

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE				
Responses: Jump Raise = Preemptive			Lead	In Partner's Suit	CATEGORY: GREEN	
CUE = usually LIM+; Jump Cue = 7-9HCP 4+ raise		Suit	3rd/Low	3rd/Low	NCBO: USBF	
New Suit: Non-jump = NF CONST; Single jump = F NAT		NT	1st/2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	Supported: Same Unsupported: Low from 3+	PLAYERS: Amber <u>Lin</u>, Debbie <u>Rosenberg</u>	
Passed hand jumps = fit unless otherwise defined		Subseq	ATT; K CT	ATT; K CT	EVENT Venice Cup	
TRF over 1M-(X)		Other: <u>vs NT</u> ; RUS from 4+ not dummy/partner's suit (K=CT/UB). Usually treat 10 as H but might lead 2nd from Txxx				
Bidding after (1X)-(2X) wide ranging, can be light (~8+)		<u>vs Suit</u> : Lead of K from AK when 5lvl+: K asks for count, partner's suit, declarer opened 3+ lvl 1st/2nd, optional alarm clock (e.g., shift to singleton)				
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd /4 th Position Live = 15-18, promise stoppers		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: Systems on (bid as if 1NT opened)		Ace	AKx(+), Ax	AKx(+), Ax	NAT 5-card Majors. Open 1♣ with 33m & 5♣4♦ and open either minor with 44m.	
4 th Position Reopening = 11-14 over 1m, 11-16 over 1M		King	AK, KQ, KQ109x(+)	AKJT(+), KQ109(+), KQJ10(+); CT	2/1 GF	
Responses: Systems on, Range STAY over 1M only		Queen	Qx, QJx(+)	QJx, KQx(+), KQJx, Qx	2♥/♥/♠ =WEAK Almost always 6+ 1st or 2nd seat	
(1♠) - P - (2♠) - 2NT = 5♥ + 5m		Jack	Jx, J10x(+), KJ10x(+)	J10x, QJxx(+), KQJx, Jx, AQJx(+)	3X 1st seat NV/V very light	
(1♥) - P - (2♥) - 2NT = 55mm		10	10x, 109x(+), H109x(+)	10x, 109x, J10xx(+), AJ10x(+), KJ10x(+)	Openings: NV open almost all 12 HCP; may pass V.	
JUMP OVERCALLS (Style; Responses; Unusual NT)		9	9x	9x, 98x, 109xx(+), H109x(+)	3rd seat NV often very light	
WJO (5-10 HCP, sound when vul); systems on		Hi-X	Sx	Sx, SSxx, Sxx	1NT = 14+-17 in all seats	
2NT = 2 lowest suits (19-21) in balancing seat)		Lo-X	HxS, xxSx, xxxxS	HxS, HxxS(+), HHxS(+)	1-level responses can be very light (0+ HCP)	
2X/3X in 4th chair = good hand, intermediate		SIGNALS IN ORDER OF PRIORITY			Frequently bypass 4M to bid rebid 1N. 1N rebid routinely includes singleton in responder's major	
			Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		1	Lo/hi = ENC	Lo/hi = E*	1♣ - 2♦ = 5+♠, 4+♥ ~8-10 HCP	
(1m) - 2♦ = 55 MM; (1M) - 2M = 5oM+5m		Suit 2	S/P	S/P	1♣ - 2♥ = 5+♠, 4+♥ less than ~8 HCP	
(1♠) - 2♠ = NAT; (1m) - 3m = NAT PRE; (1M) - 3M = stop ask		3			1♦ - 2♥ = 5+♠, 4+♥ less than INV	
(1m) - (1N) or (1♣) - (1♦) - 2♠ = 54 MM; 2♦ = 55MM		1	Lo/hi = ENC	Lo/hi = E*		
		NT 2	Lo/hi = E*	S/P	1m - 2m = NAT FG	
		3		S/P	1m - 2♠ = LIM	
VS. NT (vs. Strong/Weak; Reopening;PH)		Signals (including Trumps): Trump S/P				
X = pen in direct seat vs all 1N and vs WK (contains "13")		Declarer's T2 lead in NT (unless CT needed): Lo=ENC opening lead suit			1♥ - 2♠ = 6+ spades, less than INV	
Other X = ♣ + M or ♦ or good M		*Hi/lo = E present count if a card has already been played in the suit			1M - 3♦ = 4-card LIM	
2♠ = MM (usually 54+)		DOUBLES			1M - 2N = 4-card FG	
2♦ = ♦ + M (usually 5+ D and 4+ M)						
2M = NAT; worse than X then 2M		TAKEOUT DOUBLES (Style; Responses; Reopening)				
2NT = mm (usually 55+)		1m - (1♥) - X = exactly 4cd ♠				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		After (1x) - X - (1y): X=PEN. 2x CUE = CONST/LIM in lower unbid suit.				
(2♦)-3♦ = MM; (2M)-3M = stopper ask; 4♣/4♦ = ♣/♦ + M, F		2y CUE = CONST/LIM in higher unbid suit (depending on playability)				
(2M)-4M mm strong, (2M)-4NT= mm no slam interest						
Better minor LEB after 2M-(X)		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SPECIAL FORCING PASS SEQUENCES	
		DBLs generally T/O but lower level more T/O, higher level more PEN				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣		SUPP DBL through 2X-1; on after responder bids 1♦, OPT after NAT 1N				
X= MM; NT = mm; 1N and 2N by advancer usually LIM+		After (1x)-1/2y-(x): XX=2cd SUPP, CONST				
		Penalty pass of their redouble is to play EXCEPT for the 1-level under the length			IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE						
RDBL = 10+, can have 3-card support for M						
See next page						
					PSYCHICS: rare	

OPE NIN G	TICK IF ART.	MI N #	NEG. X THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11-21 HCP	1NT/2NT/3NT: NAT 6-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, FG; 2♦= 5+♠, 4+♥ ~8-10 HCP; 2♥= 5+♠, 4+♥ less than ~8 HCP; 2♠= 5+♣, LIM; 3♣= 5+♠, 7-9 HCP 3♦/3M = NAT WK	After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 2N=ENQ After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦=checkback w/ 5M	Over X: XX=10+ HCP, jump om = LIM, 2N=weak, 3♣= 5+ 7-9 HCP Over 1N: 2♣= MM
1♦		3	7♥	11-21 HCP	Same. 2♣=4+♣, FG. 3♣=NAT INV	Same	Same
1♥		5	7♥	11-21 HCP	1NT=F (can have 3M+ and <6 HCP and 3-card LIM); 2m=NAT FG; 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♠=9-11HCP ANY SPL; 3N=♠SPL; 4m=SPL; 5m=to play	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-2♣: 2M-1=PUP to 2M, <8 or various INV; 2M=8-11	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: TFRs, 3M-1 = 7-9 HCP, 4+ ♥; 3M = WK, 4+ ♥ Over comp: 2N always 4+ INV+ except after (1X)-1M-(P)
1♠		5	7♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=9-11HCP ANY SPL; 4♥=SPL	same 1♠-1N-2♣-2♦: 5+ hearts	same
1NT			7♥	14+-17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = puppet STAY (ASK 5M); 3♣ = ♦; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♠ = Gerber (ASK Aces), 4♠ = Light Quant or Grand Try, 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, 3X = TFR, 3CUE = STAY, 3N = to play
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠ = positive 5+ in suit	After 2♣-2♦: 2♥ = PUP to 2♠ to show 24+ BAL or any hand with 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; 3♣ = NF, other new suit = F; 4♣ = PRE RKCB	After 2NT: 3♣/♥/♠=feature	
2♥		6		Same	Same; 3m = NF	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	After 2M-(X): XX = values and TFRs
2♠		6		Same	Same; 3m = NF	Same	Same
2NT			7♥	20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = m S/T	2N-3♣-3N-4m=6+ om; 4♥/♠=longer ♣/♦; 4N/5m=equal length mild/good/forcing	
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♥		6/7		4-10 HCP NV, 6-10 VUL	Same		
3♠		6/7		4-10 HCP NV, 6-10 VUL	Same		
3NT	*			1st/2nd/3rd: Solid 7-card m, no outside A/K 4th Seat: To play			
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	*			# of Ace Ask	Steps are 04/1/2/3	HIGH LEVEL BIDDING	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		RKCB: 1430, specific K ask afterwards; Exclusion Keycard: 0314	
5♦		8		3/4/5 losers (V/NV;equal vul;NV/V)		Jump to 4m+1 is KC for m. Preempt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
5♥		8				If we are in a high level forcing pass situation, pass then pull is WEAKER than bidding directly.	
5♠		8				Over COMP over RKCB: if lower than our suit, X = 03, P = 14, next steps	
						if same or higher: X/XX = E, P = O	