DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: 1 level overcall can be light but overall generally sound

Responses: Jump raise PRE, Jump cue = Mixed raise
New suit at 1 or 2 level Constructive, Jump shift = GF

Reopening: May be lighter

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

2nd position: 15-18

Responses: Same as over 1NT opening

4th position: 10-14ish

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: Preemptive

Responses: 2NT asks, same as over 2♥/2♠ opener

Reopen: Jump overcall = Intermediate, 2NT = 19-20

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

Style: 1♣-2♣ = natural, 1♣-2♦ and 1♦-2♦ = majors,

1♥-2♥ = ♠ and minor, 1♠-2♠ = ♥ and minor,
Over a could be short diamond, 1♦-2♦ = natural and 1♦-2♥ = majors

Response: 2NT asks (natural over 2♣), 3♣ = p/c for unknown minor

Reopen: Same except 1♣-2♣ = majors and 1♦-2♦ = intermediate

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs. any range NT in direct seat:

DBL = penalty

2♣ = ♥ + ♠ over which 2♦ asks for longer/better major

2♦ = ♦ + ♥/♠ over which 2/3♥ = p/c, 2♠ = natural suit, and 2NT asks

2♥/2♠ = natural suit over which 2NT = good raise

Reopening vs weak NT (minimum less than 14): Same as above

Reopening vs strong NT (14+): Same except now DBL = 3-way (♣ + ♥/♠ or ♦ or "good" 2M overcall)

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Double = t/o: better minor leb applies over 2♥/♠, 3♥/3♠ cuebid asks

for stopper, 4♣/4♦ over 2♥/♠ shows that suit plus other major,

2♦-3/4♦ = majors, systems on over 2NT overcall showing 1NT open

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

DBL = Majors, NT = minors, NT response to overcall = cuebid

OVER OPPONENTS' TAKEOUT DOUBLE

Transfers if partner opened or overcalled a major, 2M-1 = constructive raise, 3♣ = mixed raise (Weaker bergen)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even low from odd, honors = standard	3rd from even low from odd, honors = standard
NT	4th, honors may be rusinow	4th, honors may be rusinow
Subseq	Same, but some attitude	Same, but some attitude
Other: 8 lead vs. NT = A98x(+), 8x(x), 98xx(+), or 4th best		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax, A	Asks for attitude, encourage asks for partner to cash king
King	AK, KQ, KQx(+)	Asks for unblock or standard count
Queen	QJ, QJ(x+), Qx	KQ, KQx(+), QJx
Jack	JT, Jx, JTx(+)	Jx, JTx, QJxx(+), HQJx(+)
10	T9, Tx, T9x(+)	Tx, T9x, JTxx(+), HJTx(+)
9	9x, 9xx(+) if length known	9x(x), T9xx(+), HT9x(+)
Hi-X	xxxxxx, xxxx, **xx**, **x**	8 = pivot, otherwise 2/4
Lo-X	**xxx**, xxxxx, xxxxxxx	Usually 4th best

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Std. Attitude	Std. Count	Std. Attitude
	2	Std. Count	Suit Preference	Std. Count
	3	Suit Preference		
NT	1	Std. Attitude	Std. Count or Smith	Std. Attitude
	2	Std. Remainder Count	Suit Preference	Std. Remainder Count
	3	Suit Preference		

Signals (including Trumps):

Trump suit preference, standard carding, rusinow from 4+ vs. NT (off in partner or dummy's suit), standard smith vs. NT at trick 2 only, A after trick 1 asks for attitude, K after trick 1 asks for count.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: Not super light or super sound, support for unbid suits

Responses: Better minor lebensohl over weak two bids, "curly cue" in comp

Reopening: Can be a bit lighter than normal

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative, responsive, maximal, support, most low level doubles are t/o

W B F CONVENTION CARD

CATEGORY: Green

NCBO: USA

PLAYERS: Kevin Rosenberg & Ben Kristensen

EVENT: Junior

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, 1♣/1♦ = 3+ cards, conservative opening bid style, Conservative opening bid style, aggressive preempts when WvR 2/1, standard carding and leads (mostly), generally sound style

3-way signals at trick 1 if partner is known to have 5+ length

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

After 1♣-2♣/1♦-2♦ (majors), 3♣ = inv+ with ♥, 3♦ = inv+ with ♠

1♣-(DBL)-2♦ and 1♦-(DBL)-3♣ = inv+ raise of partner's minor
1♣/♦-(DBL)-2NT = preemptive raise, 1♣/♦-(DBL)-3♣/♦ = mixed

SPECIAL FORCING PASS SEQUENCES

When we have a fit established and pass is forcing, direct 5-level action = slam try and pass/pull is competitive

IMPORTANT NOTES

PSYCHICS: Rare but not impossible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Natural	2♣ = GF raise, 2♦ = inv raise, 2♥/2♠/3♥/3♠ = weak	1♣-1♦/♥-1♠, 1♣-1♦-1♥ = natural, unbalanced	Fit jumps by passed hand
				11-21 unless very distributional	1♣-1♦-1♥-1♠ = natural GF or some awkward inv	1♣-1♦-1♥-2♣ = GF w/o 4♠, 2 way NMF	
1♦		3		Natural	1♦-2♦ = GF raise, 1♦-2♥ = inv raise	1♦-1♥-1♠ = natural, unbalanced, 2 way NMF	Fit jumps by passed hand
				11-21 unless very distributional	1♦-2♠/3♥/3♠ = weak, 1♦-2NT/3♣ = nat invite		
1♥		5		Natural	1♥-2♥/1♥-3♦/1♥-2NT = raises (8-10, limit, GF)	1♥-1♠-2♣-2♠/1♥-1♠-2♣-3♣ = "good" m raise	1♥-1NT-2♣-2♥ = 8+ to 11
				11-21 unless very distributional	1♥-2♠ = nat, less than invite, 1♥-3♣ = nat invite	1♥-1♠-2♦-2♠/1♥-1♠-2♣-2♠ = artificial GF	Drury over 3rd/4th seat 1♥/1♠
1♠		5		Natural	1♠-1NT = forcing 1 round, 1♠-3♣/3♥ = nat invite	1♥-1NT-2♣-2♦ = 2-3♥ weak or ♣/♦ inv,	1♠-1NT-2♣-2♠ = 8+ to 11
				11-21 unless very distributional	1♠-2♠ = 8-10, 1♠-3♦ = limit raise	1♠-1NT-2♣-2♥ = 2-3♠ weak or ♣/♦ inv,	1♠-1NT-2♣-2♦ = hearts
1NT		N/A		(14+)15-17 balanced	Stayman, transfers, 2♠ = NT inv/clubs/minors GF,	1NT-2♠-2NT/3♣-3♦ = minors GF	1NT-2NT-3♦ = 4=5=2=2
					2NT = 5M?, 3♣ = ♦, 3♦ = majors GF, 3♥/3♠ = short	1NT-2NT-3♣-3♦ = (41)-4-4/(41)-5-4/(41)-4-5	1NT-2NT-3NT = 5=4=2=2
2♣	*	0		Strong, artificial, 22-24 bal/GF	2♦ = waiting, 2♥/2♠ = 2+ of AKQ, 5+ suit, positive	2♣-2♦-2♥ = hearts or GF balanced	Double takeout with some values
					3♣/3♦ = 2+ of AKQ, 6+ suit, positive	2♣-2♦-3♥/3♠ = 4 card suit with 5+♦, GF	Pass negative or trap
2♦		(5)6		Natural preempt	4♣ = KC (before or after 2NT), new suit forcing	2NT asks, 3♣ = bad bad, 3♦ = good good	2♦-2♥/2♠-3♣ = doubleton support
2♥		(5)6		Natural preempt	4♣ = KC (before or after 2NT), 3m nf	2NT asks, 3♦ = good suit bad hand	Transfers over double
2♠		(5)6		Natural preempt	4♣ = KC (before or after 2NT), 3m nf	2NT asks, 3♥ = bad suit good hand	Transfers over double
2NT		N/A		20-21 balanced	Stayman, transfers, 3♠ → 3NT to show minor(s)	2NT-3♠-3NT-4♣/4♦ = other minor	Transfers over 3♠ overcall
					1NT/2NT-4♠ = mild NT invite, texas = slam try	Over this, 4♥ is KC	
3♣		(6)7		May be very light at favorable	4♣ = KC, new suit forcing		
3♦		(6)7		May be very light at favorable	4♣ = KC, new suit forcing	0, 1 without, 1 with, 2 without, 2 with	
3♥		(6)7		May be very light at favorable	4♣ = KC, new suit forcing	This is over 4♣/4♦/5♣ KC	4♦ = fit/lead direct over double
3♠		(6)7		May be very light at favorable	4♣ = KC, new suit forcing (not 4♥)		4♦ = fit/lead direct over double
3NT	*	N/A		Solid minor, little outside	4/5♣ = p/c		
4♣		(7)8		May be very light at favorable	4♦ = KC		
4♦		(7)8		May be very light at favorable	5♣ = KC		
4♥		(7)8		Preemptive			
4♠		(7)8		Preemptive			
4NT		N/A					
5♣		(8)9		Preemptive		**HIGH LEVEL BIDDING**	
5♦		(8)9		Preemptive		RKC 1430, DEPO, exclusion 0314, jump redwood on some auctions, splinters,	
5♥		8		Looking for AK of hearts		4NT often takeout in competitive auctions	
5♠		8		Looking for AK of spades			
						When we have a fit established and pass is forcing, direct 5-level action = slam try and pass/pull is competitive	