



WBF Convention Card

DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
<b>Style:</b> 1 level overcall can be light, 2-level fairly sound vul
<b>Responses:</b> Jump Raise PRE, Jump Q = mixed raise
New suit NF, Jump Shift INV to 1-1 overcall, F to 2-1
2NT = LR over neg DBL
(1 $\heartsuit$ )-1 $\spadesuit$ /2 $\heartsuit$ -(2 $\heartsuit$ )-2NT = raise
(1m)-P-(1N)-2 $\clubsuit$ = 5/4 Majors, 2 $\diamond$ = 5 <sup>+</sup> /5 <sup>+</sup> Majors
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)</b>
<b>2<sup>nd</sup> Position:</b> 15 <sup>+</sup> -18; responses As over 1NT Opening
(1X)-P-(1Y)-1NT = 16-19, 2Y is only ART response
<b>4<sup>th</sup> Position:</b> 11-15
<b>Responses:</b> 2 $\clubsuit$ ART, asking strength; else System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> WK except INTERMEDIATE VUL vs NV
<b>Responses:</b> New suit F1; 2NT asks for singleton
<b>Unusual NT:</b> Lower 2 unbid suits
(1 $\clubsuit$ )-2 $\diamond$ = Michaels
<b>Reopening:</b> Jump overcall INTER, 2NT = 19-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
<b>Style:</b> Simple cue = Michaels, wide range;
(1m)-3m NAT; (1M)-3M asks stopper
<b>Responses:</b> (1M)-2M-3 $\clubsuit$ = P/C; 3 $\diamond$ = INV oM; 2NT= INV, ask
(1 $\clubsuit$ )-2 $\clubsuit$ = NAT
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Multi-Landy [14] ; DBL of strong = 4M + long minor, or strong
<b>VS PREEMPTS</b>
T/O DBL thru 4 $\heartsuit$ , LEB after (2M)-DBL-(P)
(2M)-3M = Michaels. 4M = minors, STR, 4 $\clubsuit$ = minors, NF, 4 $\diamond$ = STR overcall other M
Cue, 4-lvl & jump overcall ART vs 3 $\clubsuit$ [10]
<b>VS ARTIFICIAL STRONG OPENINGS</b>
DBL = Majors, NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit F1 at 1-lvl, jumps = PRE, 2NT = LR
1X-(DBL)-2 $\diamond$ /3 $\clubsuit$ = raises; Transfers after 1M-(DBL)

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3 <sup>rd</sup> even, low odd	After raise, may lead		
NT	4 <sup>th</sup> maybe high from bad	high from xxx or xxxx		
Subs.	Same, but some ATT			
Other: after trick 1: J, 10, 9 = 0 or 2 higher if useful				
LEADS				
	Vs Suit	Vs NT		
Ace	AK, Axx(xx)	AKx(xx)		
King	AKx(x), KQx, Kx(x)	KQT9, AKQT, AKJT		
Queen	QJx(x), Qx	KQx(x)		
Jack	J10(x), KJ10x(x)	QJTx, AQJT(x)		
10	109x, KT9(x), QT9(x)	JTxx(x), A/KJT(xx)		
9	98x,	T9xx, A/K/QT9(xx)		
Hi-x	xx or xxx	Bad suit		
Lo-x	xxx, xxxx, xxxxx	Normally from an honor		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
suit	1 <sup>st</sup>	UD ATT	UD CT	UD ATT
	2 <sup>nd</sup>	STD S/P	STD S/P	STD S/P
	3 <sup>rd</sup>	UD CT		
NT	1 <sup>st</sup>	UD ATT	UD CT	UD ATT
	2 <sup>nd</sup>	STD S/P	STD S/P	STD S/P
	3 <sup>rd</sup>	UD CT		
<b>Signals (including trump):</b>				
Some S/P in trumps				
DOUBLES				
<b>TAKEOUT DOUBLES (Style, Responses; Reopening)</b>				
<b>Style:</b> Near opening w/ support for unbid suits				
<b>Responses:</b> Cue bid F to 2 level				
<b>Reopening:</b> 9 <sup>+</sup> with shortness or 16 <sup>+</sup> any shape				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE-)DBLS</b>				
NEG DBL THRU 4 $\clubsuit$ ; DBLs after 1 $\clubsuit$ ART [1]				
1 $\diamond$ -(1 $\heartsuit$ )-DBL: 4 $\clubsuit$ ; 1 $\diamond$ -(1 $\spadesuit$ )-DBL: 4 <sup>+</sup> $\heartsuit$ ,				
RESP DBL THRU 4 $\clubsuit$ : Interest in other suits;				
Support DBL & RDBL to 2M				
Stopper-ask DBL (in our auction, opponent's raise M to 3-level)				

<b>Category:</b> Natural – GREEN
<b>NCBO:</b> USBF
<b>Event:</b> Yeh Brothers TEAMS
<b>Players:</b> MARTY FLEISHER      CHIP MARTEL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors (can be 4 opposite PH)
1 $\clubsuit$ = clubs or balanced
1 $\diamond$ usually 5, usually unbalanced
<b>1NT Opening:</b> 14-16 (NV, 1 <sup>st</sup> 2 <sup>nd</sup> and 3 <sup>rd</sup> ) otherwise 15-17
<b>2 over 1 RESP:</b> FG by UPH
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
<b>OPENINGS:</b>
2 $\diamond$ = weak 2 bid in a Major [4]
2 $\heartsuit$ = 4 $\clubsuit$ and 5/6 $\heartsuit$ , 11-15
3NT OPENING = Gambling: no side A or K in 1 <sup>st</sup> , 2 <sup>nd</sup>
<b>RESPONSES:</b>
Transfer responses to 1 $\clubsuit$ [1],
Transfer responses after 1 $\clubsuit$ in competition [2]
<b>REBIDS:</b>
After 1 $\diamond$ -1M, and 1 $\heartsuit$ -1 $\spadesuit$ : opener's rebids 1NT through 2M-1 - TRSFR [3]
1 $\spadesuit$ -1NT-2 $\clubsuit$ -2 $\diamond$ ART [5]
<b>COMP:</b>
Good/Bad 2NT
Michaels & UNT over opening 1X
SPECIAL FORCING PASS SEQUENCES
Pass then pull is stronger than taking initial action
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
<b>PSYCHICS:</b> Some very light openings 3 <sup>rd</sup> seat NV

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	MARTY FLEISHER	CHIP MARTEL	7/15/13	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		2	4♥	Longest suit in unbal hand or 2+ ♣s in BAL hand w/ 11-14 or 17/18-19 HCP.	Transfer responses [1] STR JS resp except 1♣-2♦ = wk 3♣=minors wk	1♣-1R-1NT = 17+-19 HCP	Transfers on in comp [2]
1♦		4	4♥	4+ card suit, UNBAL hand		Transfer rebids after 1♦-1M [3] 1♦-1♥-1♠-2♣/2♦ artificial	Transfers off in comp
1♥		5(4)	4♥	5+ card suit, usually no longer suit, 11-22 HCPs Can be 4 card suit in 3 <sup>rd</sup> & 4 <sup>th</sup>	1NT = semi-forcing; 2/1 FG 2NT = FG raise, usually BAL SPL raises including 3NT	Transfer rebids after 1♥-1♠	PH: Reverse DRURY FIT[6] COMP: TRF /DBL
1♠		5(4)	4♠	See 1♥	See 1♥	1♠-1NT-2♣-2♦ ART	See 1♥
1NT			4♠	15-17 except 14-16 1 <sup>st</sup> -2 <sup>nd</sup> NV May have 5 M or 6 m	JTB, Gerber, Texas 2♠ = range ask or ♣; 2N= ♦s ; 3♣ = PUP STAY; 3♦ = minors 3M = SPL, 3 oM	1NT-2♣-2♦-2M = 4 other M New suit after minor trf = SPL	COMP: TRSFR LEB after overcall [9] NEG DBL
2♣	√	0		22+ BAL or 9+ tricks UNBAL	Control response except 2♣ shows some 5+ card suit with 2/3 honors, 3M show some suit to AKQ/AKQJ	2♣-2NT-3♣ = BAL 2♣-2♥-3♣ = ♥ 2♣-2♥-3♥ = ♣	
2♦	√	0		weak 2 in a Major (2-8 with ♣ 4-10 with ♥)	2,3M, 4♥= P/C, 2N = asking, [4] 3♣,= 5+ ♥ INV+, 3♦ = 5+ ♠INV+ 4♣ asks trf to suit; 4♦ asks bid suit	After double by opponents, pass asks opener to pass with 3+ ♦'s	
2♥		5		4♠ + 5/6 ♥ 11-15(16)	2NT and 3♦ ask.		
2♠		6		6 card suit, 8/9-11/12 HCP depending on Vul, position	New suit forcing		
2NT				20-21 BAL, May have 5M, 6m or stiff honor	STAY, JTB, Texas, 4♣ = ♦, 3♠ = clubs or ♣ & ♦;	<b>HIGH LEVEL BIDDING</b>	
						4♣ is Preempt Keycard after most preempts: resps: bad, 0, 1 no Q, 1+Q, 2 no Q, 2 + Q ; --Also after weak 2 (second round after 2♦)	
3x		6		NAT, may be weak Fav	New suit F1 after vul, NF after NV 3M-4♦ ART S/T,	Key Card Blackwood and Kickback Double keycard when responder has shown 2 suits in response to bal opening Last train when obvious	
3NT	√			Gambling, no side A, K 1 <sup>st</sup> , 2 <sup>nd</sup> To play, 3 <sup>rd</sup> , 4 <sup>th</sup>		5NT usually choice of slam, GSF when obvious 5 level cue-bidding denies a control	
4X		7		NAT			

**NOTE 1: Responses to 1♣ opening**

1♣ - 1♦: 4+ ♥s, can be weak

1♣ - 1♥: 4+ ♠s, can be weak

1♣ - 1♠: No 4-card Major, may have ♦s or 6-9 BAL or STR BAL

1♣-2♦ = 6+♦, non-invitational

1♣-3♣ = 5+♣, 4+♦, non-invitational

**NOTE 2: Responses to 1♣ opening in Competition**

1♣ - (DBL) - ?

System on at 1-level, RDBL is 10+

1♣ - (1♦) - ?

DBL= 4+♥

1♥ = 4 +♠

1♠ = NT or comp ♣, opener usually bids 1N with 11-14 balanced

1N = Nat

2♣ = 44 in majors 7+

2♦ = INV+ club raise

1♣ - (1♥)-?

DBL= 4+♠

1♠= values, not 4+ ♠

1N= Nat

2♣= minors not invitational

1♣-(1♠)-?

DBL= normal neg. dbl.

1N= Nat

2♣ = minors not invitational

**NOTE 3: Transfer rebids after 1♦ - 1M (1NT through 2M-1)**

1♦-1M-1NT shows 4+ ♣s and is intended as forcing

1♦-1M-2♣ shows either 6+ ♦s may be strong

1♦-1M-2♦ shows 3 card support for responder's Major

**NOTE 4: MULTI 2♦**

2♦ opening bid shows a light weak 2 bid in ♠ or a wide range weak 2 in ♥

2♠ response may be a hand with long clubs: responder bids 2N(min) or 3♣ with ♥

Responses in a Major are Pass or Correct (rebid of pass or correct suit response NAT)

2NT asks opener to describe hand further (3m shows minimum with corresponding Major)

3m shows responder has 5+ ♥/♠ INV+

4♣ asks opener to transfer to suit

4♦ asks opener to bid suit

After double, pass asks partner to pass with 3+♦

**NOTE 5: 1♠-1NT-2♣-2♦ ART, shows one of 4 possible hands:**

(a) ♥ suit, WK; (b) strong (8-10<sup>+</sup> HCP) 2 card ♠ preference; (c) strong ♣ raise; (d) good ♦ hand

**NOTE 6: REV Two way DRURY FIT** (off in COMP except P-1♥-(1♠)-2♣)

P- 1M-2♣ = 3+ card support, approx. 9+ hcp

P-1M -2♣ -2♦ = ART, some game interest, not strong slam interest (RESP's new suit = SPL)

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

.P-1♠-2♣-2♥ = NAT, INV<sup>+</sup>

P-1M-2♣-2N= ask (3♣=3, =4, step asks shortness)

**NOTE 8: If DBL of our 1NT opening is PEN:**

RDBL forces 2♣. Used with 1-suiter to play 2♣, 2♦, or 2♥; rebids higher than 2♥ INV

2♣/♦/♥ = bid suit + higher suit

**NOTE 9: RUBENSOHL after 1NT-(2M):** Applies if 2M = 1-suited, or if it shows bid M+ unknown 2<sup>nd</sup> suit, and also after 1NT-(2m) if 2m promises a specific M with or without an unknown second suit. Also applies after our 1NT overcall unless 2 suits have been bid:

1NT-(2M)-2NT forces 3♣. RESP may intend to play in a lower ranking suit or rebid 3NT to show a stopper in M, or rebid 3M to show shortness in M without 4 of other M.

1NT-(2M)-3♣ = ♦s, INV<sup>+</sup>

1NT-(2M)-3♦ = OM, INV<sup>+</sup>

1NT-(2M)-3OM = ♣s, INV<sup>+</sup>

**NOTE 10: VS. 3♣ Preempts**

4♦ = Diamonds + Major; 4♥ = p/c, 4♠ nat,

4N = Good 5om bid

**NOTE 11: After our PEN DBL of WK NT:**

(1NT)-DBL-(2♣ NAT)-2♦ = T/O of ♣s (F)

(1NT)-DBL-(P forcing RDBL or RDBL forcing 2♣)-2♣ = STAY

(1NT)-DBL-(2M NAT)- bids as in NOTE 9 above

**NOTE 12: DEFENSE VS NT**

DBL of STR (14<sup>+</sup>) 4-card M and longer m (or strong). Advancer's 2♣ asks for m, 2♦ for M.

DBL of WK NT = PEN

2♣ = ♥+♠. Advancer's 2♦ asks for longer M (with equal length)

2♦ = 1-Major (2M, 3M = P/C; 2NT = G/T in either M)

2M = 5M + 4<sup>+</sup>m. 2NT = asking,

3M = WK NV, STR VUL