

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-17 MAY BE 4 CARDS ON 1 LEVEL
RESPONSE:Q-BID=F1 NEW SUIT ON 1/3 LEVEL=F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18/10-14
RESPONSE: 2CL=ASK DISTRIBU/STAYMAN
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK
Reopen: INTERM
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
ON m=5+H 4+SP
OM M=M+m
VS. NT (vs. Strong/Weak; Reopening;PH)
VS STRONG NT:X=1 SUIT 2CL=MAJORS 2D=D+OTHER
2M=M+m
VS WEAK NT=CAPP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O
LEB AFTER (WEAK 2) X (P)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=D/H+SP 2D=H/SP+CL 2H=SP/CL+D 2SP=CL/D+H
2NT=CL+H/D+SP
OVER OPPONENTS' TAKEOUT DOUBLE
2NT=FIT LIMIT OR BETTER XX=10+
1 LEVEL=F 2 LEVEL=NF JUMP=WEAK

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	SMALL 3/4. HIGH/2 ND IF SUPPORTED	
NT	SMALL FROM J+	SAME	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+/AK/AK+ VS GAME	STRON LEAD	
Queen	QJ+	KQ+/QJT/QJ9	
Jack	JT+	JT9/JT8	
10	KJT/T9+/TX/T	SAME	
9	H98+/HT9/9X/9	SAME	
Hi-X	SHORT	SHORT	
Lo-X	=J+	=J+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ODD=ENC/EVEN=DISC	COUNT	O/E
Suit 2	COUNT	SUIT PREF	COUNT
3	SUIT PREF		SUIT PREF
1	SAME	SAME	SAME
NT 2	SAME	SAME	SAME
3	SAME	SAME	SAME
Signals (including Trumps):			
SMITH(HIGH)			
AT TRUMP=SUIT PREF			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAY BE LIGHT			
NAT RESPONSE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X THEN BID BY RESPONDER=GF			
SUP X/XX			
LEAD DIRECTION X			
SPLINTER X			
DOPI/ROPI/DEPO			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN NCBO: ISR
PLAYERS: ZACK-BRAUNSTEIN EVENT (Open//Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1=GF
5M 1CL=2+ 1D=4+
1M-1NT=ALSMOST 100% F
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT=9-11/GOOD 10-13/15-17
2H=H+SP (NV 4+/4+ VUL 5+/4+) WITHOUT OPENING
NV OPENING WITH UNBALANCE CAN BE 9+ HCP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7H		1D=NAT WALSH INV m	NV VS NV 1NT BY OPENER CAN BE WITH 4 CARDS MAJOR IF 15-17	
					JUMP=WEAK		
1♦		4	7H		INV m		
1♥		5	7D				
1♠		5	7D				
INT	V			VUL=15-17 I/I=GOOD 10-13 NO SINGELTON	2CL=ASK DISTRIB 3CL/D/H/SP NV=S.OFF	LEB	
				I/II=9-11 NO SINGELTON			
2♣	V	0		23+/9+ TRICKS	2H=0-3 2D=4+ OTHER=8+ (2NT=H)		
2♦	V	0		WEAK H/SP	2H/2SP/3H/3SP=P/C	AFTER 2NT:3CL=GOOD H/SP	
					2NT=ASK	3D/3H=BAD H/SP	
2♥	V	4		NV:4+H 4+SP VUL:5+/4+ MAJORS			
2♠		5		5SP+5m(CAN BE 4 3 RD SEAT)	2NT=ASK m SUIT=F		
2NT				5M OK	3CL=PUPPET		
3♣		6		PREEMP			
3♦		6		PREEMP			
3♥		6		PREEMP			
3♠		6		PREEMP	4H=TO PLAY		
3NT				GAMBLING			
4♣				STRONG H			
4♦				STORNG SP			
4♥				PREEMP			
4♠				PREEMP			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						KICK BACK 1430 NEXT STEP=ASK Q DOPI/ROPI/DEPO	
5♥						EXCLUSION	
5♠						Q-BID USUALLY 1ST	
						SPLINTER/AUTO SPLINTER	
						GERBER OVER NT	
						LIGHTNER X	

