


| DEFENSIVE AND COMPETITIVE BIDDING  |
|--|
| <b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>  |
| <b>Style:</b> 1-level may be light or 4-card suit; 2-level = good suit or HCP  |
| <b>Responses:</b> new suit=F1; CUE=limit raise+; FSJ;<br>jump raise=MIX; 1-under jump =PRE RAISE   |
| <b>1NT OVERCALL (2<sup>nd</sup> /4<sup>th</sup> Live; Responses, Reopening)</b>  |
| <b>Live:</b> 15-18 HCP   |
| <b>Responses:</b> System On (except over DBL); LEB-SLOW<br>DONT Runouts after (1X)-1NT-(DBL)   |
| <b>Reopening:</b> 11-17 HCP; 2NT=19-20 HCP   |
| <b>Responses:</b> Range Stayman, Systems on  |
| <b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>   |
| <b>Style:</b> PRE, l vulnerability dependent   |
| <b>Responses:</b> new suit F1; 2NT ASKS  |
| <b>Unusual notrump:</b><br>2NT in direct=5-5(+) lower suits, HCP as per vulnerability<br>2NT in balancing=19-20 HCP  |
| <b>Reopening Jump: Intermediate</b>  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style, Resp., Reopening)</b>  |
| <b>Style:</b> (1m)-2m=5-5(+)+♥+♠, HCP as per vulnerability<br>(1M)-2M=OM+m, 5-5(+), HCP as per vulnerability<br>Jump Cue ASKS bid 3NT with stopper; 1x-P-1Y-2Y=NAT |
| <b>Responses:</b> 3♣ P/C after Michaels; 3♦ good raise of major  |
| <b>Reopening:</b>  |
| <b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>   |
| <b>Strong:</b> DBL=1m or ♥+♠; 2♣=♣+M; 2♦=♦+M; 2M=NAT   |
| <b>Weak:</b> DBL=HCP, 2♣=♥+♠; 2♦=1 major; 2♥=♥+m; 2♠=♠+m   |
| <b>Vs 2NT or 3NT or 1NT-P-3NT: ♠=Majors</b>  |
| <b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>  |
| DBL=T/O thru 4♠, optional takeout at higher levels<br>LEB over weak 2s (both positions), slower is weaker<br>ELC from ♣->♦, Jump Cue=Minors, STR, Leaping Michaels |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>  |
| <b>vs strong 1♣:</b> DBL=♥+♠, NT=minors, on after 1♣-P-1♦  |
| <b>Vs 2♣ strong:</b> DBL=♥+♠, NT=minors, OFF after 2♣-P-2♦   |
| <b>OVER OPPONENTS' TAKE OUT DOUBLE</b>   |
| 1M-(DBL)-2M=weak raise; Transfers starting at 1NT<br>1x-DBL-2NT=LIM+ raise<br>Fit Jumps, EXCEPT 1-under jump = PRE RAISE<br>JUMP RAISE MIXED                       |

| LEADS AND SIGNALS  |                                   |   |            |
|--|-----------------------------------|---|------------|
| OPENING LEADS AND SIGNALS  |                                   |   |            |
|  | Lead                              | In Partners' suit                       |            |
| Suit   | 3/5; xxS, Sx                      | 4th; xxS; but Sxx if raised             |            |
| NT   | 4th; SSx; Sx                      | 4th; SxS; Sx                            |            |
| Subseq   | 3/5                               |   |            |
| Other:   | RUSINOW (not in DUMMY'S)          | RUSINOW (not dummy's)                   |            |
| LEADS  |                                   |   |            |
| Lead   | vs. Suit                          | vs. NT                                  |            |
| Ace  | Axx(x) below 5 level; AK          | A(xx.), AK(xxx.), AQx(x.)               |            |
| King   | AKx(+); Kx                        | AKJT(x..), KOJT(x..),                   |            |
| Queen  | KQ; KQ(+); Qx                     | KQ(+)                                   |            |
| Jack   | QJ; QJ(+); Jx                     | QJx(+); KQx(+); AQJ(x)                  |            |
| 10   | JT(+); KJ10(+); Tx                | JT(x..); KJ10(+); AJ10(+)               |            |
| 9  | 9x; K109(+); Q109(+);             | T9(+), 9x; K109(+); Q109(+);<br>A109(+) |            |
| Hi-x   | Sx (Sxx if raised partner's suit) | Sx; Sxx                                 |            |
| Lo-x   | xxS; HxS; HxxS(+); xxxS(+)        | HxS; HxxS(+); xxxS(+)                   |            |
| Subsequent lead through declarer = low from A or K, 2 <sup>nd</sup> all other  |                                   |   |            |
| SIGNALS IN ORDER OF PRIORITY   |                                   |   |            |
| Suit:  | Partner's Lead                    | Declarer's Lead                         | Discarding |
| 1 <sup>ST</sup>  | Hi=DISCG                          | Hi=ODD                                  |            |
| 2 <sup>ND</sup>  | Hi=ODD                            | SP                                      | LOW=ENCRG  |
| 3 <sup>RD</sup>  | SP                                |   |            |
| NT: 1 <sup>ST</sup>  | Hi=DISCG                          | Hi=ODD                                  |            |
| 2 <sup>ND</sup>  | Hi=ODD                            | SP                                      | LOW=ENCRG  |
| 3 <sup>RD</sup>  | SP                                |   |            |
| Attitude: Hi=DISCG; Count: Hi=ODD; STD Remainder Count<br>From 6(+) suit known, Middle=ENCRG; Hi & Low=Suit Preference<br>First Discard: LOW=ENCRG;<br>vs NT: Declarer's Lead Hi=DISCG for opening lead (REV Smith)                                  |                                   |   |            |
| DOUBLES  |                                   |   |            |
| TAKEOUT DOUBLES (Style, Responses, Reopening)  |                                   |   |            |
| <b>Style:</b> may be slightly light with classic shape, or offshape with extras<br>ELC from clubs to diamonds over preempts only   |                                   |   |            |
| <b>Responses:</b> Cuebid response F to 2NT or suit agreement   |                                   |   |            |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES  |                                   |   |            |
| Support DBL and RDBL thru 2M<br>NEG DBL thru 5D; RESP DBLE through 6H<br>1M-(p)-1NT-(2m/M)-DBL = T/O<br>DBL is a G/T if no other G/T available<br>Against NT if both partners bid, DBL=lead your own suit<br>Against 1NT-3NT, DBL=lead shorter major |                                   |   |            |

| WBFC Convention Card                             |  |
|--|--|
| <b>Category:</b> Green                           |      |
| <b>NBO (Country):</b> Canada                     |  |
| <b>Event:</b> Bermuda Bowl 2013                  |  |
| <b>Players:</b> Daniel KORBEL - Darren WOLPERT   |  |
| SYSTEM SUMMARY                                   |  |
| GENERAL APPROACH AND STYLE:                      |  |
| 2/1 Game Forcing                                 |  |
| 5-card Majors; 1NT resp: SF (5-12)/1M            |  |
| (14+)15-17 1NT                                   |  |
| Weak 2♦, 2♥, 2♠ openings                         |  |
| ALL Jump raises MIXED                            |  |
| 1M-2C could be a doubleton                       |  |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE            |  |
| <b>Openings:</b>                                 | 3NT ANY Solid suit   |
| <b>Other Bids:</b>                               | Fit-showing Jump in COMP,<br>1-under Jump usually PRE RAISE<br>SUPP DBL & RDBL thru 2M |
| SPECIAL FORCING PASS SEQUENCES                   |  |
| We have forced to game                           |  |
| We bid game VUL vs NVUL in COMP                  |  |
| After 1♣ and a positive response                 |  |
| IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE        |  |
| 4th Suit = ART FG by unPH, NAT by PH             |  |
| 1m-2S = Preemptive raise of minor;               |  |
| 1m-2H=10-12 BAL or LIM RAISE of minor            |  |
| DONT runouts if our 1NT is doubled for penalties |  |
| <b>Psychics:</b> Very Rare                       |  |

| Opening | Artificial | Min | Neg. DBL | Description   | Response   | Subsequent Auction   | Passed Hand Bidding |
|---------|------------|-----|----------|---|--|--|---------------------|
| 1♣      |            | 3   | 4♣       | 3+  | 1NT=7-10; 2♣=GF raise, 2♦=nat, inv; 2♥= inv in NT or minor; 2♠=PRE raise, 3♣=mixed, 3M=SPL | Asking relay after 1m-1M-2M  | 2♣ 6-10; J/S fit    |
| 1♦      |            | 3   | 3♠       | 3+  | 1NT=6-10; 2D=GF raise; 2♥=INV in NT OR ♦; 2S= PRE raise; 3♣=nat, inv; 3♦=mixed             |  |                     |
| 1♥      |            | 5   | 5♦       |   | 1NT=SF; 2NT=GF with 4+♥; 2/1=GF; 2♠=3 card lim, 3♣=4 card limit, 3♦=PRE RAISE, 3♥=MIXED    | Two-way game tries   | 2♣ aggressive Drury |
| 1♠      |            | 5   | 5♥       |   | 1NT=SF; 2NT=GF with 4+♠; 2/1=GF; 3♣=3-card LIM, 3♦=4-card LIM; 3♥=PRE raise; 3♠=MIXED      |  | 2♣ aggressive Drury |
| 1NT     |            |     | 4♥       | 15-17; good 14 is possible                            | Stayman, Transfers, 2♠=RANGE or ♣; 3♣=Puppet, 3♦=GF minors, 3M= singleton,                 | Smolen, LEB  |                     |
| 2♣      | Yes        | 0   |          | 22+ HCP or strong playing hand                        | 2♦ waiting; 2♥ DBL NEG; 2♥ mod. Kokish; New suit 2 of top 3                                | DBL=dbl negative, Relay 2♠ over 2♥ Kokish  |                     |
| 2♦      |            | 5   |          | Sound VUL, slightly aggressive NV                     | new suit F1; 2NT asks for description;<br>2x -(any bid)-DBL=PEN                            | 4♣=Preempt Keycard over preempts   |                     |
| 2♥      |            | 5   |          |   | new suit F1; 2NT asks to rate hand   | EASY OGUST   |                     |
| 2♠      |            | 5   |          |   | new suit F1; 2NT asks to rate hand   | Transfers over DBL starting at 2NT   |                     |
| 2NT     |            |     |          | 20-21 BAL; 5M or 6m possible                          | 3♣=STAY; Transfers; 3♠=relay to 3NT(Bathurst);<br>4♣=5/5 majors, slammish                  | Only accept transfer with fit  |                     |
| 3♣      |            | 6   |          | PRE, vulnerability dependant                          | 4♦=Preempt Keycard, new suits F1   |  |                     |
| 3♦      |            | 6   |          |   | 4♣=Keycard, new suit F1, NAT   |  |                     |
| 3♥      |            | 6   |          |   |  |  |                     |
| 3♠      |            | 6   |          |   |  |  |                     |
| 3NT     | ART        |     |          | 9-12 HCP with SOL m (7+) or M (7+), no A or K outside | 4♣/5♣ P/C; 4♥ P/C to spades only; 4♦ shortness ask;  | Over 5♣, with club shortage opener cuebids along the way to his suit   |                     |
| 4♣      |            | 7   |          | Highly Preemptive                                     | 4♦ RKC; 4M=NAT to play   |  |                     |
| 4♦      |            | 7   |          | Usually 8-cards or 7-4+                               | 4M/5♣=NAT to play  |  |                     |
| 4♥      |            | 7   |          |   | New Suit ASK (except 4♠/4♥ NV); 5♥ ASKS trumps   |  |                     |
| 4♠      |            | 7   |          |   | New suit ASK; 5♠ ASKS trumps   |  |                     |
| 4NT     | ART        |     |          | Ace-asking  | 5♣=no Ace;<br>5♠=either ♠/♣A   | <b>HIGH LEVEL BIDDING</b>  |                     |
| 5♣      |            | 8   |          | 5-10 HCP; may be 7 in 3rd                             |  | Roman Keycard Blackwood<br>- 5♣=1/4; 5♦=0/3, 5♥=2 (no Q), 5♠=2 (with Q), 5NT=2+Void, 6x= void, 1/3KC<br>- 4NT- (interference →5X-1) - DBL=1st step, Pass=2nd, Bid = 3rd etc<br>- 4NT- (DBL) - RDBL=Pass 1st step, bid 2nd<br>- 4NT- (interference 5X+) - DBL = Even KC, Pass=Odd KC<br>- If response to 4NT says nothing about Q of trumps, next step asks (if not trumps)<br>- Special Forcing Passes: When we have an anchor suit, Inverted FP at ♠ or the 5 -level<br>- Kickback: When it is a jump, Kickback RKC applies (1-over the minor suit) |                     |
| 5♦      |            | 8   |          | 5-10 HCP; may be 7 in 3rd                             |  |  |                     |
| 5♥      |            | 8   |          | 5-15 HCP  | bid 6♥ with A or K of ♥  |  |                     |
| 5♠      |            | 8   |          | 5-15 HCP  | bid 6♠ with A or K of ♠  |  |                     |
| 5NT     |            |     |          |   |  |  |                     |