

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, aggressive at 1 level and nonvul.
After major suit, cue is 3 card raise, 2N is four card raise.
Jump cue is mixed raise
Transfer advances over negative double of 1 major
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in Direct (Sys on)
11-16 in Balancing (2C asks range)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps. Wide range opposite passed partner
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels. 1C-2C Nat, 1C-2D Majors.
3C p/c, 3D Advance is invitational in one of the majors
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = penalties, 2C=majors, 2D=1 major, 2M=maj+minor
Advances: over 2D all major suit bids are pass/correct
Over 2M, 2N = game try in minor, 3C=p/c, 3D game try major
By passed hand or in balancing seat, Dbl=minor or both majors
2C=C+higher, 2D=D+major, 2M=single suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl t/o thru 4H; (2M)3M Michaels. 4m forcing m + major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = majors, 2D Multi, 2M = major+minor, 2N=minors
(1C) 1N = majors 5-5 weak, 2C = Clubs
OVER OPPONENTS' TAKEOUT DOUBLE
1M (Dbl) and (1m) 1M (Dbl) 1N thru 2M are transfers
1C (Dbl) Rdbl values, otherwise system on
1D (Dbl) all natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd even, low odd	After raise, high from	
NT	Attitude (low from length)	xxx(x), else count	
Subseq	Attitude		
Other: After trick 1, 10/9 = 0 or 2 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax(xxx)	Asks for attitude	
King	AKx(xx), Kx	Asks for unblock/count	
Queen	KQx(xx), Qx	KQxx(x), QJx	
Jack	(AK)QJx(xx), Jx	QJxx, J10x	
10	(KQ)J10x(xx), 10x	J10xx, 109x	
9	(QJ)109x(xx), 9x	98xx, 9x	
Hi-X	xx	Usually no honor	
Lo-X	xxx, xxxx, xxxxx	Usually from an honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=ENC	Low=Even	Low=ENC
Suit 2	SP	SP	SP
3			
1	Low=ENC	Rev Smith at T2	Low=ENC
NT 2	Low=Even	Low=Even	
3			
Signals (including Trumps):			
UDCA. Trump suit preference. Reverse Smith vs NT only at trick 2.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Near opening w/ support for unbid suits			
Responses: Cue bid FG			
Reopening: Can be light with shortness			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
(1m) Dbl (1M) Dbl = penalties			
(1X) 1Y (1Z) Dbl = 4 th suit plus tolerance for Y (Snapdragon)			
Support doubles. Support Rdbl after 1D opening and 1M response			
Maximal game try double when no other game try available			
Doubles not otherwise defined are often "Values with no clear direction"			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Stewart Rubenstein Zach Grossack Anam Tebha, Adam Grossack, Chris Parker
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors (can be 4 3 rd /4 th)
1♠ = clubs or balanced
1♦ usually unbalanced
1NT Opening: 10-13 (NV, 1 st , 2 nd , 3 rd) otherwise 14+-17-
2 over 1 FG by UPH
Light initial action when NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
OPENINGS:
2♦ = 5+♥ & 4♠, 11-15
3NT = Gambling; no side A or K in 1 st /2 nd
RESPONSES:
Transfer responses to 1♣ [1]
COMP:
Transfers after 1M-(Dbl) and (1X)-1M-(DBL)
(1♣)-2♣ Nat, (1♣)-2♦ Michaels otherwise Michaels & UNT over opening 1X
1M-(overcall); 2NT = 4 card inv+, 3M-1 mixed raise
SPECIAL FORCING PASS SEQUENCES
Pass rarely forcing when NV
Pass then pull is stronger than immediate action
IMPORTANT NOTES
PSYCHICS: Light lead directing actions when NV

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2		Many bal hands, or 5+C with clubs as longest suit	Transfers through 2H. 2S=6 clubs; 2N= weak minor; 3C=5-5 minors 5-9 HCP, 3D/H/S pre	Accept transfer to 1M w/ bal min or 6C+3M	Transfers on thru (2D)
				Nonvul may open 10 HCP	1S = no 4cdM bal or both minors any str, or 1 minor inv	Accept transfer to minor with fit 1C-Xfr-1N=17-19 bal, then 2C=chkbk, 2D/H=xfr, 2S=size, 2N=C inv+, 3C=D inv+	Sys on by passed hand 1N rebid 12-14 when advancer doesn't pass
1 ♦		4		5+ or 4441	2D=6-9, 2H=GF D raise, 2S=inv D raise	Natural rebids. 2-way NMF/XYZ	
1 ♥		5		Nonvul may open 10 HCP with prime values or extra shape	2S=3cd unbal raise, 2N=GF raise, 3C=lim, 3D=mixed, 3H=pre, 3S=unspec spl, higher vd		
1 ♠		5			Same but 1 step higher		
INT				13+-16 nonvul 1st – 3rd			
				14+-17 vul or 4 th			
2 ♣				22+ bal maybe good 21 nonvul			
				8.5 tricks with 1 major 9.5 minor or 2 suited hands			
2 ♦				5+H, 4S (inc 6-5) 11-15	2N=GF, 3D=game try		
2 ♥		5 NV		May be quite weak or 5 cd NV			
		6 Vul					
2 ♠							
2NT				20-21 Balanced, some 19s	Stayman S first, 3N=5S. 3H-3S asks 4/5 3S=MSS or clubs, 4C=D, 4D=H, 4H=S.		
3 ♣		6					
3 ♦		6					
3 ♥		6/7					
3 ♠		6/7					
3NT							
4 ♣							
4 ♦							
4 ♥							
4 ♠							
4NT							
5 ♣						HIGH LEVEL BIDDING	
5 ♦						1430 Kickback. Jump to 4m in GF auction often keycard ask	
5 ♥						4C keycard ask over pre-empts, except 3C-4D. 01122	
5 ♠							

