

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level aggressive, 2 level sound
Transfer advances after direct O/C of 1 level bid (begins at Cue bid)
In Non Transfer situation 1/1, 2/2= NF constructive, 2/1= F1
Jump Q= Mixed Raise, Jump Shift= Fit if can transfer to the suit; F1 if cannot transfer to suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 hcp, system on
4 th : 11-17 hcp, 2C=Stayman, Range Ask
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK after 1-level opening; STR after Weak opening
Unusual NT-lowest 2
Leaping Michaels after WK 2
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels after 1X and NT RESP (=MMs or 5OM +5m)
Jump CUE=Stopper ask for NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd even, 5 th odd	Same: Att after raise	
NT	4 th ; 2 nd from bad suit	Same	
Subseq	Same but some Att		
Other: Modified Rusinow except Slams, Partner's suit, Dummy's suit, side suit if Preempted, Lead of A then shift, denies singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) – asks Att	AKx(x) – asks Att	
King	AKxxx, KQJ, AK – asks Cnt	Asks Count or Unblock	
Queen	KQx, denies J: asks Att to J	KQx(x) – denies J, Asks Att	
Jack	QJx – asks Att	QJx(x), KQJx – Asks Att	
10	J10x	J10x(x), HJ10(x) – Asks Att	
9	109x, H109(x) – Asks Att	109x, H109(x) – Asks Att	
Hi-X	Xx	xXx, xXxx, xXxxx	
Lo-X	xx(X)x, HxX(x)	Usually HxxX(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Std trick 1 only vs Suit, Att/Cnt	UD Cnt	UD Att
Suit 2	UD Cnt	Suit Preference	
3	Suit Preference		
1	Std trick 1 only, Att	UD Cnt	UD Att

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Canada	
PLAYERS: George Mittelman – Robert Lebi	
EVENT: Seniors	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M; Forcing NT over 1M by UPH	
1NT Opening: 14+ - 17	
2/1 response FG by UPH	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Openings:	
3NT Gambling	
Multi 2D (wk 2 only), 2M=5M-4+m (5-10 hcp)	

VS. NT (vs. Strong/Weak; Reopening;PH) DBL: 5+m & 4M vs STR, PEN vs WK 2C: Majors; 2NT: Minors 2D:1 Major; 2M=5M & 4+m Reopening: same as direct	NT 2	UD Cnt	Suit Preference	UD Cnt	Responses: 1H-2S and 1S-3H = Bal LR Comp: Transfer Advances after our O/C Transfers after 1M-(Dbl) Good/Bad 2NT if responder acts at 1 level SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES PSYCHICS:
	3	Suit Preference		Suit Preference	
	Signals (including Trumps): S/P in trump, S/P when singleton/void in dummy				
	Reverse Smith vs NT				
	Upside Down Cnt &Att except trick 1 vs Suit= Std				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) DBL=Takeout; CUE asks for stopper; NT bids natural 4C/4D after Weak 2M or 3M=C/D+OM 4Om after Weak 3m=Om+H/S	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Usually shape disciplined, Cue= Force to suit agreement				
	Equal level conversion Cs to Ds only				
	2NT= lebensohl vs Weak 2s				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Suction (Note 13) in 2 nd /4 th vs Both and 2 nd vs 2C	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
	Neg Dbl thru 5D, Resp Dbl thru 4H, Support Dbl thru 2H				
	Max Dbl thru 4H				
	Dbl of Splinter asks lead of lowest unbid suit except Fav Vul				
OVER OPPONENTS' TAKEOUT DOUBLE 1m: 2N=Mixed; 3m=LR; JS Om=Fit, JS oM= WK, 3M=WK 1M: 1N>2M-1=TFR; 2M=WK/R; 2N=LR+; JS in m=Fit; JS in oM= LR+ w/ shortness, 3M=Mixed,					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG .DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5D	Natural, 11+ Hcp	1 Level natural; 1NT=8-10Hcp; 2NT=12-14Hcp; 2C=10+ Hcp [4]; 2D=Nat+Inv; 2H=5+S & 4+H, 6-9Hcp [5]; 2S=5S & 4H, 10-11Hcp[5] 3C=Mixed raise; 3DHS=WK; 3N=15-17HCP, 4333	1NT rebid=12-14, 2 way CB[2]; Trf after 2N rebid 2/3-level Raises of M: [1];	PH: Fit jumps O/C: CUE=LIM+; Fit jumps; DBL: 2N=Mixed/R; 3m=LR; 2N=Good/Bad

1♦		3	5D	Natural, 11+ Hcp	Similar response structure as 1C, exc. 2C=GF; 2D=10+ Hcp[4]; 3C=Nat+Inv	Same as 1C	Same as 1C
1♥		5(4)	5D	Natural, may be 4 in 3 rd , 10+	1S=Nat F1; 1N=F1; 2C may be 2, 2D=Nat GF; 2H=Const/R; 2S=LR+,Bal ; 2N=GF/R[10]; 3C=LR+S/S; 3D=Mixed/R; 3H=Pre; 3S/4CD=SPL; 3N=16-17Hcp, 4333	1NT rebid=12-14: Mod Bart after 1H-1N-2C[7] 1N: 2m could 3 2H: 2S= Art GT[8]; Other=ST	PH:2H=Bad; 2CD=Drury [9]; 2N=Minors; DBL: 1N>2D=Tfr; 2H=Bad;2N; O/C: Cue=4card LR+;2N=3card LR+; New suit F1; Jumps=Fit
1♠		5(4)	5D	Natural, may be 4 in 3 rd , 10+	Same as 1H, exc. 2H=GF; 2S=Cons/R; 3H=LR+,Bal; 3S=Pre	Same as 1H exc. Mod Bart after 1S-1N-2C/ D[7], 1S-1N-2H auctions[11] 2S: 2NT=Art GT[8]; Other=ST	Same as 1H exc. DBL: 1N>2H=Tfr; 2S=Bad
INT			3S	14+-17 Hcp May have 5M	2S=Range Ask or C; 4 suit Trf; 3C=Puppet; 3D=5m/5m;3M=1/3-4/5; 4D/H=Texas, 4S=4m/4m	1N-2C-2D: Smolen; 4C=5/5M; 4D/H= Texas 1N-2C-2H/S:3S/H=Fit/SS,4C=/Bal, 4D=KC	Neg Dbls; Trf Lebensohl
2♣		0		Strg Art F	2D=0/1 Ctl,2H=2 Ctl, 2S=3+Ctl, 3CDHS=6+ 2/3 top honors, 3NT=6 solid suit, 4CDHS=7 Solid	2C-2D-2H=Kokish; 2C-2D-3M=4M/6D 2C-2D-2H-2S:3C=H,3H=C, Cheapest 3=Neg	COMP: After O/C: Dbl=2 nd Neg, P=GF,New suit=Natural
2♦		6(5)		Weak 2-bid in either major; no strong variant: 5-10	2M/3M= P/C; 2NT= Inquiry; 4C bid suit below; 4D bid suit; 4M To Play	To 2NT: 3C=min with H; 3D=min with S; 3M=max with other major	th 4 chair only: 10-13, natural
2♥		5		5M – 4+m, 5-10 Hcp	2N=Inquiry; 2S=Nat,NF; 3/4C=P/C; 3D=Nat,F1; 3S=Nat,GF; 3NT=To Play; H bids=To Play	3H after 2NT= invite; 4S=ST in H;4m=KC m	th 4 chair only: 10-13, natural
2♠		5		5M – 4+m, 5-10Hcp	2N=Inquiry;3/4C=P/C; 3D=Invit in H; 3H=Nat,GF; 3NT=To Play; S bids=To Play	3S after 2NT= invite; 4H=ST in S; 4m=KC m	th 4 chair only: 10-13, natural
2NT				20-21 Hcp	3C=Stay; 3DH4DH=Trf; 3S=1 or both m's; 4C=Confi; 4D/H=Texas; 4S= 44m, quant	Minor 2 suiters go thru 3D xfer Minor 1 suiter go thru 3S;Smolen	Neg Dbls
3m		6		Natural, Pre	New suit F1; 4C=Mod KCB exc 3C-4D		
3M		6		Natural, Pre	New suit F1; 4C=Mod KCB		
3NT	y			Solid 7+m, no A/K 1/2 seat	4/5C=P/C;4D=asks single		

			6+m, 15-19 Hcp 3/4 seat		
4m		7	Natural, Pre		
4M		7(6)	Natural, Pre		
4NT	y		Asks for specific Aces	N/L/M/H/2	
5level		7	Natural, Pre		HIGH LEVEL BIDDING
					Cue bid 1 st or 2 nd round controls; RKCB 1430; Q ask by steps, Minorwood
					5NT=Pick a slam; EKCB; 6KCB; D1P2, R1P2, DEPO, REPO; Pass & pull strong
					Jump to 5M=Asks control their suit, 2. asks trumps 3. Quant;. Serious 3NT