

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: Non-jump = F if unpassed hand Single jump = Fit
Passed hand jumps = fit
TRF over (1X)-1M-(X)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Position Live = 15-18 HCP
Responses: Systems on (bid as if INT opened)
4 th Position Reopening = 11-14 (1m) 11-16 (1M) HCP
Responses: Systems on, Range STAY (3 ranges) for 11-16 HCP (1♠) - P - (2♠) - 2NT = 5♥+5m
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 2 lowest suits (19-21 in balancing seat)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(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
VS. NT (vs. Strong/Weak; Reopening;PH)
X = pen in direct seat vs all 1N and vs WK (does not contain 16)
X in bal seat against strong or by PH: C+M, D, or M strong
2♠ = MM (usually 54+)
2♦ = M (usually 6+); D+M in bal seat vs strong or by PH
2M = Mm (usually 54+); M weak in bal seat vs strong or by PH
2NT = mm (usually 55+)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = stopper ask; 4♣/4♦ = ♣/♦ + M, F
(2M)-4NT= mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♠
vs 1♣: X= MM; 1NT = mm
vs 2♣: X = MM; 2NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+
TRF over 1M-(x)
after 1M-(x): 2NT = 4-card LIM+; 1m-(x): 2NT = weak raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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: 5lvl+: K asks for count			
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	
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, xxxxS	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*		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): Lo=ENC opening lead suit			
*Hi/low = E present count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responses: cue of 2m= forcing to 2N or suit agreement; cue of 2M+ = FG			
After (1x) - X - (1y): X=PEN			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: Through 4♥			
SUPP DBL through 2M-1			
After (1x) - 1y - (1z): X=4+ in 4th suit, w/ xx(+) in partner's suit			
After (1x) - 1/2y - (x): XX=2cd SUPP, CONST			
Negative DBL through 4♥ (lower level more T/O, higher level more PEN)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Harrison <u>Luba</u>, Bo Han <u>Zhu</u>
EVENT Junior U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 5-card Majors, Transfers over 1♣
1♦ is 4+ unbalanced, all other hands open 1♣ (2+)
2/1 GF
In 1/2, 2♦ is weak-two in a major (multi), 2M is 5M-4+m weak. In 3/4, 2♦♥/♠ NAT weak/intermediate.
1st/2nd/3rd NV open all 11-counts; V open all 12s
1NT = 13+-16 (1/2/3 NV), 14+-17 (1/2/3 V, 4th)
2NT = most 19s NV - bad 21s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 1♦♥/♠ responses are transfers
1m - 2N = FG 13-15 or 18+, may contain 4M
1♣ - 2♦ = weak-two in either major by UPH
1♣ - 2♥ = clubs INV by UPH
1♦ - 2♥ = no 4M INV by UPH
1m - 2♠ = weak raise for the minor by UPH
1M - 3♦ = 4-card or 3+ card unbalanced INV
1M - 2N = 4-card FG
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
Unusual vs unusual (lower cue = lower suit)
Transfers over 1♣-(1/2/3♠)
Switches over 1♦-(1/2/3♠) and 1M-(2/3♠)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP Contains any hand that cannot be opened anything else	Transfer responses: 1♦=4+♥, 1♥=4+♠, 1♠=no 4M 6-10 bal or ♦ any strength, 1NT=no 4M 11-12 bal, 2♣=5+ ♣FG, 2♦=weak 6+M, 2♥=5+ ♠ INV, 2♠=5+ ♠ weak, 2NT=FG bal could have one or both 4M, 3♣=5+ ♠ mixed, 3♥/♥/♠=weak, 3NT=16-17 bal no 4M, 4R=transfer	After 1♣-1R: take transfer=bal min, 1NT=17/18-19 bal no 4M, 2M=4M min, 2NT=3M, 6+♠ nonmin, 3♦=4M INV unbal, 3M=17/18-19 bal 4M After 1♣-1R-take transfer/1NT, XYZ After 1♣-2♦: Multi-2♦ structure After 1♣-2♥: 2♠=relay to 2NT, signoff or strong After 1♣-2NT: 3♣=asks 4M, 3♦=6+♠ ST	Jumps are fit-showing by PH, otherwise weak JS in comp. Transfers after 1♣-(1/2/3♠) 1♣-(X/1♥)-2NT: mm weak 1♣-(X)-1NT: ♠ INV+ 1♣-(X)-2♦: ♦ INV+ 1♣-(1♦)-2♠: 44M constructive 1♣-(1♦)-X: stolen bid (transfer) 1♣-(1♥)-2♥: 6+♠ weak or FG 1♣-(1♥)-2♠: 6+♠ INV
1♦		4	4♥	11-21 HCP Promises 4 and unbalanced	2♦=♦ inv+, 2♥=no 4M 11-12 bal, 2♠=4+♦ weak, 2NT=FG bal could have one or both 4M, 3♠=6+♠ INV, 3♦=4+♦ mixed, 3M=weak	1♦-1M-1NT: 3M min, except 1♦-1♠-1NT could be 2452 1♦-1M-2NT: 3M nonmin 6+♦	Jumps are fit-showing by PH, otherwise weak JS in comp. 1♦-(X)-2NT: 4+♦ INV+ Switches after 1♦-(1/2/3♠)
1♥		5	4♥	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♦=3+♥ INV (any hand cannot stand 1NT); 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 After 1♥-1N-2N: 3m/3♥=TFER, 3♠= ♠ After 1♥-1N-2m: 2♠ = INV+ in m	By PH: 2♠=8+ HCP SUPP, 2N=55m 9-11 HCP Over X: Transfers, 3M = weak if 3M-1 available for 7-9 HCP, 4+ ♥; Over comp: 2N always 4+ INV+
1♠		5	4♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=9-12HCP ANY SPL; 4♥=SPL	same	same
1NT			4♥	13+-16 1st/2nd/3rd NV; else 14+-17 BAL, may have 5M or 6m	2♠ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = puppet; 3♠ = ♦; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♠ = gerber, 4♠ = ST bid 4-card suits, 4N = Quant	Transfers after 2R transfer 1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♠ = ANY MAX 1N-2♠-2♦-2♥: weak with MM 1N-2♠-2♦-2♠: any 5+♠ INV	Systems on over X, 2♠ (not MM) 1N-(2♦/♥/♠): 2N = Transfer LEB 1N-X(PEN): 2x = 4x, 4x in any higher suit; XX = single suit(5+), P = 2P
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♠/3♦ = positive 5+ in suit	After 2♣-2♦: 2♥ = TFER to 2♠, then 3♠=6+♥, 3♥=5+♥, 4+♠, 2NT=24+ bal FG, 3♦/♠=5+♥, 4+♦/♠ After 2♣-2♦-3M: 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=negative (values), P=nothing to say
2♦	*			6+M; 4-9HCP only in 1st/2nd 5+♦; 4-9HCP in 3rd seat 6+♦; 12-14HCP in 4th seat	2/3M: P/C, 2NT=ASK, 3m=ASK for num cards in corresponding M, 4♠=Transfer to your suit, 4♦=Bid your suit, 4M=2P	After 2NT: 3♠=any med, then 3♦ re-asks, 3♦=♥ weak, 3♥ = spades weak, 3♠=♥ strong, 3NT=♠ strong	After 2♦-(X): P = offer to play, XX = own suit, forced to bid 2♥, 3m = NAT bid your suit
2♥		5		5♥4+m; 4-9HCP only in 1st/2nd 5+♥; 4-9HCP in 3rd seat 6+♥; 12-14HCP in 4th seat	2♠=NAT, not forcing, 2NT=ASK, 3♠=P/C, 3♦=INV in ♥	After 2NT: 3♠=♠ weak, 3♦=♦ weak, 3♥=♠ strong, 3♠=♦ strong	Double by opener is takeout, double by responder is penalty After 2♥-(X): XX=values with no ♥ fit
2♠		5		Same	Same	Same	Same
2NT				20-21 BAL	3♠ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = m or mm ST		
3♣		6		4-10 HCP NV, 6-10 VUL	New suits F; 4♦ = preempt KC 3♦		
3♦		6		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 in 1st/2nd.	4♠=P/C, 4♦=shortness ask		
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			
4NT	*			Specific Ace Ask	5♠ = none, 5x = A in suit, 5N = ♣A, 6♠ = 2A	HIGH LEVEL BIDDING	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		KCB: 1430, specific K ask afterwards; Exclusion Keycard: 0314 4m+1 is KC for m (can be next one up if 4m+1 is an offer to play)	
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				Over COMP over KC: if lower than our suit, X = 14, P = 30, next steps	
5♠		8				if same or higher: X = E, P = O	