

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
After our 1M overcall (X), 1N thru 2M-1 = transfer
After our 1M overcall, 2NT by advancer = 4+ raise INV+ 3Q = mixed raise 3 other = fit-showing
New suit by advancer forcing by UPH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Usually Front of Card Transfer into opener's M = 4x1 INV
JUMP OVERCALLS (Style; Responses; Unusual NT)
preemptive
Reopen: good opening values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2m = Michaels if 1m promised 3+ cards, otherwise natural if (1m) <3, 2m+1 = Michaels
(1D) <3, 3D = "super-Michaels"
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = Strong 2C = majors 2D = 1 major 6+ cards 2M = 5-cards + minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping and non-leaping Michaels (2M) - 4M = very strong w/minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
CRaSh
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M (X), 1N thru 2M-1 = transfer
After 1m (X), transfers and other special agreements

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/low	standard honor leads	
NT	2nd/4th, Rusinow if 4+ cards	standard honor leads	
Subseq	10/9 = 0 or 2 higher		
Other: vs. Suits, A = Rusinow if leading known 4+ card suit If leading A from presumed AK in known suit, shift = singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	AK or KQ, asks unblock	
Queen	QJ	QJx, or KQxx(xx)	
Jack	J10	J10x, or QJxx(xx)	
10	109	109x, or J10xx(xx)	
9		top or nothing, or 109xx	
Hi-X	3rd and low, or doubleton	maybe xx or xXxx	
Lo-X	3rd/low	4th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude		
Suit 2	count/suit pref		
3			
1	attitude		
NT 2	count		
3	suit pref		
Signals (including Trumps): UDCA except trick 1 in suit contract after presumed AK lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double = "Normal"			
After (1C) - X - (P), 1-suit = TRANSFER			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
support DBLs and RDBLs after 1x - P - 1M - (interference below 2M)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: USA
PLAYERS: Glenn Milgrim, Bruce Rogoff
EVENT Transnational Senior Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
"Dutch Doubleton" System
2/1 GF
"Middle of the road" aggressiveness
Several relays in GF auctions
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D opening = Flannery 11-16 w/ 4 spades, longer hearts
4m opening = stronger corresponding 4M opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: EXTREMELY Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H		1D = may have a major if < 8(7) HCP Also may have 4-4 M's with 8-10	1C-1D-1H = weak NT or natural w/C & H	many artificial agreements after interference over 1m opening
					1N = 8-11	1C-1D-1N = 17-19 NV, 18-20 Vul, balanced	
1♦		4	4H	5+ D or 4x1			
1♥				1M = natural, 5-cards, not included in 2D opening	1N = semi-forcing 1H-1S = 5+ 3C = mixed raise		
1♠					3D = 4-card limit raise 2N = GF Jacoby 2-way Drury by PH		
INT				14-16 NV, 15-17 Vul	2C = Stayman w/many follow-up relays 2R = transfer, tho 2D may be only 4 hearts	many relays and artificial bids after opener's response	
					2S = bal or 1 minor invite, or both minors GF		
2♣	X			very strong and artificial	2D = waiting	cheaper minor double negative if available at 3-level. Also, Kokish	neg doubles after interference
2♦	X			Flannery: 4 spades, longer hearts, 11-16	2NT ask further description		
2♥		5++		Weak 2-bid, 5-10, almost always 6 cards	2NT asks. New suit F1 except at favorable 4C = Modified Key Card	Opener's replies to 2N can show balanced or unbalanced, min or max	
2♠		5++		see 2H above			
2NT				20-21 NV, 20+-22 Vul	Puppet Stayman 3S=puppet to 3N to show one or both minors.		
3♣		6+					
3♦		6+					
3♥		6+		all 3-level openings preemptive	4C = modified KC (4D over 3C opening)		
3♠		6+					
3NT				Gambling, solid minor, no outside control in 1st or 2nd	4C, 5C, 6C = pass or correct 4D = shortness ask		
4♣	X			Good 4H opening	5x asks control		
4♦	X			Good 4S opening	5x asks control		
4♥				weaker 4H opening			
4♠				weaker 4S opening			
4NT							

