

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Reasonably sound
Jump raise = mixed, weak if jump Q is available
New suit is NF constructive
Jump shift without competition is natural and forcing
Cue bid shows support for overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16(-) – 18 HCP
Responses: As if opened
4 th Position (Balance) 10-14 NV, 12-16 VUL
Responses: As if opened
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Weak
Responses: Cue Bid only force
Unusual NT – Lower 2 Unbid suits
Reopen: Jump Overcall = intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: Michaels – Wide Range
(1m)-3m = Natural --- (1M)-3M asks for stopper
Responses –(1M)-2M – 3C = pass or correct weak
2N = asks for minor (constructive)
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = Penalty
2C = any 1 suiter
2D = majors
2Major = natural + minor
2 NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4H – Lebensohl after (2M)-DBL by UPH
(2M)-4m = leaping Michaels, (2M)-4M = minors
(2M)-3M – asks for stopper. (2D)-4C = C & H, 4S = C & S
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Majors, NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M-DBL-2C = 7-9 HCP 3cd raise, 2D = 7-9 HCP 4cd raise-NOTE 5
1M-(DBL)-2NT = LR(+), and 3NT = 5 cd constructive preempt
1m-(DBL) – 3m = LR, 2NT = weak raise of minor

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honor, 2 nd other	same	
NT	4 th from honor, 2 nd other	same	
Subseq	Low implies honor		
Other:Jack denies higher, 10 promises higher or shortness			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Asks unblock/count	
King	KQx or AK doubleton	Asks for attitude	
Queen	QJx	Asks for attitude or Jack	
Jack	No higher honor	same	
10	9orJ and higher,or shortness	same	
9	10, or shortness	same	
Hi-X	xx	same	
Lo-X	4 th from honor	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Obvious Shift	UD count	UD attitude
Suit 2	Lo encourages	S/P	UD count
3	Count		S/P
1	Lo encourages	UD count	UD attitude
NT 2	Count	S/P	UD count
3			S/P
Signals (including Trumps):			
UDCA , trump suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles thru 3S			
Responsive Doubles thru 3S			
Support DBL & RDBL to 2 level just under responder's suit			
1x-(4minor)-DBL = penalty			
1x-(4major)-DBL = cards (convertible values)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: ACBL
PLAYERS: Les Bart & Gloria Bart & Craig Ganzer
EVENT (Open Pairs/Teams, Mixed Teams)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors
1NT forcing over 1 Major
Two over One is Game Force
1NT = 15-17 HCP – 4 suit transfers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT (Long solid minor)
Flannery – 5H, 4S 12(-) – 15 HCP – NOTE 1
Inverted minor raises
1 Major 2NT = 4 trumps, limit raise or better – NOTE 2
1 Major – 3 Major = mixed raise (7-9 HCP)
1 Major – 3NT = 5 card raise, constructive
1S-1NT-2C-2D = Bart – NOTE 3
P-1Major-2minor = Drury – NOTE 4
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Against suit contracts – obvious shift on trick 1 – NOTE 6
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	Longest suit if unbalanced hand	1M response may have longer diamonds	2-way Checkback after 1NT rebid	Jump Shift by passed hand is natural and strong
				Open 1C with 3-3 in minors	1NT = 7-10, 2NT = 11-12, 3NT = 13-15 3 Level bid in new suit is splinter 2C = limit raise (+), 3C = weak	4 th suit game force Wolff Signoffs after 2NT Rebid 3D = checkback after 2NT Rebid	
1♦		3	3S	See 1 Club	Same as 1C opener, 1NT response = 6-10 HCP	Same as 1C opener	
1♥		5	3S		1NT = F, 2/1 GF, 2S = Strong Jump Shift 2NT = LR or better 3m = natural invite, 3H = MR, 3S = SPL 10-12 3NT = constructive pre-empt, 4m = SPL 10-12	1H-1N-2N is nonforcing 1H-1N-2N – then transfers 1H-2H – short and long suit game tries Responses to 2NT – see NOTE 2	PH bids: 2C = 3 card Drury 2D = 4 card Drury 2NT = minors constructive
1♠		5	3S		See 1H 3C/3D/3H = natural invite	See 1H 1S-1N-2C-2D BART – NOTE 3	See 1H
INT			3 Level	15-17 HCP May have 5M or 6m	Stayman, 4 Suit Transfers, Gerber, Texas 3C = Puppet, 3D = 55 minors GF 3H = 55 Majors Inv, 3S = 55 Majors Strong	1N-2C-2D-3M = Smolen 1N-2C-2D-4D = 6H & 4S 1N-2C-2D-4H = 6S & 4H 1N-2D(H) – new suit = Max fit with dbltn	COMP: Lebensohl after 2 Level Neg DBL over 3 Level Bid Transfers over 3C
2♣	ART			Strong, Artificial, Forcing	2D = Negative or Waiting 2H, 2S, 3C, 3D = good suit	3C as responder's second bid is dbl neg	
2♦	ART			4S & 5H 12-15 HCP	2M or 3C is to play, 2NT = GF asks for description 3D = GF -relay to 3H, 3Major = invite, 4m GF		
2♥		5		Weak Two Bid 5-11 HCP	2NT forcing, New Suit Forcing	Over DBL – new suit is for lead	
2♠		5		Weak Two Bid 5-11 HCP	2NT forcing, New Suit Forcing	Over DBL – new suit is for lead	
2NT				20-21 HCP, may have 5M	Stayman, Jacoby, Gerber, Texas 3S = Relay to 3NT for minor suit slam try		
3♣		6		New Suit is forcing			
3♦		6		New Suit is forcing			
3♥		7		New Suit is forcing			
3♠		7		New Suit is forcing			
3NT	x			1 st and 2 nd , Solid minor no outside A or K	4C, 5C, 6C, 7C = pass or correct 4D asks shortness		
4♣		Natural					
4♦		Natural					
4♥		Natural					
4♠		Natural					
4NT		Ace Ask					
5♣		Natural				HIGH LEVEL BIDDING	
5♦		Natural				RKCB – 0314, 5NT asks for specific kings	
5♥						Gerber - 0314	
5♠						4D = KCB for clubs 4H = KCB for diamonds	
						Non Serious 3NT – NOTE 7	

