

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: 1 lvl overcalls can be light, 2 lvl overcalls more sound
Responses: New suit jump response is F1
Jump cue = mixed
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct NT overcall strong 15-18 (systems on)
Balancing NT overcall 12-15 (systems on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, aggressive style
2NT direct jump overcall shows 2 lower unbid
2NT balancing jump overcall shows 18-20 roughly
Reopen: Balancing jump overcalls are intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid of opener = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
VS WK: 2C = majors, 2D-S = natural, 2nt = minors, X = penalty
VS STR: 2C = majors, 2D = one major, 2H = H and minor,
2S = S and minor, X = 4M and 5m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X takeout thru 4D, optional 4H and above
NT bids (2N,3N) natural
Cuebid = michaels. Jump to 4m = that minor + other major. Jump to 4N = 2 lower unbid.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
All initial actions are limited, pass then bidding shows opening + values.
X = majors, NT minors against 1c and 1c-p-1d
OVER OPPONENTS' TAKEOUT DOUBLE
Weak jump shifts
Jumps to 2N are based on fit for opener (natural over minor)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	attitude	
NT	4 th (2 nd from weak length)	attitude	
Subseq	Att in the middle of hand		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(4 level or lower)	Asks ATT	
King	KQ, AK (5 level or higher)	Asks count or unblock	
Queen	QJ	Could be KQ	
Jack	JT,KJT	JT,KJT,AJT	
10	KT9,QT9,T9	AT9,KT9,QT9,T9	
9	9, 9x	9xx, 9x	
Hi-X	xx	xxx or xxxx	
Lo-X	xxx, or xxxx	4 th from length	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Hi = discourage
Suit 2	Count	Suit Preference	Low = encourage
3	Suit Preference		
1	Attitude	Count	Hi = discourage
NT 2	Count	Suit preference	Low = encourage
3	Suit Preference		
Signals (including Trumps): Upside Down Count and Attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Rarely 4-3-3-3, support for other suits			
Responses: Q = F1			
Reopening: can be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Maximal X when it is the only available game try			

W B F CONVENTION CARD
CATEGORY: Natural - Green
NCBO: USBF
PLAYERS: Michael Hu – Arthur Zhou
EVENT U21
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, Int forcing
1N 15-17
2N 20-21
Openings can be fairly light especially NV
2 over 1 Response: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D opening = 5 hearts, 4 spades, 10-15 HCP
1M-3c = mixed (on over t/o x)
1M-3d = limit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rarely as initial action, tactical responses possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	3+ clubs, 12+ points	1D = natural or balanced slam interest 2D = invite 6+, 2nt = 10-12 balanced, 3nt = 13-15 balanced, 2C = 5+ clubs, 10+ points, 3C = 5+ clubs, 3-7 points, 2D/H/S = 5+ cards, 16 + points		
1♦		3	4H	3+ diamonds, 12+ points	Inverted minors, same as 1C		
1♥		5	4D		1nt forcing, 2M = 6-10, 2nt = 4+ M, 12+ points, 2S = Jacoby, 2nt = strong spade jump shift		
1♠		5	4D		2nt = Jacoby		
INT				15-17, upgrade possible based on texture/long	Jacoby and Texas transfers, 2S range/clubs, 2NT = minors or diamonds, 3C = puppet stayman		Lebensohl (fast denies)
2♣	X			Strong and artificial, 22+ points or 8 1/2 winners	2D = waiting and GF, 2H= bust, 2NT = hearts	2C-2D-2H kokish forcing 2S to show strong balanced or H (and possibly 2 nd suit)	
2♦	X			5 hearts, 4 spades, 10-15 points	2H/S = to play, 2NT = ask 3C to play, 3D = invitational, 3H/S = slam try, 3NT = to play, 4C = transfer to hearts, 4D = transfer to spades,		
2♥		5			Ogust, new suit forcing	3C bad 3D good suit 3H/good hand 3S good	
2♠		5			Same as 2H	Same as 2H.	
2NT				20-21	Transfers, modified puppet stayman, 3S = minor suit slam try		
3♣		6		6+ clubs, 4-10 points			
3♦		6		6+ diamonds, 4-10 points			
3♥		6		6+ hearts, 4-10 points			
3♠		6		6+ spades, 4-10 points			
3NT	X			7+ running minor, gambling, no outside aces			
4♣		7(rare 6)					
4♦/♥/♠		7(rare 6)					
4NT	X			Asking for number of aces			
5♣		7		weak	Any suit bid, nat NF	HIGH LEVEL BIDDING	
5♦		7		weak	Any suit bid, nat NF	1430 keycard for last bid suit or if a suit agreed, control bids (1st or 2nd round control)	
5♥		8		weak	Any suit bid, nat NF		
5♠		8		weak	Any suit bid, nat NF		