



# WBF Convention Card

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Style: Sound at 2 Level or VUL	
Responses: Cue F1; New suit F1 /2x; New suit jump = WK comp or /2x; PH new suit jump = FIT, INV	
Jump raise PRE; mixed raise; TRF adv after DBL of 1M	
Reopening: < 16 HCP, no PRE Raises	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; Reopening)	
2 <sup>nd</sup> Position: 15-18	
Responses: Mostly as to our INT OPENING	
4 <sup>th</sup> Position: 1NT = 11-15 HCP; 2NT = NAT (19-21)	
Responses: 2♣→2♦, TRF	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: WK except INTERMEDIATE VUL vs NV	
Responses: 2NT asks further description	
Unusual NT: (1x)-2NT = Low 2 unbid suits	
After (1M)-P-(2M), 2NT = minors/♥; ♥ + minor/♠	
Reopening: INTER; 2NT BAL (19-21); Trsfrs, STAY/m	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Style: MICHAELS CUE: 5-5, wide strength range	
(1m)-3m = PRE; (1M)-3M = solid minor, asks stopper	
Responses: 2NT = INV, Jumps PRE, (1M)-2M-3m = P/C	
Reopening: Same but may be weaker	
VS. NT (vs. Strong / Weak; Reopening; PH)	
Vs. STR:DBL usually 4 card M, longer m (others poss) [14]	
2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2♥ = 5 ♥ + m; 2♠ = 5 ♠ + m	
Vs. WK: DBL = PEN, some ART sequences [13];	
2♣ = ♥'s, may have m (2♦ asks, NF); 2♦ = ♠ + m	
or STR 5♠ + 5♥ (2♥ asks); 2♥ = ♥ + ♠ (3♣ asks)	
Vs 2NT: DBL = (♠+♦) or (♥+♣); 3♣ = (♠+♣) or (♥+♦)	
3♦ = ♥ + ♠;	
Vs PREEMPTS	
T/O DBL→4♥; LEB after (2M)-DBL-(P): 2NT asks better m	
2M: 2NT (15-19); then TRF; 4♣ = OM+♣, 4♦ = OM+♦,	
3M = STR minor or 2 suits; 2♦: 4♣ = M + ♣, 4♦ = ♥ + ♠	
VS ARTIFICIAL STRONG OPENINGS	
Aggressive; Vs STR 1/2♣: DBL = (♠+♦) or (♥+♣); 1/2♦ = (♠+♣) or (♥+♦); 1/2NT=Ms or ms; After (1/2♣)- P-(1/2♦):	
OVER OPPONENTS' TAKEOUT DOUBLE	
New suit = F1 at 1 level; Jumps=PRE or raise; 2NT=LR;	
1M-(X)-2♦/3♣ = raises; 1m-(X)-2♥ = LR	

LEADS AND SIGNALS				
OPENING LEADS STYLE [16]				
	Lead	In Partner's Suit		
Suit	4th	Same; ATT after raise		
NT	ATT	Same		
Subs.	Same, but 10/9 may = 0 or 2 higher (to an honor or through weakness)			
Other: Vs NT, Q asks UB				
LEADS				
	Vs Suit	Vs NT		
Ace	AK	AKx		
King	KQ,AKx,KQ(J/10)(x)	AKJT(x),KQJ(x),KQx(x)		
Queen	QJ, QJx(x)	QJ(x),AQJx(x),KQT9(x)		
Jack	J10(x), (A/K)J10(x)	same		
10	109(x), H109(x)	same		
9	9x(x)	ATT		
Hi-x	Hi-x	ATT		
Lo-x	4th	ATT		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's lead	Discarding	
Suit	1 <sup>st</sup>	HI = DISCRG	Hi/Lo = O	HI = DISCRG
	2 <sup>nd</sup>	Hi/Lo = O	S/P	Hi/Lo = O
	3 <sup>rd</sup>	S/P	S/P	S/P
NT	1 <sup>st</sup>	Same as suit	Smith	Same as suit
	2 <sup>nd</sup>		S/P	
	3 <sup>rd</sup>		Hi/Lo = O	
Signals (including trump): REMAINDER COUNT = STND				
Trumps: Hi-Lo shows O number or S/P;				
SMITH SIGNAL vs NT (but S/P if ATT already clear)				
DOUBLES				
TAKEOUT DOUBLES (Style, Responses; Reopening)				
Style: Near opening values + support for other suits				
Responses: CUE-BID = F to SA or 2NT				
Over XX: Jump PRE, P NEU; 1X-DBL-1Y: 3X/Y = NAT				
Reopening: 9 <sup>+</sup> with SHORTNESS or 16 <sup>+</sup> any shape				
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS				
NEG DBL THRU 4♠; 1♣-(1♦)-DBL: 4 <sup>+</sup> cards each M;				
1m-(1♥)-DBL shows 4 ♠; 1m-(1♠)-DBL: 4 <sup>+</sup> ♥, 6 <sup>+</sup> HCP				
2♠ ↑: 10 <sup>+</sup> , any shape; Repeat DBL after NEG DBL T/O				
RESP DBL THRU 4♠: Useful values;				
Most low-level DBLs = Cards;				
DBL of CUE = T/O; 4th suit DBL;				
1M-P-INT-(2X): DBL T/O				

**Category: Natural – GREEN**  
**NCBO: USA**  
**Event: ROSENBLUM TEAM; OPEN PAIRS**  
**Players: CHIP MARTEL                      LEW STANSBY**

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Majors	
Flannery 2♦ (may be up to 18 HCP in 3 <sup>rd</sup> and 4 <sup>th</sup> positions)	
Weak 2M	
1-Level RESP may be VERY light (including 1NT/1M)	
1NT Opening: 12-14 EXCEPT 15-17 3rd POS VUL	
2 over 1 RESP: ALMOST FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>OPENINGS:</b>	
FLANNERY 2♦ (11-16; 11-18 in 3 <sup>rd</sup> and 4 <sup>th</sup> positions)	
3NT OPENING = 4m PRE except in 4 <sup>th</sup> position	
4♣/4♦ OPENING = STR 4♥/4♠ [12]	
<b>RESPONSES:</b>	
1x-3 level JS = NAT INV (not by PH)	
Cheaper m RESP to 3-level opening ART [10]	
1♦-2♥ = 10-11 BAL or NAT STR [1] not by PH	
REVERSE DRURY FIT [2,3]	
<b>COMP:</b>	
1NT-(DBL): ART RUNOUTS [6]	
WEAK JS & JUMP RAISE IN COMP	
COMP CUE = LIMIT RAISE OR BETTER	
1m-(1NT)-2♣ = MAJORS	
(1♦)-P-(1NT)-2♣ = MAJORS (54 either way)	
RUBENSOHL after 1NT-(2M) [7]	
(1M)-3M = solid m + 1.5-2 stoppers, asks stopper	
1m-4m = STR 4♥ OVERCALL	
SPECIAL FORCING PASS SEQUENCES	
(3x)-DBL-(5x) except NV vs VUL;	
P = F when we show near game values and the Opponents bid game.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Defense vs. Overcalls showing 2 specific suits [15]	
<b>PSYCHICS: RARE</b> (almost never if 1st/2nd seat)	