

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1 level overcall can be light	
RESPONSES: 3 level mixed (can be preemptive fav)	
Jump Q = mixed	
New suit at 1 or 2 level F one round ; at 3 level GF	
Jump shift preemptive	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> position = 15-18 responses as over 1nt opening	
4 <sup>th</sup> position = 11-17 responses Stayman-transfers-size ask	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak responses: 2nt asks	
Unusual NT = 2 lower unbid suits	
Reopen: jump overcall = intermediate; 2nt = 19-20	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Style Michaels (unless they show 2 or fewer) wide range	
(1m) 3m = usually natural ; (1m) 2m = natural if they show 2 or fewer	
(1c) 2d = michaels if 1c can be 2 or fewer	
(1d) 2H = michaels if 1d can be 2 or fewer; 3d supermichaels	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Vs STR Dbl = 4 major, longer minor - vs WEAK Dbl = penalty	
2♣ = Ms	2♠ = Majors
2♦ = one Major	2 Red = Trans (canape)
2M – Nat and a minor	2♠ = Nat and minor
	2N = ♥ and minor
	3M = (21) 5-5 +
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Double = TO , higher they are the more it is points	
TRANSFER LEB after weak 2 -2nt	
(2M) 3M asks stoppers; Roman Jumps, many two suited cues	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Double = Ms; NT = ms, 2♣ = M's 2♦ = multi; 2M = Natl with m (5+5+)	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1M (DBL) transfers; 1M (x) 2nt = LR plus, 1m (x) 2nt = weak raise;	
1m-3m = LR; 1x (x) 1 level 1 rd force	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> even	same	
NT	2 <sup>nd</sup> /4 <sup>th</sup> ; 5 <sup>th</sup> in opp's suit	3 <sup>rd</sup> best	
Subseq	Same but some att and 3/5th best middle of hand		
Other: Honor leads depend on how many we have in the suit led(3 <sup>rd</sup> even)			
Jack denies, 10,9 = 0 or 2 higher AFTER TRICK 1			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Asks att	
King	AK, KQx	Asks count or unblock	
Queen	QJ(s)	Qj(x), KQxx, KQJx asks att for jack or higher	
Jack	J10(x) , HJ10	J10x, J10xx, HJ10xx, KQJx, Qjxx asks att for 10 or higher	
10	10x, H109	109xx, HJ10x, H109xx	
9	(x, KJ9 or KJ9x or sixth	H109x	
Hi-X	xx	xxx maybe xxxx	
Lo-X	Low from odd, 3 <sup>rd</sup> even	Normally from an honor	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Encouraging	Hi = even	Standard ct and att
Suit 2	Hi = even	Hi = even	Standard count
3			SP
1	Hi = encouraging	Smith	Standard attitude
NT 2	Hi = standard count	Standard count	sp
3	S/P		
Signals (including Trumps): Smith vs No Trump, SP when trumps played against suits			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style: support for unbid suits (might not have clubs after 1M)			
Responses: Cue F1			
Reopening: can be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS Neg dbls, Resp X, including snapdragon</b>			
Maximal overcall DBL to 3M			
Support DBL & RDBL to 2M, 3 level with extras			
Many low level doubles are TO; 4 <sup>th</sup> suit xs; try for 3nt xs			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Kerri Sanborn-Jill Meyers</b>
<b>EVENT Women</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card M 1 <sup>st</sup> & 2 <sup>nd</sup> ; 1M 1nt = SF
Fairly light opening NV bids
Preempts can be light
1NT opening 14+ to 17-
2/1 response out of competition = GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = weak one major
2M = weak (less than opening hand) with that major and a minor (at least 5/5)
3N = broken minor preempt
4m = Namyats
<b>RESPONSES:</b>
1♣-2♦ = weak 5S, 4+ H,
1m 2♠ = inv 5♠ 4♥
1m 2♥ = inv 2n or SJS ♥ or weak ♣
<b>COMP:</b> transfers after 1M (x) or 1M o'call or bal (x)
Inv m after 1M o'call; 1m (1H)2H= 6+S inv+; 1m (1H) 2S= natural, constructive
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass then pull is stronger than taking initial action
<b>IMPORTANT NOTES</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5m	Longest suit with unbal ; Open 1♣ with most 4-4 m's and 3-3	1M may have longer ♦; 1NT=6-10; 2NT=13-15GF; 3NT-15-17;3 level over=SPL by PH, NAT by UPH; 3 level under=Nat INV; INV m; 3m mixed, can be weakish nv; 2♥=INV NT/SJS ♥/weak ♣; 1!C 2♦=5+4+M's wk;1m 2♠=5♠-4♥ INV	1NT rebid may have 4 card M with 3♣;2 way checkback/1NT rebid by UPH; 2♣ TRF 2♦ by PH;XYZ/ 1m 1x 1M; 4 <sup>th</sup> suit GF usually; ART relay/reverse; TRF/2NT rebid; Spiral after O's M raise	Fit jumps to 4 level in comp. Neg X of 1♥ shows 4+ ♠ Cue 2♥= inv + in ♠ Inverted after 1♥ overcall, 1♠ denies 4 ♠
1♦		3	5m	See 1♣; only 3 if 4432	See 1♣	See 1♣	
1♥		5 (4)	5m	May be 4 card suit 3 <sup>rd</sup> or 4th	1NT = semi F; 2/1 GF- 1M 2♣ may be 2 ♣ only;2♠= 5-3M's GF;2NT= LR+; 3m=NAT,INV;;3M jump=mixed to PRE; 3♠= mini SPL any suit by UPH; 3NT,4m=SPL with controls in unbid	SPL; 2♠= ART reverse; short suit GT	PH = 3/4 card drury , void splinters, 1M 3n = 4M bid with an ace; TRF/ DBL
1♠		5(4)	5m	May be 4 card suit 3 <sup>rd</sup> or 4th	See 1♥ except 3♥ = inv ♥ ; 3N = limited splinter in any suit	See 1H 3♣ jump shift can be ART	See 1♥
INT			3S	14+-17 may have 5M or 6m	Stayman, Jacoby Transfer, Texas , Gerber		
					2♠ = ♣ or range ask; 2NT= TRF ♦ or wk m's;; 3♠= puppet; 3♦= both !m's GF; 3M=SPL w/3 in OM (54) m's	1NT-2♠-2♦-3M = 4 bid M, 5+ other M 1NT-2♠-2♦ -4♦/4♥ =delayed texas 1N- 2 red suit,O's NS = max fit + doubleton 1n-2♦-2♥-2♠ = 5/5 Ms inv 1n-2♠-2♦ 2♠ = 5♠ light INV	COMP: Transfer lebensohl Negative double through 5m Texas thru 3♣
2♣	V	0		STR/ART/ F2NT or 3M	2♦ waiting; 2M 5+ two of top three honors;	2♣-2♦-2M-3♣ = 2 <sup>nd</sup> negative	After X, P=neg, 2♦=values
					3m good suit; KOKISH inversion, 3♥ rebid = ♥+♠, 3♠=♥+♠, 3♣=♥ one suit	2♣ 2♦ -3M = 4 card M, primary !D 2♣-2♦-3NT = long m approx.. 20-21 HCP	Interference,X= values thru 3 level, then 2 <sup>nd</sup> neg
2♦	V	0		Weak in a M, usually six card suit 5-bad 11	2/3 ♥/♠ = Pass/Correct; 4♣ asks trf; 4♦ asks suit; 2nt Inquiry	O bids corresp m with min other/M with max, 3nt = good suit	4♣=dbl kc for m, 4nt=dbk kc for M
2♥		5		5+♥&5+m weak 4-10 HCP	2nt asks m, 3 new suit = force	After ask, 4m=6rkc for m/4NT for M	Max answer starts with 1 kc
2♠		5		5+♠&5+m weak 4-10 HCP	See 2♥	See 2♥	See 2♥
2NT				19+-21 Balanced, may have 5M or 6m	Stayman, Jacoby Trans., Texas, Gerber 3♠ = 1 or both m's		
3♣		6		Natural may be weak favorable	Relays with 3♦ f 3♥		
3♦		6		See 3♣	New suit forcing		
3♥		6		See 3♣	See 3♦		
3♠		6		See 3♣	See 3♦		
3NT	V			Broken minor	4♣ = P/C; 4♦ = kc; 4nt says bid one under at 6 level with 8 card suit		
4♣		7		NAMYATS Solid ♥ 8.5 tricks	Bid 4M to play, other bids explore slam		
4♦		7		NAMYATS Solid ♠ 8.5 tricks	See 4♣		
4♥		6		Vary by vul	4♠= NF		
4♠		6					

4NT	V		Specific Ace Blackwood	Responses: 5♣=0; 5♦/♥/♠ show that ace; 5n = ♣ A 6 level bids show two aces	Pass= always first step in interference if lower than T, after X=even/P=odd	
5♣					<b>HIGH LEVEL BIDDING</b>	
5♦					RKCB -0314, some dbl KC, Exclusion KC, Preempt BW,GSF; kickback	