

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Direct Overcalls: Natural, 8-16 at 1 level, 11-16 at 2 level.
Responses to overcalls: 1-level is forcing, 2-level is constructive
Balancing = can be a little bit weaker
Reopening = 4+ in the suit reopened, usually 5+ in original suit (or 6+ if opener rebid a suit),
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(Direct) 15-18, stopper in opener's suit, responses are same as directly over 1NT opener
(Balancing) 11-16, stopper in opener's suit, sys on and range STAY
(Reopening) 18-19, stopper in opponent's suit, balanced, natural responses
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bids are Michaels (55 majors over minor open and 5 other major + 5 minor when major open)
Jump cue bids of major ask for stopper, jump cue of minor is nat
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 4M 5+m vs strong and penalty vs weak
2C = majors
2D = one major
2M = M + minor
2NT = minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1C – MATHE (x = majors, 1nt = minors)
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1M – X (and when we overcall 1M) until 2M, note 1H – X – 1S nat

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /Low	3 rd /Low (attitude if raised)	
NT	4 th	4 th	
Subseq	Attitude	Attitude	
Other:			
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	
J	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), Jx	
10	109,10x, 109x(+), H109x(+)	109,10x, 109x(+), H109x(+)	
9	9x	9x, 98x, 9xx	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Suit Preference
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Suit Preference
Signals (including Trumps):			
Upside Down Count & Attitude (low = even/like, high = odd/dislike)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Snapdragon double (shows 5+ in 4 th suit and 2+ in partner's suit)			
Negative double through 4H			
Support double & redouble through 2H (3-card support to responder's M)			
Responsive double through 4D, maximal double (showing INV) only when exactly 1 under suit bid (when there is no space for invitational bids)			
Lightner double (asks for unusual lead vs slam)			

W B F CONVENTION CARD
CATEGORY: Green NCBO: USBF PLAYERS: Brandon Ge and Arthur Gong EVENT (Junior U21)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE: 2/1 GF, 5-card majors, 1NT 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Always open 1c when 33 in minors, usually 1d when 44 in minors	2C = limit+, 1NT = 6-9, 2NT=10-12, 3NT=13-15 New suits are forcing, J/S are weak	2D, 2H, 2S reverses after 1M response, cheapest suit/2NT lebensohl after reverse	
1♦		3	4H	4+ unless 4432	2D = limit+, 1NT = 6-9, 2NT=10-12, 3NT=13-15 New suits are forcing, 2C is GF, J/S are weak	2H, 2S reverses after 1M, cheapest/suit 2NT lebensohl after reverse	
1♥		5	4H	Rarely 4 card in 3 rd /4 th	1NT = semi-forcing, 2NT = 4 card raise 12+, 3H = 4-card limit raise, 2C = 2+ GF, 2D is 5+ GF, J/S are inv with 6+ in the suit,	Natural	2C – Drury, 3+ limit raise in H Tfer over opp takeout x
1♠		5	4D	Rarely 4 card in 3 rd /4 th	1NT = semi-forcing, 2NT = 4 card raise 12+, 3S = 4-card limit raise, 2C is 2+ GF, 2D/2H is 5+ GF, J/S are inv with 6+ in the suit	Natural	2C – Drury, 3+ limit raise in S Tfer over opp takeout x
1NT			3S	15-17, balanced	2S = INV or clubs, 2NT = diamonds, 3C = puppet STAY (ask 5-card M), 3D = minors GF, 3H/S = splinter	After 2S, 2NT = min, 3C = max, subsequent bids by responder shows shortness After 3C, 3D = no 5M, 3H, 3S = 5M	
2♣	X	0+		22+ HCP	2D – forced	Kokish (hearts/clubs switched) After 2D, 2H-2S(forced), 3C = , no side suit, 3H = H+C	
2♦		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit, 4C = keycard 01122	After 2NT, (hand/suit) 3C = bad/bad, 3D = bad/good, 3H = good/bad, 3S = good/good	
2♥		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit, 4C = keycard 01122	After 2NT, (hand/suit) 3C = bad/bad, 3D = bad/good, 3H = good/bad, 3S = good/good	
2♠		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit, 4C = keycard 01122	After 2NT, (hand/suit) 3C = bad/bad, 3D = bad/good, 3H = good/bad, 3S = good/good	
2NT				20-21, balanced	Regular STAY	Natural	
3♣		7		Pre-emptive	4D = keycard 01122, New suits F	Natural	
3♦		7		Pre-emptive	4C = keycard 01122, New suits F	Natural	
3♥		7		Pre-emptive	4C = keycard 01122, New suits F	Natural	
3♠		7		Pre-emptive	4C = keycard 01122, New suits F	Natural	
3NT		7		Solid 7 suit, no side A/K	4C = pass or correct	Natural	
4♣		7		Pre-emptive	Natural	Natural	
4♦		7		Pre-emptive	Natural	Natural	
4♥		7		~intermediate strength	Natural	Natural	
4♠		7		~intermediate strength	Natural	Natural	
4NT				N/A			
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive		Kickback (4X+1 is KCB) 1430, Exclusion 3014	
5♥				N/A			
5♠				N/A			