

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)
 7-15 HCP 2nd, 5-13 HCP th.
 cue bid show 11+ with fit or any forcing. jump fit weak 4+ cards.
 bid non forcing 9-13 HCP. jump new suit 6+ forcing.
 double cue bid show 4+ cards fit 7-10 HCP.
 1NT 8-11 HCP. 2NT 12-13 HCP.
 after x from opponents transfers.
 1NT OVERCALL (2nd/4th Live; Responses: Reopening)
 15-17 HCP 2nd, 2♣ stayman, 2NT transfer to ♠, transfers.
 3♣ puppet stayman, 3♠=5-5 majors inv. 3M=singleton.
 10-14 HCP 4th. system on.
 JUMP OVERCALLS (Style: Responses: Unusual NT)
 weak, NT minors over majors.
 cue bid forcing, 2NT asking.
 4th = 12-14 HCP 6+ suit. 1x-p-p-2NT=20-21 HCP.
 DIRECT AND JUMP CUE BIDS (Style: Responses; Reopen)
 1♣♦-2♦=majors
 1♠-2♠=natural.
 VS. NT (vs. Strong/Weak; Reopening; PH)
 capably vs. weak NT, vs. strong, x=one minor or 2 majors. 2♣♦ suit+any
 2 major natural, 3 any = preemptive.
 VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 optional x, NT natural, cue bid = strong 2 suiter (or 1 suit).
 4♣-4NT=2 or 3 suits.
 VS. ARTIFICIAL STRONG OPENINGS
 OVER OPPONENTS' TAKEOUT DOUBLE
 over minors opening natural, over majors transfers, 2NT/3♣/3♦ = system on.

LEADS AND SIGNALS

OPENING LEADS STYLE

| | | |
|--------|----------------------|----------------------------|
| Lead | Lead | In Partner's suit |
| Suit | 3rd-4th | small from 3/4 non support |
| NT | small from good suit | same |
| Subseq | | |

LEADS

| Lead | Vs. Suit | Vs. NT |
|-------|-------------------------|---------------------------|
| Ace | A, Akx | A, Akx |
| King | KQ(x), Kx, AK(x) | AKJ, KQ10, strong lead |
| Queen | QJ(x), Qx | QJx, QJ10x, QJ9x, KQx, Qx |
| Jack | J10x, Jx, KJ10 | J109, J10x, J108, Jx |
| 10 | 109(x), 10x, Q109, K109 | H109, HJ109x |
| 9 | 9, 9x | 109x, 9x |
| H/x | normal | normal |
| Lo-x | normal | normal |

SIGNALS IN ORDER OF PRIORITY

| Suit | Partner's Lead | Partner's S/P | Discarding |
|------|-------------------|---------------|-------------------|
| 1 | odd enc. even S/P | S/P | odd enc. even S/P |
| 2 | count | | |
| 3 | | | |
| NT | 1 count | S/P | odd enc. even S/P |
| | 2 on K J or Q | count | |
| | 3 on A high enc. | | |

DOUBLES

TAKEOUT DOUBLES (Style: Response; Reopening)
 normal style, cue bid forcing one round.
 4th 9+ with shortness or normal.
 SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
 when opponents show fit x negative, support x up to 2♣.
 negative x over jump overcall after 1NT opening.
 optional x if we support and the opponents bid.

WBF Convention Card

Category: _____
 NCBO: _____
 PLAYERS: engel
 cohen
 EVENT: _____

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 5 major, 2 over 1, 1NT semi forcing over major
 bergen raises.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ - weak major
 2♥/♠ - weak 5+5 major+minor

SPECIAL FORCING PASS SEQUENCES
 When we reach to game vul. and opponents bid.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

lebenschi
 PSYCHICS: rare



| QUESTION | TRICK INFORMATION | MESSAGE DEL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
|----------|-------------------|------------------|---------------------------------|---|---|---|
| 1♣ | 3 | 4♣ | better minor 10-21 HCP. | 1♣=2♥=5♥+4♠ 4-8 HCP. 1♣=2♠=3-7 HCP. inverted minor. 1♣=3♠=3♥=weak. 1NT 6-11 HCP. | 1♣=1♥=3♦=mini splinter 13-15 HCP, 4♠=splinter 16-19 HCP. 3NT=fit+18-19 bal. 4♣=17-19 5♣+4M-2-2, 1♣=1♥=1♠/1NT-2♣=transfer to ♠ 2♣=GF. | |
| 1♦ | 3 | 4♣ | same as 1♣ | same as 1♣ | same as 1♣. 1♣=2♣=2NT min bal. 3♣ min un bal. 2x good+H. | |
| 1♥ | 5(4) | 4♣ | 10-21 HCP. | 1♦=3♣=9-11 6+ suit inv. 2NT 11-12 HCP. 3NT 13-15 HCP. 1NT semi forcing 6-11 HCP. 2♥=8-10 HCP 3 cards. 3♣=4+cards 7-9 HCP. 3♦=4+ cards 1-12 HCP. 3♥=0-6. 3NT 13-15 bal. 2NT=4+cards GF. 3♠/4♠/4♦=void | 1♥=2♥=2♣=asking for doubleton, 3♠/♦=singleton, 2NT=singleton ♣. 1♥=3♣=3♦=asking for singleton, 3♦=try, 1♥=2NT=3♣ weak other natural. 4♣=5-5 good 1♥=2NT=3♥=good+♣, 3NT good no 2 suits, 1♥=2NT=3♣=3x-sing. 3♥=ask sing. 1♥=2NT=3♣=3NT=ask cue bid 4♣=♦=void. | 2 way drury. 2NT=minors 2♣=7-11 4+ cards 2♦=10-11 3 cards |
| 1♠ | 5(4) | 4♥ | 10-21 HCP. 15-17 HCP. | 1♠=4♥=natural, 1♠=3♥=natural weak. 2♠ stayman, transfers, 3♣=puppet, 3♦=5-5 majors inv. 3♥/♠=singleton, 4♣=gerber, 4NT=limit smolen | 1♥=2♥=2♣=5-4 nor. 1♥=2♦=3♣=5-5 mid+or 5-4 15+. 1♣=2♦=3♦=4 or Hxx 1NT=2♦=3♥=4+cards+doubleton min, 1NT=2♣=2NT=Hxx. 1NT=2NT=3♦=3M=short. 1NT=2♦=2NT=3-4-3-3 max. 1NT=2♦=2♣=3♦=max+doubleton. 3♦=fe T. 1NT=2♣=2M=3OM=slam inv. 1NT=2♣=2♦=3M=smolen. | 1♥/♠=2♣=2♦ asking 2♥=min 2♠=max |
| 2♣ | ✓ | | 22+ balance or forcing to game. | 2♦=0-7, other 8+ natural. | 2♣=2♦=2♠=3♣=second negative. 2♣=2♦=2♥=natural or bal 24-29 partner 2♣. 2♣=2♦=3M=ask for control. | |
| 2♦ | ✓ | 6(5) | weak ♥/♠ | 2/3♥=pass or 2/3♠. NT ask min. max. 2♣=pass or 3♥. 4♣=bid in transfer, 4♦=bid suit, 4♥/♠=natural. | 2♦=2NT=3♣=♥ min. 3♦=♠ min. 3♥=♥ max. 3♠=♠ max. | |
| 2♥ | 5 | | weak 5♥+5 minor | 2NT asking for minor. new suit forcing. 3NT to play. 3♥=preemptive. | 2♥=2NT=4♠=5♥+6 minor o 5-5 good. | |
| 2♠ | 5 | | same as 2♥ | same as 2♥ | | |
| 2 NT | | | (19)20-21 HCP. | transfers. 3♣=puppet stayman, 3♦=minors slam try. new suit natural forcing. | 2NT=3♥=3♠=4♥=4♠=transfer to 4NT 2NT=3♥=3♠=4♠=♦=good+any fit. | |
| 3 bids | 7(6) | | preemptive | 4♣=bid suit, 4♦=asking for singleton. | | |
| 3NT | | | gambling | | | |
| 4♣ | | | preemptive | | | |
| 4♦ | | | preemptive | | | |
| 4♥ | | | natural | | | |
| 4♠ | | | natural | | | |

HIGH LEVEL BIDDING

key card blackwood, D.O.P.I. cue bid (first+second), forcing pass after opponents bid show good hand.
5♣=1-4, 5♦=0-3.