

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)		
After Overcall, Jumps by UPH only forcing bid other than cue bid.		
Aggressive overcalls. Xfers after 1M overcall and double.		
2NT scrambling. After 1m opening and 1M overcall, jump cue is mixed.		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
Direct 1NT overcall 15-18 HCP. System on.		
Balancing 1NT 10-15 HCP.		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
NV= preemptive		
Vul= intermediate		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michael's. 2d over 1c= Michaels.		
Jump Cue of 1M= stopper ask.		
(1c)- 2c = natural.		
(1c)- 3c = intermediate (vul)		
VS. NT (vs. Strong/Weak; Reopening;PH)		
X= penalty	X= 4cM, 5+m	VS. Weak
2C= Majors	2C= Majors	X= penalty
2D= + Major	2D= One major	2C= Majors
2M= Natural	2M= M+m	2D/2H= xfers
2NT= m's		2S= 4+S, longer minor
Direct (strong)	Bal	2NT= 4H, 6+minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Better minor Lebensohl		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs 1c: 2d= Michaels. DBL= Majors. NT= minors.		
After overcall, xfers starting at 1NT.		
OVER OPPONENTS' TAKEOUT DOUBLE		
Xfer responses after 1M x. Jordan. 1-under= mixed raise.		
Transfers after 2M x starting with 2NT.		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	3/5	
NT	Attitude	3/5	
Subseq	3/5 and Attitude		
Other: Thru declarer: 0/2 if honor in dummy in the middle of the hand.			
Rusinow if no honor in dummy.			
LEADS Rusinow			
Lead	Vs. Suit	Vs. NT	
Ace		Asks UD attitude	
King	Shows the Ace or KQ dub	Power vs NT	
Queen	Shows K	Asks UD attitude	
Jack	Shows Q	Shows Q	
10	Shows J	Shows J	
9	Shows 10	Shows 10	
Hi-X	Doubleton	Attitude	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	UD Attitude	UD Count	UD Attitude
Suit 2	Std. Present Count	Suit Preference	UD Attitude
3	Suit Preference		
1	UD Attitude	UD Count	UD Attitude
NT 2	Std. Present Count	Suit Preference	UD Attitude
3	Suit Preference		
Signals (including Trumps):			
Reverse Smith Echo.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Reopening X's very aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Maximal, Takeout, Cardshowing.			

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: USBF. USA1		
PLAYERS: John Kranyak and Gavin Wolpert		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2/1 Game forcing.		
Aggressive openings.		
Inverted minors.		
Non-serious 3NT (3S)		
1M-2C= GF can be a doubleton.		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1m (1H) 1S = 0-3 spades		
1m (1H) 2H = 6+S constructive+		
SPECIAL FORCING PASS SEQUENCES		
After penalty double of 1NT opening, we forced through 2H.		
IMPORTANT NOTES		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7H	11-21	Inverted minors F to 3m. Jump raise= mixed. 1d response usually 5+. 2NT=forcing (may have 4cM)		
1♦		3	7H	11-21	Inverted minors F to 3m. 3c response= inv natural. 2NT= Forcing (may have 4cM) 1NT= semi forcing		
1♥		5	7D	11-21	Regular Jacoby, Two-tiered Splinters. 3D response= 4(3 unbal) card limit raise. 1NT= semi-forcing	Modified Bart after 1M-1NT-2c. 1M-1NT-2x-2NT- **	Xfers after double. 1- under mixed. 1-way reverse drury.
1♠		5	7H	11-21	Regular Jacoby, Two-tiered Splinters 3D response= 4(3 unbal) card limit raise.	Modified Bart after 1M-1NT-2c. And after 2D rebid.	Xfers after double. 1- under mixed. 1-way reverse drury.
INT		14+ 17-			4 suit transfers. 2spades= range/clubs. Puppet stayman. 3M= splinter.	Xfers after xfers.	Xfer Lebensohl. Neg x's. DON'T runouts.
2♣	x	22+			2d= waiting.	Kokish with flip. 3M rebid = 4M, 6+D. There after 4c= puppet to 4d for natural slam try. 4d→4h for sign off and RKC up the line.	
2♦		5		Weak 2. 5-10 HCP	New Suit Forcing. RONF. Preempt KC.		
2♥		5		Weak 2 5-10 HCP	New Suit Forcing. RONF. Preempt KC.		
2♠		5		Weak 2 5-10 HCP	New Suit Forcing. RONF. Preempt KC.		
2NT				19+ to 21 HCP	Transfers, Puppet Stayman. Texas. 3S= C or both minors. 4C= diamonds.		
3♣		6			New Suit Forcing(except WvR). Preempt KC. (4d)		
3♦		6+		Preemptive	New Suit Forcing(except WvR). Preempt KC.		
3♥		6+		Preemptive	New Suit F, pre-empt KC		
3♠		6+		Preemptive	New Suit F, pre-empt KC		
3NT	x			Gambling			
4♣		7+		Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKC 0314. 4D, 4H RKC in minors in GF auctions. Exclusion BW.	
5♥						Specific Kings. Sometimes 4H KC for clubs. Gerber 1NT-4c. Preempt KC.	
