## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

| |
|---|
| 1 level: 7-17, usually 5 cards |
| 2 level: 10-18, minor overcalls tend to be at least good 5 card suit |
| New suit: 1/1 or 2/2 is F, 2/1 is NF |
| Fit jumps by passed hand (jumps are natural with fit in partner's suit) |
| 2NT over major overcall shows a raise |

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

| |
|---|
| 15-18 Direct, system on |
| 11-14 Balance vs m, range stayman(2N response shows max) |
| 11-16 balance vs M, range stayman(2N response shows max) |

### JUMP OVERCALLS (Style; Responses; Unusual NT)

| |
|---|
| 1-Suit: Jump overcalls, weak |
| 2-Suit: Unusual NT (2 lowest), 1C - 2D Majors, 1D (short) - 2H Majors |
| Reopen: Reopening: Intermediate (13-16) |

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

| |
|---|
| 1C - 2C natural, 1C - 3C Stopper ask |
| 1D (short) - 3D (Strong majors) |
| 1X - 3X is stopper ask |
| 1D(normal) - 2D = majors |
| 1M - 2M = 55 oM + m |

### VS. NT (vs. Strong/Weak; Reopening;PH)

| |
|---|
| X always penalty unless balancing vs strong / passed hand |
| 2C = H+S, 2D = H or S, 2H = H+m, 2S = S+m |
| Direct: 2N = C, 3C = minors |
| Balancing: 2N = minors, 3C = nat |

### VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

| |
|---|
| Over 2M: 3M = stopper ask, 4m = leaping michaels (55 m+oM) |
| Lebensohl over takeout doubles, direct new suit extras |
| Over 2D: 3D = majors, 4C = C + M |

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

| |
|---|
| vs precision: 1-lvl nat, 2C = H+S, 2D = H or S, 2H = H+m, 2S = S+m |
| vs precision: NT = minors |
| Over 2C (strong): X shows majors, NT minors |

### OVER OPPONENTS' TAKEOUT DOUBLE

| |
|---|
| Transfers after 1M - X (starting from 1N) |
| 1M - X - 2NT (inv+ raise), 1C - X - 2D, 1D - X - 3C are forcing raises |
| 1m - X - 2NT (bad raise), 1M - X - 3M-1 is mixed raise |

## LEADS AND SIGNALS

### OPENING LEADS STYLE

| | Lead | In Partner's Suit |
|---|---|---|
| Suit | 3rd/low | top from nothing (if raised) |
| NT | 2nd/4th | top from nothing (if raised) |
| Subseq | Attitude | top from nothing (if raised) |
| Other: | | |

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | A (from AK), Ax | AKJT, Ax |
| King | K from AK (5 level), or K from KQ | AKx, KQJT, KQxx |
| Queen | QJ(+) | QJ(+), or KQT, AQJ(+) |
| Jack | JT(+), KJT(+) | JT(+), AJT(+), KJT(+) |
| 10 | 0 or 1 above | 0 or 1 above |
| 9 | 0 or 1 above | 0 or 1 above |
| Hi-X | Sx, xxS | Sx, xSxx, Sxx |
| Lo-X | HxS, xxSx, xxxxS, xxSxxx | 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 | SP | SP |
| | 3 | SP | | Lo/hi = E |
| | 1 | Lo/Hi = ENC | Lo/Hi = ENC | Lo/Hi = ENC |
| NT | 2 | Lo/hi = E | Lo/hi = E | SP |
| | 3 | SP | SP | Lo/hi = E |

Signals (including Trumps):

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

| |
|---|
| Response cues of 2m = F until 2N or suit agreement, cuebid 2M GF |
| (1X) - X - (1Y) - X is penalty in their suit, subsequent doubles are penalty |
| (1X) - X - (1NT) - X is also penalty1-Suit: Jump overcalls, weak |

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

| |
|---|
| SUPP DBL through 2M-1 |
| NEG DBL through 7H |
| Responsive Dbl: through 4H, Maximal: through 3M-1 |
| After 1x - 1y - 1z: X = 5+ in 4th suit, w/ Hx or xxx(+) tolerance in partners suit |
| After 1x - 1y - X: XX = Hx, values |

## W B F CONVENTION CARD

CATEGORY: **Green**

NCBO: **USA**

PLAYERS: **Eric Xiao and Charlie Chen**

EVENT U21 Juniors

### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

SYSTEM SUMMARY: 2/1 GF, Strong NT's , multi 2D (wk 1M)

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Multi 2D (weak 2 in H or S)

### SPECIAL FORCING PASS SEQUENCES

GF sequences, some special penalty double sequences

### IMPORTANT NOTES

PSYCHICS: **Rare**

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG. DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---|---|---|---|---|---|---|---|
| 1♣ | | 2 | 7♥ | 11-21 HCP, only 2 when 4432 | 1NT = 7-10, 2NT = 11-12, 3NT = 13-15 | 1C - 1H; 1NT - 2C = -->2D, 2D = ART GF, 2S = -->2NT, 2NT = -->3C | Vs X: XX = 10+ HCP, 2NT = wk raise, 3m = 7-9 |
| | ? | | | | 1♦ = 3+♦, 1M = 4+M, 2♣ = 5+♣, F1 (to 3C), INV+ 2D/2M = natural weak | 1C - 1S; 1NT - 2C = relay; 2D = ART GF, everything else natural. 4th suit forcing if 1X- 1Y; 1Z 1C - 1M; 2M - 2NT spiral 3344, 1C - 1M - 2NT - 3C = -->3D non-GF, 3D = Art GF, others natural GF | 1C - 1D (overcall) - ?; X = 4-5H, 1H = 4-5S, 1S = no 4M 1C - 1H - ?; X = 4-5S, 1S = no 4M |
| 1♦ | | 4 | 7♥ | 11-21 HCP, always 4+ | same | same | same |
| 1♥ | | 5 | 7♥ | 11-21 HCP | 1S = 4+S, 1NT = SF, 2C = 2+C GF, 2D = 5+D GF, 2H = 8-11, 2S = 6+S less than constructive | Gazilli (2C = 5+S4+C 11-16 or 17+ any) over 1H - 1S and 1M - 1NT | Vs X: XX = 10+ HCP, transfers (starting from 1NT), 3M = weak, 3M-1 mixed |
| 1♠ | | 5 | 7♥ | 11-21 HCP | Same except 2H = 5+H GF, 3NT = 9-12 any singleton; 4C/D/H = void in respective suit 9-12 with support | Same | Same |
| 1NT | | | 7♥ | 14+-17, may have 5M or 6m | 2♣ = stayman, 2♦/2♥ = 5+♥/♠, 2♠ = range ask/♣ | 1N - 2S; 2N = min, 3C = max | System on over X/2C (unless 2C=majors) |
| 2♣ | * | 0 | | 20+ HCP, either 8.5 tricks or 22+ balanced | 2D = waiting, 2M/3m = positive 2/3 honors, 2NT = positive natural | 2C - 2D; 2H relay to 2S (either 25+ bal or H) | over interference: X = bust; P = values, over X; XX = bust, P = values |
| 2♦ | * | 0 (5+M) | | Multi, one major 2-8 HCP, (can be 5 NV, 7 V) | 2/3M = p/c, 2NT = inv+ ask, 3m = 5+ corr M, 4C/4D = xfer/bid your suit | 2D - 2NT (relay), 3C = nv 5M, v 7M (3D after asks oM, 3M p/c) | 2D - (X) - ?; P = 5+D, XX = puppet 2H, 2M = p/c |
| 2♥ | | 6 | | 9-12 HCP, 6+H (10-13 in 4th) | 2S = relay ask distribution, 2NT = relay to 3C, 3C = inv+ with S, 3D = light inv with H support | 2H-2S: 2N = 64, 3C = 6331, 3D = 6332 min, 3H = 6332 med, 3S = 6332 max | |
| 2♠ | | 6 | | 9-12 HCP, 6+S (10-13 in 4th) | same as 2H except all steps are shifted up by one | same as 2H except all steps are shifted up by one | |
| 2NT | | | | 20-21 HCP | 3C = reg 4M ask, 3 red xfer, 3S = -->3NT, 4 red xfer, 4S = both minors weak | 2N-3S; 3N: 4C/D = nat slam int, 4H/S = minors shortness slam int | |
| 3♣ | | 6 | | 3-10 6+C | 4D = baby blackwood (0 w/o Q, 0 w/ Q, 1 w/o Q, 1 w/ Q, 2), new suit F | | |
| 3♦ | | 6 | | 3-10 6+D | 4C = baby blackwood, new suit F | | |
| 3♥ | | 7 | | 3-10 7(6)+H | 4C = baby blackwood, new suit F | | |
| 3♠ | | 7 | | 3-10 7(6)+S | 4C = baby blackwood, new suit F | | |
| 3NT | * | 7 | | solid minor suit, no outside ace or king (queen) | 4C = p/c; 4D = asking; 4M = Natural | | |
| 4♣ | | | | Preempt | | | |
| 4♦ | | | | Preempt | | | |
| 4♥ | | | | Preempt | | | |
| 4♠ | | | | Preempt | | | |
| 4NT | | | | specific A ask | | | |
| 5♣ | | | | preempt | | **HIGH LEVEL BIDDING** | |
| 5♦ | | | | preempt | | Interference after keycard: <5 suit: X = 0/3, P = 1/4, >= 5 suit: X = even, P = odd | |
| 5♥ | | | | ask for HAK | | last train (bid directly below game may not show control), exclusion KC (3014) | |
| 5♠ | | | | ask for SAK | | Kickback(4X+1 is keycard in X suit), 1430 after kickback or 4N RKC if fit, 5-opps suit asks for control | |