

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style = Sound
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing
In Balancing Position: Same
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd Position = 15 - 18
Responses: Systems on (bid as if 1NT opened)
4th Position = 10 - 14
Responses: Systems on (bid as if 1NT opened)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak and natural
Responses-
2NT = 2 lowest suits
Reopen: 10-14 6+ suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue Bids = Michaels
Responses: 2NT = asks for m good hand; 3♣ = pass or correct
3♥/3♠ = support for M weaker
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty vs weak NT (if maximum hcp < 14)
X = (4M)(5+m)
2♣ = MM
2♦ = M
2♥/2♠ = M + m
2NT = mm
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout through 4h; 2NT/3NT = 16-18/19-21
CUE = asking for stopper; 4♣/4♦ = ♣/♦ + M
4NT = mm no slam interest; Over 3m: 4♣ = om + M, 4♦ = MM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = MM 1nt/2nt = mm; suits = NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit NF 5+ cards; RDBL = 10+ implies no fit
Jump Shift non-forcing
Double Jump = Splinter; after 1M-(x) all system on

LEADS AND SIGNALS			
<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	ATT	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	ATT	ATT	
Other: 2nd from 4+ bad holding against NT; K from AKx(+) with singleton			
Vs NT: lead of K asks for count or unblock of Q, lead Q asks for J unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax, AK	
King	AK, KQ, KQ109x(+)	AKJ(+), KQ, KQx	
Queen	QJ, QJx(+), Qx	QJ, QJx(+), Qx, AQJx(+), KQ109x(+)	
Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), Jx	
10	109,10x, 109x(+), H109x(+)	109,10x, 109x(+), H109x(+)	
9	9x	9x	
Hi-X	Sx, xxS,	Sx, xSxx, xSx (Sxx)	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS,	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = ENC	Hi/lo = even	Odd = ENC E = S/P
Suit 2	Hi/lo = E	S/P	Hi/lo = E
3	S/P		
1	Hi/lo = ENC	Hi/lo = even	Odd = ENC E = S/P
NT 2	Hi/lo = E	S/P	Hi/lo = E
3	S/P		
Signals (including Trumps):			
S/P in trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Responses: cue of openers suit = forcing			
1NT/2NT/3NT = 7-10/11-12/13-15 with stopper			
Jump in new suit inv 4+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Support DBL through 3♥			
Negative DBL through 4♠			
Maximal DBL			
(1NT)-(3NT) DBL asks to find major			
Lightner DBL (DBL at 6 or 7 level asks partner to find void)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Emma Kolesnik, Margie Cole</b>
<b>EVENT: Women</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
2♦♥♠=WEAK
2 OVER 1 Responses game forcing
1NT= 14+ -17HCP
3NT = gambling in 1 <sup>st</sup> /2 <sup>nd</sup> and to play in 3 <sup>rd</sup> and 4 <sup>th</sup>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near Game Force - any suit,(s) any shape
3NT: gambling; To play in 3 <sup>rd</sup> /4 <sup>th</sup> seat
Lebensohl after 2-level overcall of 1NT
2NT Overcall = two lower unbid suits
Michaels Cue-bids
Bergen raises
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP 2 only if 4432	1NT/2NT/3NT: 6-10/11-12/13-15 2m= 6-10 HCP nat, JS in om = 13+ hcp with fit in m;		Over X: XX=10+ HCP JS after overcall = WK/PRE
1♦		4	4♥	11-21 HCP	3m = 11-12 limit raise 2♥/♠ = GF NAT 6+, 1m-3M=SPL		
1♥		5 (4)	4♥	11-21 HCP	1NT=NF; 2NT=4+M, GF; 2M=6-10HCP, 3M 3♣ = 6-10 4+M 3♦ = 11-12, 3-4 M ; 3M= 0-6 HCP and 4♥/♠; 3oM = shortness; 3NT = 12-15 bal 33(34)	After 1♥/♠-2♥/♠: 3m = S/T, new M is inv+ F , 3M=blocking, 2N=general G/T	by PH: 2♣=9+ HCP SUPP; 2NT= 4+M "GF"; Bergen raises on
1♠		5 (4)	4♥	11-21 HCP			
INT			4♥	14+-17HCP	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK or ♣		Lebensohl; x = TO for partscore
				5 card M common	2NT= 3♦; 3♣= PUP; 3♦ = 55 m GF; 3♥/♠=13(45)/31(45)	After 2♣: 2NT = min; 3♣ = max	Systems on over X, 2♣, 2♦ 1 major
				6 card m possible	4♣ = 55 Ms ; 4NT = QUANT	1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG	Over 2♦/♥/♠ interfere: Cue= STAY
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/2NT/3♣ = positive 6+ in suit		X = GF PASS = 0-3
						After 2♣-2♦-2♥ forces 2♣ to show bal 24-25 or 27+ or any hand ♥	
2♦		5		PRE 4-9 HCP	2NT = ASK, new suit = F, 4♣ = KC	After 2NT: suit shows feature	After overcall: x = penalty
2♥		5		PRE 4-9 HCP		After 2NT (white vs red): 3♣= worst 3♦= min 4-7	2NT = ASK same as if no interfere
2♠		5		PRE 4-9 HCP		3M/3oM= MAX bad/good suit	
2NT				19+-21 bal	3♣ = ask for 4 or 5 M 3♦/3♥= transfers 4♣ = 55 Ms, 3♠ = relay to 3NT	After 3♠-3NT: 4m = shows other m slammish, 4M = both m shortness	
3♣/3♦				PRE	New suits = F; raises/3NT = to play, 4om = KC		
3♥/3♠				PRE	New suits = F; raises/3NT = to play; 4♣ = KC		
3NT	*			SOL 7 card minor To play in 3 <sup>rd</sup> /4 <sup>th</sup>	Pass with 2+ side suit stoppers; 4♣ = P/C		
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠		8		To play			
4NT	*			mm PRE			
5♣		8		To play			
5♦		8		To play			
						<b>HIGH LEVEL BIDDING</b>	
						Five-Ace Blackwood: RKCB 1430, special K ASK	
						Cue bids	
						Splinters	
						Exclusion blackwood 0314	
						Preempt KC 01122	