



# WBFC Convention Card

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
Light style, may be 4 cards, New suit NF except when they open @ 2+ level		Lead		In Partner's Suit	
Jump raise weak mixed, Jump cue mixed, Jump shift=FJS natural invit splinter	Suit	3rd=even; low=odd		same	
2NT=hi ODR limit over major if RHO bids, else jump to 2NT is natural invit	NT	4 <sup>th</sup> , 2 <sup>nd</sup> highest		3 <sup>rd</sup> /4 <sup>th</sup> with H else high(if supported)	Category: Precision
Transfers after negative support DBLs over our 1M overcall	Subseq	4th/ATT		same	Country: USA
	Other:	NT-Rusinow only with 4+ suit. A=attitude, K=unblock/cnt (power card)			Event: 15 <sup>th</sup> World Bridge Series: Mixed Teams/Mixed Pairs
		Suit-5+level or opp preempt KQ=cnt, 6 level lead x from Kx/Qx/Jx.			Players: Anne Brenner-David Caprera
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
15-18 HCP. System on as over 1NT opening	Lead	Vs. Suit		Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
Balance 1NT=10-15/16. Same but 2♣ is size-ask Stayman. 2♠=♣'s bad/good	Ace	Ax,AK		AKx(+),Ax,AKJ(+)=attitude	Precision style strong 1♣ (16+HCP, 17+balanced). 1♣-1♥=8-11 HCP <5♠
and 2NT=♦'s or minors	King	AKx(+),AKJ10(+),KQ,Kx		AKJ10(+),KQ109(+)=unblock/cnt	1♦=11-15 HCP, 2+♦ or stiff A or K
Balance 2NT=19-20=System like 2NT opener	Queen	KQx(+),KQ(J/10)x(+),QJ,Qx		KQx(+),KQJ(+),QJx,Qx	5 card majors, 11-15 HCP with 2/1 game forcing(2♣=2+♣'s), semi forcing NT
(1X)-P-(1Y)-1NT is natural NT by UPH with NT system on	Jack	QJx(+),J10,Jx		QJxx(+),AQJx(+),J10x,Jx	2♣=10-15 HCP, 6+♣
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	J10x(+),HJ10x(+),109, 10x,		J10xx(+),HJ10x(+),109x,10x	2♦=11-15 HCP, 3 suiter with short ♦, 4414, 4315, 3415, 4405
1-Suit: PRE. Style=not crazy, vul dependent. Responses like for opening PRE	9	109x(+),H109x(+),9x		109xx(+),H109x(+),9x	Weak 2♥/2♠
2-Suit: 2NT=2 lowest unbid suits, (1♣=short)-2♦=majors, (1m=short)-2NT=♥+m,	Hi-x	xx, 3rd best from even		Sx,Sxx,xSxx(x),HxxSx(x)	1NT Openings: 14-16 or 15-17(4th+vul 3rd) HCP with second round transfers
(1♦=short)-2♥=majors, (1♠)-(2♠)-2NT=♥+m	Lo-x	Low from odd		4th best,xxS(didn't support partner)	2 OVER 1 Responses=GF over major. 1♦-2♣=GI+
Reopen: 6+ suit good hand. Responses of 2NT and new suit are F1	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		Partners Lead	Declarer's Lead	Discarding	Strong 1♣-1♦=0-7,1♥=8-11<5♠,1♠=8+ 5+♠,1NT=12+ 5+♥,2♥=12+bal
(1m=short)-2m=NAT. (1♦=short)-3♦=big majors. (2M)-3M=Michael's	Suit:1st	USD ATT	USD count	USD ATT	Precision 1♦, 2♣, 2♦
(1X)-2X=Michael's-2NT=extras, 3♣/M=POC, 3M jump=mixed	2nd	USD count	S/P	USD count	Gambling 3NT with A or K outside
(1m)-3m=NAT PRE, (1M)-3M=stopper ask	3rd	S/P (dummy short)		S/P	UTL splinter responses over major without competition
	NT: 1st	USD ATT	Reverse Smith Echo	USD ATT	Many FJS's
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	2nd	USD count	USD count	USD count	UMJODOO, 1♦-3♣=mixed with both minors
Strong: Meckwell. DBL=♣'s, ♦'s, M's, big single suit, big NT. 2m=m + a M.	3rd	S/P		S/P	Ogust over weak 2 major
2M=NAT 6+suit. 2NT=♣'s or GI 2 suiter. 3♣=both minors.	Signals (including Trumps): USD cnt+ATT. 2nd card standard present count.				Defense vs. unusual NT, Michael's, Flannery, CRASH vs strong 1♣/2♣
Weak: DBL=PEN-2♣=runout. 2♣=majors. 2R=transfer. 2♠=4♠♠+m. 2NT=4♥+m	Sometimes trump S/P. Mid hand 4th best hi ATT, 2nd highest lo ATT.				Natural minor suit bids over short minor
Meckwell by passed hand over a weak NT. Meckwell over 2NT opener	2nd hand split hi from equals. If signal not relevant move to next order of priority.				After simple overcall, jump cue is mixed, jump raise weak, new suit NF
	<b>DOUBLES</b>				Defense vs. weak and strong NT
unfavorable use weak NT defense vs. 1NT and 2NT	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				1M-(DBL)-Cappelletti transfers
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>	Can be light. Negative thru 4♠+. Responsive thru 4♠+. Jump response invitational.				Transfers over 1♦-(DBL), 2M-(DBL),(1X)-1M-(DBL),1M-(2M), and 1♦-(2♣/2♠/3♣)
DBL=T/O thru 4♠+. Cue=Michaels. Lebensohl after (2M)-DBL	Reopening can be lighter.				Transfers over 2♣-2NT+
(2M)-4♣=minors,4♦=4OM strong, 4OM=OM hi ODR,4M=minors big,4NT=Reg BW	Lebensohl over (2M)-DBL				Transfer Lebensohl structure over 1NT interference
Other jumps strong. NT=NAT with Transfer Lebensohl-like responses(Gladiator)					<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				Pass Double Inversion over GF 1♣ sequences at 4♣+ (3♠+ if we showed ♥'s)
CRASH over strong 1♣ and 2♣. MATHE over strong (1♣)-(1♦)	Maximal overcall DBLs. Support DBLs/RDBLs all levels.				
	After our overcall RDBL=2fit and values. Pass-DBL inversion in 1♣ sequences				
	DBL to request clarification.				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	DBL and RDBL as part of Ace-asking responses. Card-showing DBLs				Psychics: Occasional
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	DBL to show shortness. RDBL to show control feature.				
Transfers if we open 1♦, 1M, 2M. 2M-(DBL)-transfer thru 2NT start with RDBL	Snapdragon except (1♣)-1♦-(1♥)-DBL= exactly 4♠				
1♦-(DBL)-RDBL=4+♥,1♥=4+♠,1♠=NT,1NT=♣ weak, 2♣=♣ F1 as if no DBL,2♦=F1	Took my bid DBLs				
1♦-(DBL)-2M=UMJODOO,2NT=mixed both m, 3♣=limit both m, 3♦=not GI.					
Cappelletti transfers over 1M, with FJS, 3NT=GF in M. 1M-(DBL)-2NT=limit.					

OPENING BID DESCRIPTIONS

Opening	Artificial	Minimum No. Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Competitive & Passed Hand Bidding
1♣	Yes	0	NO	16+ ART, F1. Can upgrade, many relays	1♦=0-7 ART,1♥=8-11 ART GF <5♠,1♠+ GF(NAT/ART)	1♣-1♦-1M=F1 4+M +/- longer minor. Other NAT/ART	Same except 1♥=8-10<5♠/good m/♥.1NT,2m,2♠=8+
1♦	Yes	2,(stiff A/K)	4♠+	2+, 11-15 HCP, stiff A/K possible	1NT=7-11, 2m=F1, 2♥/♠=5-4+ weakish/INV UMJODOO	Many relays	Same
1♥		5	4♠+	11-15	1NT=SF,2/1 GF(2+♣),2NT=limit+,3♥=mixed, UTL SPL	2 way NMF/1NT, 1♥-1♠-2♣-2♦=GF,1♥-1♠-2R-2♠=GF	Same except 2♣=Reverse Drury. FJS's
1♠		5	4♠+	Same as 1♥	Same idea as over 1♥	Same idea as over 1♥	Same as 1♥
1NT			3♠	14-16/15-17, stiff K, 5M, 6m, 4♠5♥ possible	TFERS,2♠=range ask/♣,2NT=puppet,3♣=♦	2ndary TFERS,Smolen,2♠/Stay=GI♠,2♠/TFER=GI♥	Same
2♣		6	4♠+	10-15 6+♠	2♦=ask,2M=NF,2NT=TFER,3C+=TFER GI+,3♠=6♠4♥	2♦-2♥=4M,2♠=Stiff/good suit,2NT=good,3♣=NF	2♦ same as UPH,2NT=construct,3♣=NF, FJS's
2♦	Yes	0	PEN DBL	11-15,short ♦:4414,(43)15,4405	2M=NF,2NT=ask,3♦=GI NAT,3M=mixed 5M	2NT-3♣=weak,3♦=4414,3M=3M,3NT=4405. MB	2NT system on. No MB
2♥		5,usually 6	NO	5-10, usually 6+, Vul dependent	Suit=NF.2NT=Modified Ogust, JS=NAT GF	2NT-3♣=W6M,3♦=5M nonVUL(4oMVUL),3♥/3♠=56M	Same
2♠		5,usually 6	NO	Same as 2♥	Same as 2♥	Same as 2♥	Same
2NT			3♠	19-20/20-21, like 1NT shape	Stayman,TFERS,3♠=♣ or minors,4♣=♦	Smolen,3♣-3M-OM=ST,3♣-3♦-3♥-3♠=GF55 ST	Same
3♣		6,usually 7	NO	PRE, Vul dependent	New suit Force BUPH, 4M/5m=2P	4♦=modified KCB	Same
3♦		6,usually 7	NO	PRE, Vul dependent	New suit Force BUPH, 4M/5m=2P	4♣= modified KCB	Same
3♥		6,usually 7	NO	PRE, Vul dependent	New suit Force BUPH, 4M/5m=2P	4♣= modified KCB	Same
3♠		6,usually 7	NO	PRE, Vul dependent	New suit Force BUPH, 4M/5m=2P	4♣= modified KCB	Same
3NT	Yes	7+ card m	NO	Solid 7+m side A or K, 1/2 seat	♣=POC,4♦=asks shortness,4M=2P,4NT=asks A/K	5NT always asks for solid suit	♣=POC,4M=2P
4♣		7,usually 8	NO	PRE, Vul dependent	4♦=regular KCB, 4M/4NT/5♦=2P		
4♦		7,usually 8	NO	PRE, Vul dependent	4M=2P, 4NT= regular KCB,5♣=2P		
4♥		7,usually 8	NO	PRE, Vul dependent	4♠=2P, 4NT= regular KCB, 5X=control ask	5X-5♥ denies, 5NT=K, 6X=1st round control, 6♥=stiff	
4♠	Yes	7,usually 8	NO	PRE, Vul dependent	4NT= regular KCB, 5X=control ask	Same as for 4♥	
4NT			NO	Regular Aces Blackwood	5♣+=0,1,2,3		
5♣		7,usually 8	NO	PRE, Vul dependent			
5♦		7,usually 8	NO	PRE, Vul dependent			
5♥		7,usually 8	NO	PRE, Vul dependent			
5♠		7,usually 8	NO	PRE, Vul dependent			
5NT							

HIGH LEVEL BIDDING

KCB(Kickback)(03,14),Exclusion(03,14),Modified KCB/PRE(0,1-,1+,2-,2+) only after Ogust with 2M PRE

6 card KCB(03,14,25-,25+), Control bids 1st/2nd round. 3NT nonserious/M without competition

Last train, Trump cuebids, 5NT=pick a slam, Minimal Gerber(03,14,2bad,2good)

DOPI/DEPO. Over (DBL)-P=no control, RDBL=1st step, next bid+=next step+

Mulberry Bush over 3 suiter: 4♣=TFER/ST, 4♦=TFER/GF, 4♥/4♠/4NT=KCB for LMH suits