

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Semi-Disciplined vs UPH, Occasional 4 card overcall at 1 level		
Disciplined at 2 level (with vul), Cue = LR+		
New Suits NF but C.		
4 th Suit X: 2+ in overcalled suit, length in unbid suit		
XX = good values looking for penalty.		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
2/4 – 15 to 18, front of card responses		
Reopening – 11-14 over m, 11-16 over M – Range STAY		
Reopening or 2NT overcall – Transfer Stayman		
2 under transfers after 3N overcalls, completion is bad for suit.		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-Suit – WK, can be bad with vul.		
2-Suit – 2NT = 2 low unbid,		
Reopen: Constructive with level 12-16 at 2 level.		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
MICHAEL's CUE – Cue = MM over m, oMm over M		
2NT is constructive, 3n is pass or correct		
Jump Cue of M – asks for stopper		
Jump Cue of m – NAT WK unless m is 4+ in length		
VS. NT (vs. Strong/Weak; Reopening;PH)		
WK NT, STR: X – good hand (PEN)		
2C = MM, 2D = one M, 2H = 5H/4(3)+m, 2S = 5+S/4(3)+m, 2N = mm or any good 2 suiter.		
2NT response is inv or seeking further description		
Also play Multi-Landy by responder after 1m-1N by OPPs		
As ph – X in Bal -> 4M5+m		
NT is strong if lower limit is 13+		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
4m over WK 2/3 is 5+m,5+oM, STR but NF		
4NT over (4M) or 1X-(4M) is takeout not Keycard		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣		
Over STR 1C: X = MM, 1N = mm		
Over STR 2C NAT, Over 2N – Multi-Landy		
After Multi: X=13-15 bal or VG, 2 nd X – TO, 3 rd X - PEN		
OVER OPPONENTS' TAKEOUT DOUBLE		
Over opponent TO X, 2NT = LR in M or m		
TRF over 1M-X, 1N and above. XX shows 10+ or 3 card LR.		
New suit F @1-level, NF C at 2-level.		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3/5, 3 rd from even	3 rd /5 th or ATT if raise
NT	2/4 th	3 rd /5 th or 2/4 if raise
Subseq	ATT, orig 3 rd (suit) or 4 th	ATT, orig 3 rd
Other: Lead 3/5 after opening lead but can be ATT thru declarer.		
Lead 3/5 in partner's long suit unless supported and no H then lead HI		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	Unsupported A or A(ATT)	Attitude
King	AKx() or KQx() or Kx (CT)	Unblock or Count
Queen	QJx() or Qx	AQJx,QJx(),Qx,KQT9x
Jack	(H)JT(), Jx, HJx (occ)	(H)JT(), Jx, HJx (occ)
10	HT9(), Tx, T	HT9(), Tx, T9x(), T, HTx
9	9, 9x, 9xx(if raised)	H9x(x), 9xx if raised
Hi-X	Even or 2 nd best	Even or 2 nd best
Lo-X	2/4, can be from 4+ cards	2/4,
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	ATT (unless K)	ATT
Suit 2	CT	CT
3	S/P	S/P
1	ATT	ATT
NT 2	CT	CT
3	S/P	S/P
Signals (including Trumps):		
Occ S/P, signal what matters. Hi-Lo = Dislike or Even or High S/P		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Negative and Responsive thru 4S. Transferrable values above.		
Suggest support for all suits or ability to manage the auction (i.e. STR)		
Can be light. Cuebid promises rebid by UPH. Non-jump 2N – scramble.		
TRF from 1N to 2M after 1M-X, 2M bad		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
After WK 2s – LEB, 4m shows 5+m, 5+oM STR but NF, Cue = STR 1-suit		
Jump Cuebid asks for NT stopper unless over short C or D then PRE		
SUPPORT X		
Maximal X if no room for GT. X in competition is TO often shows invite		
TO X after 1NT (S)F over 1M.		

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: ACBL (CBF)		
PLAYERS: One of DW/MF/NE with one of JB/BB		
EVENT		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 GF, 1m-2m GF, 2+ clubs (flexible), 1NT SF over 1M, 3 WK 2s – Feature, WJS over 1m, IJS over 1M except 2S/1H		
2C STR F; 1m-JS om is exactly LR in m		
Usually 5 in Major, very occasional 4, more freq in 3 rd seat		
1NT: 14+-17		
Multi-Landy over WK NT and STR, X-PEN(uph) 4M5m (ph)		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Gambling 3NT – running suit AKQxxxx() in 1,2. To play 3,4		
2C over 1M by ph is a good C – bad LR (REV DRURY)		
Jump raises PRE in competition		
TRF starting at 1N – 2M after 1M-X		
1m-1N (overcall)-Multi-Landy		
Ignore artificial X over our 1N, System on, XX – forces 2C		
After our 1N – double is TO of opp NAT bids,		
LEB after our 1N and interference		
LEB after WK 2s X		
Over 2-suit – cheapest bid is for lowest, Bid is C NF, INGBERMAN/BLACKOUT after reverses (cheap of 2N,4 th)		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
May occasionally open 1D with 4 Ds and 5Cs		
PSYCHICS: Rare, aggressive Preempts/WK 2s Green		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4S	Usually 3+ but can be 2 if 4432	Bypass D; 2C=GF, 2D= C INV, 3C/JS=WK	After M raise – 2N asks,	Fitbids by ph, Support X
				Or bad Ds or disguise	1X can be 3 if 5 C, WK and BAL,	1m-1M-2N: 3C Checkback, 3oM shows C, other NAT, After 1XMZ – 2C relay, 2D GF	After 1C-1D -> no XYZ, after 2N rebid- all F/NAT
1♦		4	4S	NAT, Occ open with 4D/5C	NAT, 2D=GF, WJS, 3D=WK, 3C = INV D	See 1C, after 1C-1D-1N: 2H ART, after 2N:F	See 1C
1♥				11+ unless 5-3-3-2 then 12+	1NT SF (can include WK raise)	Game Tries – 2N balanced try – 1RF	Maximal and Comp X
				Usually 5-card can occasionally be 4-card particularly in 3 rd .	2X-GF, 3X – INV, SPL – 4X or 3S/1H 2N = GF 4+	Major rebid = 6+ NA style rebids after Jacoby (SPL @3-level)	Support X 2N NAT by PH
1♠	5 (4)	4S		Can be light if shapely (10+)	2M – goodish raise, 3N:4-3-3-3 13-15 HCP	TRF after 2N rebid (1H/S-1S/1N-2N)	2C = good C+ raise (PH)
INT		N/A	4S	14+ to 17, can have 5M or 6m	STAY, TRF(2 level), 1 under TF 4 level	NAT, 3M shows 5oM/4M after STAYMAN	Neg X, GUOBA rescues
				Singleton H rare	3C=mm(WK), 3D mm GF, 3M SPL	SPL, ignore ART X/2C (NAT if 2C=MM)	LEB,
2♣	X	N/A	N/A	STR 22+ if Bal	2D = GF, 2H = no AK or 5 count, other NAT	2H=Relay H or 25+ HCP (Kokish)	X = +, Pass = - when below game (4H)
				Rarely 2 suited, usually 3+ Def			
2♦		(5) 6	N/A	(3) 5-10 with Vul	2N-Asks, 2M F, 4C RKCB	Over 2N: 3C=bad, 3D = Good, 3M Feature	2N invites in Comp
				10+-13-	4 th Chair		
2♥		(5) 6	Values	(3) 5-10 with Vul	2N Asks, 2S F, 4C RKCB	Feature if Good, 3H if bad, Jump - Splint	X is cards but optional
				10+-13-	4 th Chair		
2♠		(5) 6	Values	(3) 5-10 with Vul	2N Asks, 4C RKCB	Feature if Good, 3S if bad, Jump – Splint	
				10+-13-	4 th Chair		
2NT		N/A	4S	20-21, can have 5M or 6m	5-card STAY (basic), TRF, 3S=m or mm	Flip flop in minors, 4M = short with mm	
				Singleton H very rare	1 under TRF at 4-level		
3♣	6 (5)	N/A		With vul	3D may not be NAT, 4D Keycard	Show 3 card fragment over 3D	
3♦	6 (5)	N/A		With vul	4C Keycard		
3♥	6	N/A			4C Keycard		
3♠	6	N/A		With vul	4C Keycard		
3NT	X	7	N/A	Solid suit – no outside CTRL	4C pass or correct,		
				In 1st, 2nd,3rd, gamb, to play in 4			
4♣		7 (6)	N/A		4N Keycard, 4M to play		
4♦		7 (6)	N/A		4N Keycard, 4M to play		
4♥		7			4N Keycard		
4♠		7			4N Keycard		
4NT	X	N/A				HIGH LEVEL BIDDING	
5♣		7					
5♦		7					
5♥		7		Raise a level for each high H		DIPO and DEPO	
5♠		7		Raise a level for each high S		RKCB – 1430 with specific K’s, void showing	
						5N can be trump asking or choice of slam (Collapse from Top)	
						4NT is keycard in competitive auctions only if jumped to or suit agreed	
						X of 4S opening is Takeout oriented (not PEN)	
						0314 over Exclusion, over Preempts (0, 1, 1 with, 2, 2 with)	