

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style = Light NV
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd Position = 15 - 18
Responses: Systems on (bid as if 1NT opened)
4th Position = 11 - 15
Responses: Natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak and natural
Responses-
2NT = 2 lowest suits
Reopen: 10-14 6+ suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue Bids = Michaels
Responses: 2NT = asks for m good hand; 3♣ = pass or correct
3♦ = good hand with major; 3♥/3♠ = support for M weaker
2♣ after 1♣ opening = natural, 2♦ = MM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty in direct chair
X = (4x)(5+x) in balancing or if passed hand
2♣ = MM
2♦ = M
2♥/2♠ = M + m
2NT = mm
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout through 4!h; 2NT = 16-18
CUE = asking for stopper; 4♣/4♦ = ♣/♦ + M
2♥/2♠-4♥/4♠=mm strong, 4NT= mm no slam interest
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X= MM 1nt/2nt = mm; suits= NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level; RDBL = 10+
Jump Shift non-forcing; TRF over 1M-(x)
Double Jump = Splinter; 2NT = limit raise or better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /LOW	3/LOW	
NT	4th	4th	
Subseq	ATT	ATT	
Other: 2nd from 4 small against NT			
<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(+), Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, QJx(+), KQJx, Jx,AQJx(+)	
10	109,10x, 109x(+), H109x(+)	109,J10x(+),109x(+),H109x(+)	
9	9x, 98x(+)	9x, 98x, 109x(+), (A/K/Q)109x(+)	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxS	HxS, HxxS,	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/hi = ENC	Same	Same
Suit 2	Lo/hi = E	Same	Same
3	S/P	Same	Same
1	Lo/hi = ENC	Same	Same
NT 2	Lo/hi = E	Same	Same
3	S/P	Same	Same
Signals (including Trumps):			
S/P in trump suit			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Responses: cue of openers suit = forcing			
1NT/2NT/3NT = 8-11/12-13/14-15 with stopper			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Unusual vs unusual			
Support DBL through 4♥			
Negative DBL through 4♠			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Emma <u>Kolesnik</u>, Noah <u>Apteker</u>, Finn <u>Kolesnik</u></b>
EVENT Juniors U26
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
2♦/2♥/♠=WEAK
2 OVER 1 Responses game forcing
1NT= 14-16 HCP 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> NV, 15-17HCP, BAL 4 <sup>th</sup>
1NT= 14-16 HCP 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> NV, 15-17HCP, BAL 4 <sup>th</sup>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Opening = strong, near Game Force - any suit,(s) any shape
3NT: gambling; To play in 3rd/4th seat
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: possible</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15 2♣=10+ HCP, 5+♣; Jump shifts in M = natural inv, 3m = WK raise NV, mixed when vul		Over X: XX=10+ HCP
1♦		3	4♥	11-21 HCP	2♦=10+ HCP, 4+♦		
1♥		5	4♥	11-21 HCP	1NT=F; 2NT=4+♥/♠, GF; 2♥/♠=6-9 HCP, 3+♥/♠ 3♦=3-4M inv 3M= 6-9HCP 4+M; 3♠/3N=8-11HCP SPL	Other bids= NAT, FG, 1♦-1M-2N rebid shows 6+♦ and 3M After 1♥/♠-2♥/♠: 3m = S/T, new M is inv+ F, 3M=blocking, 2N=general G/T	by PH: 2♣=9+ HCP SUPP; 2NT=5+ card support, 8+ to 10-Fit jumps
1♠		5	4♥	11-21 HCP	Over 1♥: 2♠= 6+♠ 0-10 HCP		
INT			4♥	15-17HCP, 4 <sup>th</sup>	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK, ♣		Transfer Lebensohl
				5 card M common	2NT= PUP; 3♣= 3♦; 3♥/♠=13(45)/31(45)	After 2♠: 2NT = MIN, 3♣= MAX	Systems on over X, 2♣
				14-16HCP 1 <sup>st</sup> , 2 <sup>nd</sup>	4♣=KCB; 4♠ =light QUANT or 7NT inv	Smolen (1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG)	Over 2♦/♥/♠ interfere: Cue= STAY
				3 <sup>rd</sup> , NV	4NT=QUANT		
				6 card m possible			
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/2NT/3♣ = positive 5+ in suit	After 2♣-2♦-2♥/♠/3♣: cheapest m = 0-2 HCP After 2♣-2♦: 2♥ forces 2♠ (Kokish)	
2♦		5		PRE 3-8 HCP	2M = NF NV, F VUL 2NT = ASK	After 2NT: NV: 3♣= 5 card M 3♦= non min (61xx)	
2♥		5		PRE 3-8 HCP	3♥/4♥ = to play; 2NT= ASK; new suit = NF NV, F VUL	3♥ = MIN 6 cards 3♠= MAX no singleton	After 2M-(x): new suit L/D raise
2♠		5		PRE 3-8 HCP	3♠/4♠ = to play; 2NT= ASK; new suit = NF NV, F VUL Jump new suit = F; 4♣ = preempt KC	V: 3♣=MIN 3♦= non min (61xx) 3♥ = no S/S 3♠= MAX no S/S	xx = values; 2N forces 3♣ After 3♣: 3m/♥ = to play
2NT				19+-21 bal	3♣=STAY; 3♦/3♥/4♦/4♥= TRF; 3♠=forces 3N	After 3♠-3N: 4m=6+ F, 4♥/♠=mm longer ♣/♦; 4N/5m=xx(55)	
3♣/♦		6		PRE 3-8 HCP	New suits = NF; raises/3NT = to play		
3♥/♠		7		PRE	New suits = F; raises/3NT = to play		
3NT	*			SOL 7 card minor	Pass with 2+ side suit stoppers; 4♣ = P/C		
4♣		7		PRE	Non game bids = F		
4♦		7		PRE	Non game bids = F		
4♥		7		To play	New suits = ASK	Over ASK: CUE =1 <sup>st</sup> round CTRL; bid slam = 2 <sup>nd</sup> round CTRL	
4♠		7		To play	New suits = ASK	Same	
4NT	*			6-5 mm PRE	5♣/5♦/6♠/6♦ = to play	<b>HIGH LEVEL BIDDING</b>	
5♣		8		To play		Five-Ace Blackwood: RKCB 1430, special K ASK	
5♦		8		To play		Cue bids	
5♥		8		2♥ losers, no others	With 1♥ H: bid 6♥; 2♥ H: bid 7♥	Splinters	
5♠		8		2♠ losers, no others	With 1♠ H: bid 6♠; 2♠ H: bid 7♠	Keycard is one above suit, we skip our first naturally bid suit if it is one above	
						Exclusion 3014, preempt KC 4♣ (4♦ over 3♣) = KC responses 01122 (without/with Q)	