

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 4+ cards, 6– 15, stronger hand must double first
2 level; (5) 5+cards, 8-15 stronger hand must double first
Responses; new suit = NF (except 2/2, 3/2), standard ranges of NT
Jump raises = WK
Over 1 level overcall: CUE = 10 ⁺ with FIT 3 ⁺ or any shape Jump CUE =12 ⁺ with FIT 4 ⁺ Over 2 level overcalls: CUE show strong support a/o NT game interest
INT OVERCALL
In 2 nd ₍₁₅₎ 16 - 18 > system on
In 4 th ₍₁₁₎ 10 - 14 > system on
1X-pass-pass-2NT = 18-20> system on
1X-pass-pass- Double... and after 1NT=15-17
1X-pass-pass- Double... and after jump to 2/3NT= 21-22
JUMP OVERCALLS – generally preemptive
new suit =NF, 2NT= INV
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 ⁺ /5 ⁺ , 6-10
Reopen: Sound jump 6/7 cards 10-13 ₍₁₄₎
DIRECT & JUMP CUE BIDS Michaels + Leaping Michaels
Michael’s direct over ♠/♥/♦/♣ 5 ⁺ /4 ⁺ , 4-10 ₍₁₁₎ or 17 ⁺
1X-p-1NT-2X takeout
VS. NT DONT in direct seat only:
1NT (STR) - Double = single suit ; 2♣=♣+other suit; 2♦= ♦+M; 2♥=M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4th	Same	
NT	4th	2nd - 4th	
Subsequent	Low with interest	Same	
K is the strongest lead and asks for count vs. NT or Suit A asks for unblock vs NT 10 promises 1 high honour and 9, or short suit (2-3 cards) vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	akx (+) asks for attitude	AK (+), AK10 (+), AKJ (+)	
King	KQx (+), AK Asks for count	KQJ (+), KQ109 (+), AKJ10	
Queen	QJx (+)	QJ10/9(+) AQJx (+), KQx (+)	
Jack	J10x (+), HJ10x (+)	J109/8 (+), HJ10 (+), J10x	
10	109x (+), H109 (+), 109x	H109 (+), 10x	
9	9x	1098/7(+), 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xSxx	
SIGNALS IN ORDER OF PRIORITY			
Suit or NT	Partner’s Lead	Declarer’s Lead	Discarding
1	Attitude H/L	CT or none	Lavinthal
Suit 2	ATT		

W B F CONVENTION CARD
CATEGORY: GREEN ALL EVENTS PLAYERS LEILA GAINES AMPARO SORIANO
SYSTEM SUMMARY
2/1 Forcing Game with Bergen Raises <div>(11) 12-22</div>
1♠-1♥ 5 ⁺ card <div>(11) 12-22</div>
1NT - Balanced, , <div>(14) 15-17</div>
2NT -possible 5c M <div>(19) 20-21</div>
2♦/♥/♠ - weak 6 cards- OGUST responses
Classic PRE at 3 and 4 level; 1 st /2 nd position
PRE may be very weak in 3 rd
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Inverted BERGEN raises: 1M-p-3♣=10-11 hcp w/4 cards; 1M-p-3♦=6-9 hcp w/4 cards
1M-p-2♣/♦ = GF 1M-p-2NT=GF Jacoby 4cards+opening 1M-p-3M=Preempt w/4 cards 1M-p-4M= Preempt w/5 cards
Inverted minors (INV+) Game force
XYZ; 1m-p-1M-p; 1NT-p-2♣=transfer to 2D invitational; 1m-p-1M-p; 1NT-p-2♦- Game force Gazilli

1NT (WK) – Double = opening strength Re-open same
VS. PREEMPTS – Leaping Michaels
Double = T/O or any strong 17 ⁺ hand; Lebensohl over weak 2
2NT – balanced ₍₁₅₎ 16-18> system on
3NT = to play (when jump with long minor); Leaping Michael’s
OVER OPPONENTS’ TAKEOUT DOUBLE
After T/O double our voices at 1 level, BROMAD & Negative free bid NF
Re-double is for penalty, suggest no fit; after that our double is for penalty

Trump echo (if necessary), S/P in known length suit			
DOUBLES			
TAKEOUT DOUBLES			
T/O Double: 12 ⁺ standard shape (8 ⁺ re-open) or 17 ⁺ any shape (15 ⁺ re-open)			
Responses; jumps are positive 4 ⁺ cards, cue-bid = 10 ⁺ , standard ranges NT			
T/O Double over PRE at any level			
T/O Double when opponents support each other directly at any level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
3 card support double /redouble until 2 level repeat suits			
Negative X to 3♣			
Responsive X to 3♣			
Maximal X to 3♣			

Check-back 1X-1M-2NT-3♣*
3NT Gambling (7/8) AKQ in one minor (no A/K outside) Drury (3 rd and 4 th)
Michael’s cue-bid, Leaping Michael
Lebensohl
Puppet Stayman over 2NT
Smolen
XYZ/Gazilli
NOTES
We open all 12HCP
11HCP we open with good shape
With 5 ⁺ -5 ⁺ we open higher range suit
Aggressive overcall when opponents find fit at 2/3 levelº
PSYCHICS: Very rare

OPENING	TICK IF ARTIFICIAL	MIN.NO.OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BID DING
1♣/♦		3	3♠	(11) 12-22	1m - 3m = PRE; 1m - 2m = FG 5; new suit jumps = WK, 6+ cards;	1♠/♥ - (Double) – BROMAD 2♣ - 10-11 pts + 3 card support 2♦ - 6-9. Pts + 3 card support 3♣ - 10-11 pts + 4 card support 3♦ - 6-9 pts + 4 card support Xx implies no fit	Sandwich NT
1♥/♠		5	3♠	(11) 12-22	1M - 3M = WK; 1M - 2M = 8-9 3 Card support; 1M - 1NT=5+hcp Forcing 1 rd; 1M-1NT; 2x -2M: 5-7 pts 2 cards min. Rev. Bergen Raises 3♣/3♦4cards & 10-11 or 6-9 pts 1M – 2NT FG 4 cards + opening count 1M-3 other M= ambiguous splinter FG	1♣ - (Double/S) - 3♣ = Weak/Preemptive Check-back; 3 rd suit forcing	
1NT		Balanced	3	(14) 15-17 Balanced; no 5-card M	2♣= STAY, may be weak; does not promise M 2♦/♥= TRF; 2♠ - Minor suit stayman ♣ 2NT = TRF to ♣ 3♦/♠/♥/♥ slam interesst	Smolen (big and small) After major transfer new suit is natural, GF strong. After major tfr, opener response of other suit shows super-acceptance (max count + 4 cards) and doubleton in named suit	Responders double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system on. Lebensohl
2♣	*			GF or indeterminate strong in M OR 24+ balanced	2♦= 4+, any shape; 2♥=neg 0-3 pts	2♣ - p -2♥ - p - 2♠= 24+PH Kokish relay	
2♦/♥/♠		(5) 6		Weak	2NT = ask	OGUST responses	May be very weak in 3 rd , Sound in 4 th
2NT		Balanced		(19) 20-21 5M332, 5m422, 6m322	Transfers on Puppet stayman		
3♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 st /2 nd)			
3NT	*			Gambling AKQxxxx in ♠/♥ no A/K outside	4/5/6♠=P/C; 4M= to play; 4♠= asks for singleton 4NT = asks for extra length		May be very weak in 3 rd , Sound in 4 th

4♣/♦/♥/♠		(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		
5♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING	
						RKCB 14/30+Q, Specific King Ask, Splinter	
						exclusion blackwood (0-12-3), /q-Minorwood	
						DOPI; ROPI	