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 = NF CONST at 1 or 2 level, F at higher;
Single jump = F NAT

Passed hand jumps = fit

TRF over 1M-(X), TRF starts at 1NT ends 2M-1

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

2nd/4th Position Live = 15 – 18, promise stoppers

Responses: Systems on (bid as if 1NT opened)

4th Position Reopening = 11 – 16, promise stoppers

Responses: Systems on, Range STAY (3 ranges)

(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 (20-21 in balancing seat)

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

(1♣) - 2♦ ;(1♦) 2♥/3♦= 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/balancing seat 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+)

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)-4M mm strong, (2M)-4NT= mm no slam interest

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

vs 1♣: X= MM; #NT = mm (on until natural bid made)

vs 2♣: X = MM; #NT = mm (on until natural bid made)

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+

TRF over 1M-(x), TRF starts at 1NT ends 2M-1

after 1M-(x): 2NT = 4-card LIM+

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 from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)
Subseq	Attitude	Attitude
Other: vs NT: K=Count/Unblock		
vs Suit: Lead of K from AK suggests side stiff; 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	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
Suit	1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
	2	S/P	S/P	S/P
	3	Lo/hi = E*		Lo/hi = E*
NT	1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
	2	Lo/hi = E*	S/P	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 if a card has already been played in the suit

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

1m - (1♥) - X = exactly 4cd ♠

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4♠

SUPP DBL through 2M-1, SUPP RDLS

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

CATEGORY: GREEN
NCBO: USBF
PLAYERS: Olivia Schireson, Rory Xiao

EVENT Junior U26

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NAT 5-card Majors

2/1 GF

2♦/♥/♠ =WEAK

1st/2nd/3rd NV open most 11-counts;

V open most 12-counts

3rd Fav can be very light

1NT = 14+-17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1m - 2♦ = WK 6+M; 1m - 2♠ = 7-9, 5+m

1M – 3M-1 = 4-card or 3-card+shortness INV

Unusual vs unusual (lower cue = lower suit)

1M – 2N = 4-card FG

3NT = Solid 7 card minor, no outside A/K in 1st/2nd

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: rare

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11-21 HCP Includes (43)33	1NT/2NT: 7-10/13-15 or 18+ HCP 1M=4+M; 2♣=5+♣, FG 2♦= WK 6+M 2♥ = balanced 11-12 INV 2♠ = 5+♣, 11-12HCP 3M = NAT WK	After 1♣-2♥: 2♠=PUP to 2N 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 or 4oM	Over X: XX=10+ HCP, 2N=weak, 2♠ = 4+ INV, 3m = 4+ 7-9 HCP Over 1N: sys ON
1♦		3	7♥	11-21 HCP; Includes (32)44	Same. 2♣=5+♣, FG. 3♣=NAT WK	Same	Same
1♥		5	7♥	11-21 HCP	1NT=Semi-F; 2♣=2+ ♣FG; 2♦ =5+ FG; 2♥=7-10 HCP, 3+♥; 2♠= 6+♠ less than INV; 2NT=4+♥, FG; 3♣=NAT INV; 3♦=4+♥/3 w/shortness INV; 3♥=7-9 HCP, 4+♥; 3♠=10-12HCP 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-2m: 2♠ = INV+ in m; 3m=7- 9HCP with support	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: Transfers, 3M = WK (6- 9HCP if 3M-1 N/A), 4+ ♥; 3M-1 = 6-9HCP, 4+ ♥ Over comp: 2N always 4+ INV+
1♠		5	7♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=4+♠ INV; 3N=9-12HCP ANY SPL; 4♥=SPL	same	same
1NT			7♥	14+-17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♣; 2N = PUPPET STAY (ask for 5- card Major); 3♣ = ♦; 3♦ = 55mm FG; 3♥/♠ = 13(45)/31(45); 4♣ = Gerber (Ace asking), 4♠ = (23)44 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), 2♦ (6+M) 1N-(♥/♠): 2N = LEB 1N-X(PEN): 2x = 4x4x+1; XX = single suit(5+), P = PUP XX to show 2 untouching suits
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	After 2♣-2♦: 2♥ = PUP 2♠, 5+♥ or BAL 24+ After 2♣-2♦-3M: 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 3-9HCP	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♦/♥ = TRF; 3♠ = mm ST; 4m=6+H/S; 4M=6+C/D S/T	After 2N-4M: 4M+1 = KC in C/D	
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		**HIGH LEVEL BIDDING**	
4NT	*			Specific Ace Ask	5♣ = none, 5x = A in suit, 5N = ♣A, 6♣ = 2A	KCB: 1430, specific K ask afterwards, Q ask; 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				Over COMP over KC: if lower than our suit, X/XX = 14, P = 30, next steps	
5♠		8				if same or higher: X/XX = O, P = E	