

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: Non-jump = NF CONST Single jump = F NAT
Passed hand jumps = fit
TRF over 1M-(X)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if INT opened)
4 <sup>th</sup> Position Reopening = 11 – 16, promise stoppers
Responses: Systems on, Range STAY (3 ranges) (1♠) - P - (2♠) - 2NT = 5♥+5m
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO (5-10 HCP, sound when vul), new suits F and systems on 2NT = 2 lowest suits (20-21 in balancing seat)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) - 2♦ = 55 MM; (1M) - 2M = 5oM+5m
2♣ after 1♣ opening = NAT
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = pen in direct seat vs all 1N and vs WK (contains good 13)
Other X = 4M and 5+m
2♣ = MM (usually 54+)
2♦ = M (usually 6+)
2M = M + m (usually 54+)
2NT = mm (usually 55+)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = Michaels; 4♣ = mm NF, 4♦ = oM, strong
vs 1♣: X = MM; 1NT = mm
vs 2♣: X = MM; 2NT = mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+
TRF over 1M-(x), begins with 1N
after 1M-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/Low	3rd/Low	
NT	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	
Subseq	Attitude	Attitude	
Other: vs NT: RUS from 4+ not dummy/partner's suit (K=Count/Unblock) vs Suit: Lead of K from AK suggests side stiff; 5lvl+: K asks for count			
<b>LEADS</b>			
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, xxxS	HxS, HxxS, HHxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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
Signals (including Trumps): Trump S/P			
Declarer's Trick 2 lead in NT (unless CT needed): S/P			
*Hi/low = E present count if a card has already been played in the suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
After (1x) - X - (1y): X=PEN			
1m - (1♥) - X = exactly 4cd ♣			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY: GREEN</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Michael Xu, Finn Kolesnik</b>
EVENT Junior U26
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NAT 5-card Majors
2/1 GF
2♦/♥/♠ = WEAK
1st/2nd/3rd NV open many 11-counts; V open many 12-counts
1NT = 14-16 (1st,2nd,3rd NV), 14+-17 (3rd V, 4th)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C-2D = 5+S, 4+H, invite
1m - 2♥ = 5+♠, 4♥ less than INV;
1m-2♠ = 11-12, 5+m
1M - 3♦ = 4-card INV
Unusual vs unusual (lower cue = lower suit)
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11-21 HCP, bid with 33 in minors	1NT/2NT/3NT: 7-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, GF 2♦= 5+S, 4+H INV 2♥ = 5+♠, 4+♥ less than INV 2♠ = 5+♣, INV 3C = 5+C, mixed 3M = NAT WK	After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 2N=ENQ, 3344 min/max After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦=checkback w/ 5M	Over X: XX=10+ HCP, 2N=weak, 2♣ = 4+ INV, 3m = 4+ 7-9 HCP Over 1N: 2♣ = MM
1♦		3	7♥	11-21 HCP, bid when 44 in minors	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♣=NAT INV; 3♦=4+♥ INV; 3♥=7-9 HCP, 4+♥; 3♠=9-12HCP ANY SPL; 3N=♠SPL; 4m=SPL	After 1♥-2♥: New suit NAT G/T usually After 1♥-2♣: 2N = ASK 4SFG, exception: 1♥-1♠-2♦/2♥-2♠ = FG w/ 5♠ After 1♥-1N-2N: 3m/3♥=TFER, 3♠=♣ After 1♥-1N-2m: 2♥=9-11, 2♠ = INV+ in m; 3m=7-9HCP with support	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: Transfers, 3M = 7-9 HCP, 4+♥; 3M-1 = WK, 4+♥ Over comp: 2N always 4+ INV+
1♠		5	7♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=9-12HCP ANY SPL; 4♥=SPL	same	same
1NT			7♥	13+-16; 14+-17 3rd-vul/4th BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = puppet STAY; 3♣ = ♦; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♣ = gerber, 4♠ = Quant+, 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+), P = PUP XX to show 2 untouched suits
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	After 2♣-2♦: 2♥ = puppet 2♠, includes 25+ balanced, hearts + other suit, or just hearts After 2♣-2♦-3M: 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 4-9HCP	2NT= ASK; new suit = F; 4♣ = pre-empt KC	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	After 2M-(X): XX = values, 2N =relay to 3♣, new suit non-jump lead direct, jump shift forcing
2♥		5/6		Same	Same	Same	Same
2♠		5/6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = minor STAY (asks about 4 card minor)		
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			
<b>HIGH LEVEL BIDDING</b>							
4NT	*			Specific Ace Ask	5♣ = none, 5x = A in suit, 5N = ♣A, 6♣ = 2A	KCB: 1430, specific K ask afterwards; Exclusion Keycard: 0314	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		4m+1 is KC for m	
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					
5♠		8					