

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = PRE; Passed hand jump=fit
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: Non-jump = NF CONST at 1 or 2 level, F at higher; Single jump = NAT, fit showing
Style: usually 7+ HCP at 1-level, 10+ HCP at 2-level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct position and 4th live: 15-18 HCP, promises stoppers
Responses: systems on as if opened
4 th Position Reopening = 11-16 w/ stoppers (responses below)
Responses: Systems on, NT bidder responds to STAY normally with 11-13hp or bids 2NT with 14-16hp
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 5+5+ in 2 lowest suits (20-21 in balancing seat)
If 2NT shows 5+5+, jumps in known suits=limit, cue=FG
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2♦ = 5+5+ MM; (1M) - 2M = 5+oM5+m. Then jumps in known suits=limit, cue=FG in hi suit, 4th suit=ART FG in lo suit
2♣ after 1♣ opening = NAT; 3m after 1m opening = NAT PRE
3M after 1M opening = ASK for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = pen in direct seat vs WK and Strong
2♣ = single suited (usually 6+) PUP to 2♦
2♦ = MM (usually 54+)
2M = Mm (usually 5M4+m)
2NT = mm (usually 55+)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18 HCP
(2♦)-3♦ = MM; (2M)-3M = stopper ask; (2M)-4m=55oM+m
(2♣ PRE)-4♣ = 55 MM+♣; (3♣)-4♦ = 55MM+♦
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
vs 1♠: X=3-suits; ♠bid=♦or♥+♠; ♦bid=♥or♠+♠
♥bid=♠or♠+♦; ♠bid=♣or♦+♥; NT bid = 2 suits same color
vs 2♣: natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP
after 1M-(X): 2NT = 4-card SUPP LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/LOW	3rd/LOW	
NT	2nd from 3+ bad; 4th from 4+ w/ H/10	2nd from 3+ bad; 4th from 4+ w/ H/10	
Subseq	Attitude	Attitude	
Other: vs NT:			
vs Suit: 5lvl+: K asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	AK, KQ(+), Kx	AKJT(+), KQ(+)	
Queen	QJ, QJx(+), Qx	AQJx(+), KQ109(+), QJx(+), Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), Jx	
10	109,10x, 109x(+), H109x(+)	109,10x, 109x(+), H109x(+)	
9	9x	9x, 98x	
Hi-X	Sx, xxS	Sx, xSx, xSxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC ATT	Lo = Odd CT	Lo = ENC ATT
Suit 2	Lo = Odd CT	S/P	Lo = Odd CT
3	S/P		S/P
1	Lo = ENC ATT	Lo = Odd CT	Lo = ENC ATT
NT 2	Lo = Odd CT	S/P	Lo = Odd CT
3	S/P		S/P
Signals (including Trumps): Trump S/P			
Declarer's trick 2 lead in NT (unless CT needed): Lo=ENC opening lead suit			
CT indicates present CT when a card in the suit has already been played			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (9+hp) with good shape			
Responses: cue of 2m=forcing to 2N or suit agreement; cue of 2M+ = FG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4♠			
SUPP DBL through 2♥			
A strength-showing RDBL of 1X creates a force to at least 2X or PEN DBL			
Negative DBL through 7♥ (lower level more T/O, higher level more PEN)			
Maximal overcall DBL: used to invite game when there is no room for game try in M suit; suggests penalty otherwise			
After (1x) - X - (1y): X = responsive			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Peter <u>Beer</u>, Henry <u>Xing</u>
EVENT Junior U31
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 5-card Majors
2/1 FG
2♦/♥/♠ = WEAK
1NT = 13+-16
1st/2nd/3rd NV open most 11-counts; V open most 12-counts
Resp. jump to 2X = wk 4-7 HCP; NAT wk 2; terrible NV 1+3 seat PRE (down to 0 hp); wide-range overcalls (good at 2-level); ART 2NT in comp.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - 3♦ = 4-card INV
Unusual vs unusual (lower cue = lower suit)
1M – 2N = 4-card FG
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	1NT/2NT/3NT: 5-10/11-12/13-15 HCP 1M=4+M; 2♣=4+♣, INV, F1 2♦/♥/♠=6+♦/♥/♠ WK 3♣=4+♣ WK 3M = NAT WK	1♣-2♣: forcing through 3♣, NT shows stop in majors 1♣-1M-1N: 2♣=PUP 2♦ (INV or ♦ S/O); 2♦=FG; 4SFG; 1♣-1♥-1X: 2♣=exactly 44MM INV; 1♣-1M-2M: 2M+1=S/S G/T 1♣-1M-2N: 3♣=PUP 3♦ to S/O; 3♦=FG	Over X: XX=10+ HCP, 2N=NT G/T, 3m = 4+ SUPP WK Over 1N: 2♣ = MM
1♦		3	4♥	11-21 HCP	Same as 1♣. 2♣=5+♣, FG. 3♣=6+♣ WK	Same as 1♣	Same as 1♣
1♥		5	4♥	11-21 HCP	1NT=Semi-F; 2♣=2+ ♣FG; 2♦=4+♦ FG; 2♥=4-10 HCP, 3+♥; 2♠= 6+♠ less than INV PRE; 2NT=4+♥, 16+; 3♣=7-10 HCP, 4+♥; 3♦=10-12 HCP, 4+♥; 3♥=0-9 HCP PRE, 4+♥; 3♠=any singleton, 4+♥; 3N=any void, 4+♥; 4♣/♦=12-15 HCP, 4+ good/bad ♥, no shortness	After 1♥-2♥: 2♠=S/S GT; else new suit NAT G/T After 1♥-2♠: 2N = ASK (see PRE responses); 4SFG, exception: 1♥-1♠-2♦/2♥-2♠ = FG w/ 5♠ After 1♥-1N-2N: 3m/3♥ =TFER, 3♠= ♣ After 1♥-1N-2♣/♦: Pass/2♥=S/P; 2♠= INV+ in ♦; 3♦=7-9HCP w/ 4+ SUPP After 1♥-3S/3N: 3N/4♣=PUP ASK for S/S	By passed hand: 2♣=8+ HCP SUPP; 2N=4+ INV max Over X: 3M = WK, 4+ ♥ Over comp: 2N always 4+ SUPP INV+
1♠		5	4♥	11-21 HCP	Same as 1♥; 2♥=5+♥ FG; 3♥=ANY SPL	Same as 1♥ except after 1♠-2♠: 2N=S/S G/T	Same as 1♥
1NT			4♥	13+-16, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♣; 2N = ♦; 3♣ = ASK for 5M; 3♦ = 55mm GF; 3♥/♠ = 31(45)/13(45); 4♣ = gerber, 4♠ = (23)44 Quant+, 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 54(xx)/45(xx) FG 1N-2♠: 2N = ANY MIN, 3♣ = ANY MAX After 1N-3♣: 3♦=ANY 4M and responder bids oM if they have 4M; 3N denies 4M	Systems on over X, 2♣ (not MM) 1N-(2♦/♥/♠): 2N = LEB 1N-X(PEN): Pass = to play; RDBL=PUP to 2♣, NAT after; 2m=4+m4+higher rank suit; 2M=NAT; 3x=CONSTR single suit
2♣	√	0		21+ HCP	2♦ = FG; 2♥=bust; new suit = positive 5+ in suit	After 2♣-2♦: 2N=21-23 HCP; 2♥ = PUP to 2♠ and then 2N=24+hp BAL, 3m=5+♥5+m; 3M = 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦		5/6		NV: 2/4 seat 4-10hp, 1/3 seat 0-10hp; V: 6-10 hp	2NT= ASK; new suit = F1; 4♣ = pre-empt KC	After 2NT: 3♣/♦/♥/♠=bad hand (7 or less HCP)/bad suit (less than 2 of top 3 or 3 of top 5 Hs), bad hand/good suit, good hand/bad suit, good/good	After 2M-(X): XX = values, 2N =relay to 3♣, new suit non-jump lead direct, jump shift F1
2♥		5/6		Same as 2♦	Same as 2♦	Same as 2♦	Same as 2♦
2♠		5/6		Same as 2♦	Same as 2♦	Same as 2♦	Same as 2♦
2NT				19-20 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = mm STAY	After 2N-3♣: 3♦=ANY 4M and responder bids oM if they have 4M, and if 3♦-3♥, 3♠ shows 3♠4♥ by opener; 3♥ denies 4M, then responder bids 3♣ as PUP to 3N or 3N to show 5♠; 3♠/N=5♠/♥ After 2N-3♦: 3♥=TRF accepted then 3♠=waiting bid for opener to choose ♥ or N, and 3N=4♠5♥; 3♠=5♠2♥ After 2N-3♠: 3N=no 4m, 4m=4+m, 4♥=S/T ♣, 4♠=S/T ♦	
3♣		6/7		NV: 2/4 seat 4-10hp, 1/3 seat 0-10hp; V: 6-10 hp	New suits F; 4♦ = preempt KC		
3♦		6/7		Same as 3♣	New suits F; 4♠ = preempt KC		
3♥		7		Same as 3♣	Same as 3♦		
3♠		7		Same as 3♣	Same as 3♦		
3NT	√			solid 7-card m, no outside A/K			
4♣		0		Shows 7.5+ tricks, ♥ trump	4♦=S/T; 4♥=S/O		
4♦		0		Shows 7.5+ tricks, ♠ trump	4♥=S/T; 4♠=S/O		
4♥		7		To play	4♠=to play		
4♠		7		To play			
4NT	√			semi-solid mm		HIGH LEVEL BIDDING	
5♣		8		natural		When in a suited game-force, 3NT=serious S/T and non-trump bids = CTRL	
5♦		8		natural		KCB: 1430, specific K ask afterwards; Exclusion Keycard: 0314	
5♥		8				Preempt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
5♠		8				Over COMP over KC: if lower than our suit, X/XX = 14, P = 30, next steps if same or higher: X/XX = 0, P = 1	