

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Reponses: Jump Raise = Preemptive, Jump Cue = Mixed
Cue-Bid = Forcing raise
Over 1L overcall: new suit=NF, jump = INV
Over 2L overcall: new suit=F, jump=INV
In Balancing Position: Non-jump = NF constructive, Jumps = fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Position Live = 15 – 18
Responses: Systems on (bid as if 1NT opened)
4 th Position Reopening over 1m = 11–14 / 1M = 11–16
Responses: Range stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak and natural, new suits (non-game bid) are forcing
2NT = 2 lowest suits (20-21 in balancing UPH)
2-level jump in BAL: 12-14 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2♦ = MM
(1M) - 2M = oM + 5+m
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
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty in direct chair against Strong, any UPH against weak
X = (4M)(5+m) in BAL or by PH
2♣ = MM
2♦ = M
2♥/2♠ = M + m
2NT = mm
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = ASK stopper
(2M)-4♣/♦ = ♣/♦ + M, F; (2M)-4NT = mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = MM; 1NT/2NT = mm; suits = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
New suit F at 1-level; RDBL = 10+; Jump Shift NF
TRF over 1M-(x); 3♣ = WK; 3M = 7-9HCP
1y-(X)-2NT = 4-card LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /LOW	3 rd /LOW	
NT	2 nd /4 th	2 nd /4 th	
Subseq	ATT	ATT	
Other: vs NT: RUS from 4+ and not in dummy or partner's suit			
(K=Count/Unblock); vs Suit: 5lvl+: K from AK, 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(+), (A/K/Q)109x(+)	
Hi-X	Sx, xxS	Sx, SSxx, Sxx	
Lo-X	HxS, xxSx, xxxS	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*	S/P	Lo/hi = E*
3	S/P		S/P
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT 2	Lo/hi = E*	S/P	Lo/hi = E*
3	S/P		S/P
Signals (including Trumps): S/P trump suit on occasion			
Declarer's T2 lead in NT (unless CT needed): Lo=ENC opening lead suit			
*Hi/lo = 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			
1NT/2NT/3NT = 8-11/12-13/14-15 with stopper, lower range over (1M)			
After T/O X of 2M, jump to 4m = F			
After 1y-(X)-1z: x = PEN, 2y = INV+ in lower unbid suit (or ♥ if y = m and z = ♠), 2z = INV+ in higher unbid suit (or om if above), jump = NAT <INV			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Support DBL through 2M -1			
Negative DBL through 7♥ (lower level more T/O, higher level more PEN)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Amber Lin, Cynthia Huang
EVENT: U26 Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors
2♦/♥/♠ = WEAK
2 OVER 1 Responses FG
NV open strong 11-counts; V open nearly all 12-counts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong, near Game Force - any suit,(s) any shape
3NT = solid minor w/o outside A/K in 1 st /2 nd ; to play in 3 rd /4 th
1m - 2♥ = 5+♠, 4+♥ less than INV
1M - 3♦ = 4-card INV
Unusual vs unusual (lower cue = lower suit)
1M – 2N = 4-card FG
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♥	11-21 HCP	1NT/2NT/3NT: 7-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, INV, F1; 2♦/♠ = NAT less than INV; 2♥ = 5+♠, 4+♥ less than INV; 3M = NAT WK	After 1♣-2♣: forcing through 3♣, 4m+1 = RKCB After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 2N=ENQ, 3344 and range follow-ups After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦ = checkback w/ 5M	Over X: XX=10+ HCP, 2N=WK Over 1N: 2♣ = MM
1♦		3	7♥	11-21 HCP	Same. 2♣=5+♣, FG	Same	Same
1♥		5	7♥	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♦=4+♥ INV; 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 w/ 5♠ After 1♥-1N-2N: 3m/3♥ =TFER, 3♠= ♣ After 1♥-1N-2m: 2♥=9-11, 2♠ = INV+ in m; 3m=7-9HCP with support	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: 3♣ = WK, 4+♥; 3M = 7-9 HCP, 4+♥ Over comp: 2N always 4+ INV+
1♠		5	7♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=9-12HCP ANY SPL; 4♥=SPL	Same	Same
1NT			7♥	14+-17	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK or ♣; 2N = PUP; 3♣=♦; 3♦ = 55mGF; 3♥/♠=13(45)/31(45)	1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG (Smolen) After 2♠: 2NT = ANY MIN, 3♣= ANY MAX	Systems on over X, 2♣ (not MM)
				Includes 5M	4♣=KCB; 4♠ =light quant or 7NT INV; 4NT=QUANT		Transfer LEB through 3♦
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	After 2♣-2♦: 2♥ = TFER 2♠ m After 2♣-2♦-3M: 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦		6		PRE; 4-9HCP	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 =ASK, new suit NAT forcing
2♥		6		Same	Same	Same	Same
2♠		6		Same	Same	Same	Same
2NT				20-21 BAL	3♣=STAY; 3♦/3♥/4♦/4♥= TRF;3♠=forces 3N, m S/T	After 3♠-3N: 4m=6+ F ,4M=mm longer ♣/♦;4N/5m=mm(55)	
3♣/♦		6/7		PRE; 3-8 HCP (light 1 st NV/V)	New suits = F; raises/3NT = to play; 3♣-4♦, 3♦-4♣, = pre-empt KC		
3M		7		Same	New suits = F; raises/3NT = to play; 4♣ = pre-empt KC		
3NT	*			SOL 7 card m (no other AK 1 st -2 nd)	Pass with 2+ side suit stoppers in 1 st -2 nd ; 4♣ = P/C; 4♦ = ASK		
4♣		7		PRE	Non game bids = F; 4♦ = pre-empt KC		
4♦		7		PRE	Non game bids = F; 4N = RKC		
4M		7		To play			
4NT	*			Ace ask	04, 1, 2, 3 responses; 5N asks for # of kings	HIGH LEVEL BIDDING	
5♣		8		To play		Five-Ace Blackwood: RKCB 1430, specific K ASK	
5♦		8		To play		Exclusion 3014, 5NT Pick-a-slam, Pre-empt KC	
5♥		8		2♥ losers only	With 1♥ H: bid 6♥; 2♥ H: bid 7♥	4m+1 is RKCB in m when a jump; 4m+2 is RKCB in specific auctions over 1N / 2N openings	
5♠		8		2♠ losers only	With 1♠ H: bid 6♠; 2♠ H: bid 7♠	Non-serious 3NT	
						Raise of natural NT bid to 5N is a strong INV to 6	