be aggressive VUL
2NT O/C = 2 lowest unbid suits
Reopen: INV
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels except:
vs 1♣ that can be ≤2, 2/3♣ NAT, 2♦ Majors
Vs 1♦ that can be ≤2, 2/3♦ NAT, 2♥ Majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
UPH vs STR DIR & WK ANY: DBL = PEN;
2♣ = Majors; 2♦ = ♦s + a Major; 2♥/♠ = NAT
PH & STR in BAL: DBL = 1 minor or both Majors;
2♣ = ♣s + a Major; 2♦ = ♦s + a Major; 2♥/♠ = NAT
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL generally shape-oriented
Leaping Micheals = FG; 3-level Cue = limited Michaels
Jump cue in Major = minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = Majors; 1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers starting with 1NT after 1M-(DBL)
1♣/♦ - (DBL)- 2NT = PRE raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit		same	
NT	Attitude	Low from 3+	
Subseq	Attitude	Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx), Ax(xx),	Asks Attitude for Q	
King	Kx(xx), KQx(xx)	Power lead	
Queen	Qx(xx), QJ(xx)	KQ(xx), QJ(xx)	
Jack	Jx(xx), JT(xx)	Jx(xx), JT(xx)	
10	T9(xx), K/QT9(xx)	T9(xx), K/QT9(xx)	
9	9x or KJ9(xx)	Top of nothing	
Hi-X	Usually shortness	Top of nothing	
Lo-X	Low from odd	Interest in suit led	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENC	Hi/lo = even	Hi = ENC
Suit 2	Hi/lo = even	S/P	STD CT
3			
1	Same as suit	STD Smith Echo	Same as suit
NT 2			
3			
Signals (including Trumps): STD			
S/P when needed			
STD Smith echo vs NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light T/O DBL based on shape and vul; Equal level conversion			
2-level DBL primarily T/O			
3-level DBL good hand with no clear action			
DBL by preemptor = offensive T/O			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL/RDBL thru the 3-level			
Maximal DBLs; Snapdragon DBLs			
Negative DBL through 4♠			
RDBL of opponent's NEG DBL = 8+ HCPs & generally 2 card support			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green:
<b>NCBO:</b> USBF
<b>PLAYERS:</b> Jeff Wolfson – Steve Garner
<b>EVENT:</b> 2025 Seniors
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Light opening bids and overcalls – especially non-vul
5 card majors; 1NT response = forcing
May open balanced 11 counts
3rd seat openers may be lead-directional
1NT opening = 14+ to 17; may contain 5 card major
2NT opening = 19+ to 21; may contain 5 or 6 card suit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
fit-showing jumps in competition and by PH
mixed raises
unusual vs. unusual
weak jump shifts in competition by UPH
NAT cuebids after a short 1♣ or 1♦ opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
direct bids @ 5 level are strong
pass then pull = weakest
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	NAT, NF	3♣ = mixed raise	3♣ to play after 1NT rebid	
1♦		3	4♠	NAT, NF	3♦ = mixed raise	3♣ to play after 1NT rebid	
1♥		5	4♠	NAT, can have 4 card suit in 3 <sup>rd</sup> seat	3♥ mixed raise; Jacoby 2NT; 3♣ limit raise 3♦ NAT invite; mini-splinters; maxi splinters	3♣ to play after 1NT rebid	PH: 2-way Drury; Fit-showing PH & 4-level
1♠		5	4♥	Same	3♠ = mixed raise; Jacoby 2NT; 3♣ limit raise 3♦/♥ NAT INV; mini/maxi-splinters		Same as 1♥
INT			4♠	14 <sup>+</sup> to 17 Can have any 5 card suit	2♠ Clubs or range ask; 2NT Puppet Stayman ; 3♣ Diamonds; 3♦ FG minors; 3M splinter in bid Major 4♦/♥ Transfers		
2♣	√	0		Game force or 22 <sup>+</sup> BAL	2♦ waiting Kokish relays	After 2♦, 3♣/♦ = dbl neg; 3♥/♠ = Acolish	DBL = bad hand
2♦		5		NAT wk 2	2NT asks strength; 2M/3♣ Non-forcing 4♣ Roman Key Card Gerber		
2♥		5		NAT wk 2	2NT asks strength; 2♠/3♣/♦ Non-forcing 4♣ Roman Key Card Gerber		
2♠		5		NAT wk 2	2NT asks strength; 3♣/♦ NF; 3♥ F 4♣ Roman Key Card Gerber		
2NT				20-21 HCPs, BAL can have 5 or 6 card suit	3♠ relay to 3NT; 4♦/♥ Transfers	Smolen	
3♣		6		Wide range non-vul	4♦ Roman Key Card Gerber		
3♦		6			3♥/♠ F; 4♣ Roman Key Card Gerber		
3♥		6			3♠ F; 4♣ Roman Key Card Gerber		
3♠		6			4♣ Roman Key Card Gerber		
3NT	√			Gambling, no outside A or K 7 card minor			
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	√			Blackwood	0, 1, 2, 3, 4		
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				RKCB: 1430;	
5♥		8				Exclusion Blackwood;	
5♠		8				D1P0 (DBL=1 or 4; P=0 or 3) and DEPO	
						Non-serious 3NT	