

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Solid overcalls Vul, 8+ overcalls nonvul
Cue after 1 level overcall doesn't require fit
2nt response to major overcalls = 4 card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in 2nd, 11-14 in 4 th . Responses as if opened 1nt
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suits all pre-emptive
Unusual NT- lowest 2
Reopen: same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels- both majors over minor and other major and one minor
VS. NT (vs. Strong/Weak; Reopening;PH)
2C- both majors
2D- single major
2H/S 5-4
2NT minors
X – 15+ (if passed hand 5m, 4M)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl after X
Cue is stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x majors, 1NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
xx trapping if responders first bid

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count (can be from AK)	Count (can be from AK)	
Queen	Attitude (can be from KQ)	Attitude (can be from KQ)	
Jack	Overlead all sequences		
10	Overlead all sequences		
9	Overlead all sequences		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att	Rev Count	
Suit 2	Rev Count	Rev Att	
3	SP	SP	
1	Rev Att	Rev Count	
NT 2	Rev Count	Rev Att	
3	SP	SP	
Signals (including Trumps): Sometimes SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Always promises 3+ in unbid suits, T/O up to 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Xx after 1NT-x – Single suit escape			
1nt-(x)-p – Forces XX either to play or 2 non touching suits			
1nt-(x)-2x = 2 touching suits			
Support doubles below 2S			
Snapdragon X			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: Green
NCBO: New Zealand
PLAYERS: Ryan Song & Zachary Yan (& Leon Meier)
EVENT (Open/Women/Senior/Transnational)
Junior
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
Open most 11's
Better Minor
UDCA
4 th best vs Suit and NT
Open light 3 rd seat
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
1nt-(x)-p – Forces XX either to play or 2 non touching suits pass after a GF auction
IMPORTANT NOTES
PSYCHICS: Uncommon

OPENING	ART?	MIN NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better Minor, 11-21	1D: 3+, Standard 1H/1S, 1NT: 8-10 bal, inverted minor, single jumps weak, 2nt INV		
1♦		3		Better Minor, 11-21 (can be 5C, 4D)	Standard 1H/1S, 1NT: 6-10 bal, inverted minor, single jump weak, 2nt INV		
1♥		5		5+, 11-21	1S: 4+		
1♠		5		5+, 11-21	--	Simple Gazilli.	
INT				15-17 bal, could have 5M or 6m	Stayman, TRF 2D/2H, 2S clubs or RF, 2NT Diamonds, 3C Puppet, 3D 5-5m, 3H 31(54), 3S 13(54) Texas TRF		
2♣	*	N/A		Game Forcing, any hand	Cockish Relay, 2D 5+ or a K, 2H 0-4		
2♦		(5) 6		Pre-empt	2NT: enquiry, new suit F1	After 2nt -3C Bad both, 3D bad hand good suit, 3H good hand bad suit, 3S good hand good suit, 3nt solid suit	
2♥		(5) 6		Pre-empt	2NT: enquiry, new suit F1	After 2nt as 2d above	
2♠		(5) 6		Pre-empt	2NT: enquiry, new suit F1	After 2nt as 2d above	
2NT				Balanced	3C- Puppet, 3D/3H transfer, 3S minors, 4D/4H transfers		
3♣/3♦		7		Pre-empt	New suit F1		
3♥/3♠		7		Pre-empt	New suit F1		
3NT		7m		Gambling, could have at most 1 side-K			
4♣	*	8H		8.5 winning tricks in H, 12-15	4D Slam try		
4♦	*	8S		8.5 winning tricks in S, 12-15	4H Slam try		
4♥/4♠		8M		Pre-empt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						5nt pick a slam	
5♥						Cue 1 st /2 nd	
5♠						1430 – DOPI ROPI X=0, XX=0	
						Double jump can be exclusion responses 1430	