

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General style = sound
Responses: jump raise = weak
Cue bid = forcing raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position = 15 – 18 HCP
Responses = same as 1NT opening
4 <sup>th</sup> position = 11 – 14 HCP – stayman and transfers
2NT bal (18-21)-puppet stayman and transfers
Responses = same as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Unusual 2NT = 2 lowest unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michaels
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C - both majors
2D - one (1) major
2H - hearts and minor
2S - spades and minor
2NT - both minors
X - major and longer minor (vs strong), penalty (vs weak)
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Michaels
Lebensohl over weak 2s
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
over precision 1C or 1C/1D –dbl majors, NT minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level
Jump shift = non forcing
Double jump = splinter

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup> (2nd from bad suit)	4 <sup>th</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, A, (Axx+)	Ax, AKJx+, AKJT+	
King	KQx+, KQ, Kx, K, AK, AKxx+	KQJ+, KQT+, AKQ+	
Queen	QJ(+), Qx, Q	QJT+, Qx, QJ9+, KQT9	
Jack	JT+, JX, J	JT9+, JT8+, KJT+, AJT+	
10	KT9+, QT9+, T9+	(A/K/Q)T9+, T98+, T97+	
9	9x, 9	9x, 9	
Hi-X	Xx, xxX, xXxx(X)	Xx, xXX, xXxX(x)	
Lo-X	[honour]xXx(x)...	[honour]xxX(x)...	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit preference	Suit preference
3	Suit preference		Count
1	Attitude	Count	Attitude
NT 2	Count	Suit preference	Suit preference
3	Suit preference		Count
Signals (including Trumps):			
Upside down signals (Lo is encouraging, Hi-Lo is odd, etc)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles thru 3S			
Support doubles/redoubles thru 2S			
Responsive double thru 2S			
4NT over opponent's preemptive 4S = takeout			
Maximal doubles			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> Green
<b>NCBO:</b> Canada
<b>PLAYERS:</b> Jasmine Xiong, Katherine Yang
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, 5-card Majors
Strong 2C (22+ or 8.5+ playing tricks)
Limit jump raises over majors
1NT response = forcing
Longer minor - 1C if 3-3
Upside down count and attitude
Weak jump shifts in comp and not in comp
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C Opening = strong, near Game Force - any suit(s), any shape
2D Opening = Weak D 6+ (6-10 HCP)
2H Opening = Weak H 6+ (6-10 HCP)
2S Opening = Weak S 6+ (6-10 HCP)
3NT Opening = Gambling
2NT Overcall = Two lowest unbid suits
Negative Doubles to 3S
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3S	11 - 21 HCP	Single raise = 10+(forcing to 2NT or 3C), 5+C, double raise = weak, weak jump shifts in comp and not in comp	4 <sup>th</sup> suit forcing to game; 1C-2C-4C = Minorwood; 3D/H/S = GF splinter		
1♦		3	3S	11 - 21 HCP	Single raise = 10+(forcing to 2NT or 3D), 4+D, double raise = weak, weak jump shifts in comp and not in comp	As above		
1♥		5	3S	11 - 21 HCP	1NT = forcing, 1H-2S weak (0-6) 2NT = GF w trump support, 3C = limit w support (3D asks shortness), 3D = constructive (7-9) w support (3S asks shortness) 1H-3H weak 3NT=12-15; 4 level splinter, weak jump shifts in comp and not in comp	HSGT std;	Cue bid over comp = strong raise 2C Drury-return to suit weak	
1♠		5	3S	11 - 21 HCP	As for 1H; 1S-3H weak (5-8), weak jump shifts in comp and not in comp		As for 1H	
INT				15 – 17 HCP	Stayman, Jacoby and Texas transfers( <u>up to and including 3C interference</u> ), 2S = range ask or clubs; 2NT-or both minors; 3C inv both m; 3D gf both m; 3H/3S shortness both m; Smolen 3 level; 4C Gerber (0/1/2/3) (up to and including 2NT interfere)	Exclusion over Texas	ignore double and 2C	
2♣	yes		3S	Artificial, strong - any suit(s), any shape	2D = waiting; Kokish 2H/2S 2 of top 3 honours Jump shows solid suit demanding cuebid	NT systems on over opener's 2NT puppet	Natural	
2♦		6	3S	5 – 10 HCP	2NT = Ogust, new suit forcing		Natural	
2♥		6		5 – 10 HCP	2NT = Ogust, new suit forcing		Natural	
2♠		6		5 – 10 HCP	2NT = Ogust, new suit forcing		Natural	
2NT				20 – 21 HCP	Puppet Stayman, Jacoby and Texas transfers		Natural	
3♣		6		Pre-emptive	New suit forcing			
3♦		7		Pre-emptive	New suit forcing			
3♥		7		Pre-emptive				
3♠		7		Pre-emptive				
3NT				Gambling				
4♣		7		Pre-emptive				
4♦		7		Pre-emptive				
4♥		7		Pre-emptive				
4♠		7		Pre-emptive				
4NT				Ace ask				
							<b>HIGH LEVEL BIDDING</b>	
							1430, Gerber, Splinters, D1P2, R1P2, Preemptive Keycard	