

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: Non-jump = NF CONST at 1 or 2 level, F at higherr; Single jump = F NAT
Passed hand jumps = fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if INT opened)
4 th Position Reopening = 11 – 16, promise stoppers
Responses: Systems on, Range STAY (3 ranges)
(1♠) - P - (2♠) - 2NT = 5♥+5m
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 2 lowest suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2m = 55 MM; (1M) - 2M = 5oM+5m
2♣ after artificial 1♣ opening = NAT
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X = Long m or MM and pen vs WK (contains good 13)
2♠ = ♠ + M (usually 54+) ; vs WK single suited (6+)
2♦ = ♦ + M (usually 54+) vs WK MM
2NT = mm (usually 55+)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = stopper ask
(2M)-4NT= mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: X= ♥♥ or ♠♠, 1♦=MM or mm, 1♥♠=NAT, 1NT=♠♦or♥♣
vs 2♣: X = MM; 2NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th best	3rd/Low	
NT	3rd and 5th	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	
Subseq	Attitude	Attitude	
Other: vs NT: (K=Count/Unblock)			
vs Suit: Lead of K from AK suggests side stiff; 5lvl+: K asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	AK, KQ, KQ109x(+)	AKJT(+), KQ109(+), KQJ10(+)	
Queen	QJ, QJx(+), Qx	QJx, KQx(+), KQJx, Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, QJxx(+), KQJx, Jx, AQJx(+)	
10	109,10x, 109x(+), H109x(+)	10x, J10xx(+), 109x(+), AJ10x(+), KJ10x(+)	
9	9x	9x, 98x, 109xx(+), H109x(+)	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
Suit 2	Lo/hi = E*		Lo/hi = E*
3	S/P		S/P
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT 2	Lo/hi = E*		Lo/hi = E*
3	S/P		S/P
Declarer's Trick 2 lead in NT (unless CT needed): Lo=ENC opening lead suit			
*Hi/low = E present count if a card has already been played in the suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responses: cue of 2m= forcing to 2N or suit agreement; cue of 2M+ = FG			
1m - (1♥) - X = exactly 4cd ♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4♠			
SUPP DBL through 2M-1			
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit			
After (1x) - 1/2y - (x): XX=2cd SUPP, CONST			
Negative DBL through 7♥ (lower level more T/O, higher level more PEN)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Joey <u>Lieberman</u> and Chris <u>Welland</u>
EVENT Junior U31
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 5-card Majors
2/1 GF
2♦/♥/♠ =WEAK
1st/2nd/3rd NV open most 11-counts; V open most 12-counts
1NT = 13+-16 (1st,2nd,3rd NV), 14+-17 (3rd V, 4th)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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
If we have shown game forcing hands and opps bid to game. Direct action is a forcing pass situation.
IMPORTANT NOTES

after 1M-(x): 2NT = 4-card LIM+

PSYCHICS: rare

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1♣		3	7♥	11-21 HCP	1NT/2NT/3NT: 7-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, INV, F1 2♦, 2♥, 2♠, 3♣ = WK 3M = NAT WK	After 1♣-2♣: forcing through 3♣ After 1♣-1M-1N: 2♣= invitational checkback 2♦=FG checkback	Over X: XX=10+ HCP 3m = WK
1♦		3	7♥	11-21 HCP	Same.	Same	Same
1♥		5	7♥	11-21 HCP	1NT=Semi-F; 2♣=2+ ♣FG; 2♦=5+ GF; 2♥=7-10 HCP, 3+♥; 2♠= 6+♠ less than INV; 2NT=4+♥, FG; 3♣, 3♦=WK, 3♥=LIM, ; 3♠, 4m=SPL	After 1♥-2♥: New suit NAT G/T usually 4SFG, After 1♥-2♣/♦-2NT: 3♥=17+HCP	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: 3M = Wk
1♠		5	7♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=WK; 3N=9-12HCP 4♥=SPL	same	same
1NT			7♥	14+-17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = puppet; 3♣ = ♦; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♣ = gerber, , 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♣ = ANY MAX	Systems on over X, 2♣ (not MM) 1N-(2♦/♥/♠): 2N = LEB 1N-X(PEN): 2x = 4x4x+1; XX = single suit(5+)
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	After 2♣-2♦: 2NT = System's On	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 5-10HCP	2NT= ASK; new suit = NF; 4♣ = pre-empt KC	After 2NT: 3♣/♦/♥/♠=H in suit	After 2M-(X): XX = values
2♥		5/6		Same	Same	Same	Same
2♠		5/6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = puppet; 3♦/♥/4♦/♥ = TRF; 3♠ = m or mm ST		
3♣		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♦ = preempt KC		
3♦		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♣ = preempt KC		
3♥		7		4-10 HCP NV, 6-10 VUL	Same		
3♠		7		4-10 HCP NV, 6-10 VUL	Same		
3NT	*			solid 7-card m, no outside A/K			
4♣		7		4-10 HCP NV, 6-11 VUL			
4♦		7		4-10 HCP NV, 6-11 VUL			
4♥		7		To play	4♠=to play		
4♠		7		To play			
4NT	*			Specific Ace Ask	5♣ = none, 5x = A in suit, 5N = ♣A, 6♣ = 2A	HIGH LEVEL BIDDING	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		KCB: 3014, specific K ask afterwards; Exclusion Keycard: 0314	
5♦		8		3/4/5 losers (V/NV;equal vul;NV/V)		Preempt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
5♥		8				Over COMP over KC: X/XX = O, P = E	
5♠		8					