

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
New suit NF 2/1 and 2/2. F1 1/1 and over weak bids.
Transfers after negative double, starting with NT
ART raises of overcalls:
2NT = LR ⁺ in Major suit overcall if advancer bids, NAT if advancer passes and over 2m
3-level Q = mixed if 2NT LR available
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18, system on
Reopening 11-14 after m and 11-16 after 1M, 2♣ = range ask after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
3 level jump overcalls are pre-emptive vulnerability graded
2 level jump overcalls tend to show some offensive shape
Reopen: Intermediate
1X-2NT = 2 lower. 1m(nebulous)-2NT = ♥+other minor
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-2♣ = nat. 1♣-2♦ = Majors.
Vs art 1♦: 2♦ = nat, 2♥/3♦ = Majors weak/strong
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: 2m = m + M, 2M = nat, X = one minor or both Majors or good ♠ overcall or strong hand not 2 suited.
2NT → 3♣ to show any strong 2 suiter other than minors.
Weak: X=14 ⁺ , 2♣ = ♠+(♥ or ♣) 2♦ = ♦+(♥ or ♠) 2M NAT. 2NT=1 suit 3♣ or 3♦ show that minor plus ♥
Lebensohl when they run to 2M after penalty Dbl
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O. Cue = Michaels. 2M: 4♣=minors; 4♦=strong OM
2m-4om =5+ om & 5 ⁺ M F. 3♣-4♦ = ♦+M F
NT = nat: Wolff, stayman and transfers
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, NT = minors. 1♣-P-1♦: X = Majors, NT = minors
1♣-2♦ = one Major, 1♣-2M = M + m.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if we open 1♦, 1M, 2M.
1♦-Dbl: 1♥=♠, 1♠=NT, 1NT=♣ weak, 2♣=♣ Comp, 2♦=NF, 2♥=5♠4♥ inv,
2NT=♣ preemptive 3♣ =minors weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and lowest	3 rd and lowest	
NT	4 th best, Rusinow	3 rd /5 th	
Subseq	4 th /Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT: Rusinow	
Ace	AKx	AK(x)(x)	
King	AK, KQ+, (AKx at 5+level)	Asks unblock/count	
Queen	QJ+, Qx	KQ(x), AQJxx	
Jack	JT+, Jx, KJTx	KQJx, QJxx	
10	T9+, Tx, HT9x	JTxx, HJTxx	
9	9x, KJ9	T9x(x), HT9(x)	
Hi-X	xx, xxx+ if length assumed	xx, xxx, maybe xxx+	
Lo-X	xxx, 4 th best	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = encourage	Lo = even	Lo = encourage
Suit 2	Lo = even	S/P	Lo = even
3	S/P		S/P
1	same as suits	Trick 2 S/P	same as suits
NT 2		Else like suit	
3			
Signals (including Trumps):			
Trick 2 suit pref. vs NT, unless count needed.			
Trick 1 Signal VS suit is standard when lead shows AK.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Jumps invitational (but preemptive over XX)			
X of m: cue-bid = GF or pick M inv+			
X of M: cue-bid = GF			
X of 2M: Lebensohl with some special art slam tries			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 3 level. Support XX.			
Clarification doubles when various hands possible.			
In comp many dbls say consider additional competition.			
Game try X. 4 th suit X. X and XX as part of Ace-asking interference.			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: USBF
PLAYERS: ERIC GRECO – GEOFF HAMPSON
EVENT: BERMUDA BOWL WUHAN 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision. 1♣ = 16+ artificial F1. 1♦ = 11-15, usually 2+♦
5-card Majors (4 possible 3 rd). 1M shows less than 16
2♣ opening = 11-15, 6+♣. Can rarely be 5 cards in 3rd
2♦ opening = 11-15, short ♦, 3-suiter 3-card M possible
14-16 NT 1 st & 2 nd any, non vul 3 rd . 15-17 vul 3 rd , & all 4 th
2/1 Response = GF with 2♣ artificial
All high card requirements are subject to upgrade
Very aggressive pre-emption at favourable vulnerability
2M opener weak, style changes based on vulnerability.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
1♦-P-2♥/♠ = 5♠ 4♥ less than invite / invite
Non forcing freebids in unbid Majors at the 2 level.
ART Major raises:
1 under or 3 level cue often mixed after 1M
2NT and cue of opp's suit in comp after 1M is a raise of M
Conventional raises and fit showing bids in comp
SPECIAL FORCING PASS SEQUENCES
After 1♣ opening: When game forced, invert pass and X
When the opponents preempt at the 3 level, we act, they bid at the 5 level we are forced and invert Pass and X.
When responder shows values after 1♣ we are forced unless the opponents bid 1M and raise to 3M.
IMPORTANT NOTES
Frequent upgrades of point count
can open lighter NV than V
PSYCHICS: light 3rd seat openings, tactical

