

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive, Jump Cue = Mixed
Cue-Bid = Forcing raise
New Suit: Non-jump = NF CONST at 1 or 2 level, F at higherr; Single jump = F NAT
Passed hand jumps = fit
TRF over 1♦-(X)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if INT opened)
4 th Position Reopening = 11 – 16, promise stoppers
Responses: Systems on, Range STAY
(1♠) - P - (2♠) - 2NT = 5♥+5m
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (5-10 HCP, sound when vul), new suits NF
2NT = 2 lowest suits (20-21 in balancing seat)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2♦ = 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 vs 3rd seat 1N and 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; 1NT = mm; 2NT = ♥ + ♣
vs 2♣: X = MM; 2NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+
TRF over 1♦-(x) and 1M-(x)
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 or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	
Subseq	Attitude	Attitude	
Other: vs NT: RUS from 4+ (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	J10x, QJxx(+), KQJx, Jx, AQJx(+)	
10	109,10x, 109x(+), H109x(+)	10x, J10xx(+), 109x(+), AJ10x(+), KJ10x(+)	
9	9x	9x, 98x, 109xx(+), H109x(+)	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxS	HxS, HxxS,	
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*		Lo/hi = E*
3	S/P		S/P
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT 2	Lo/hi = E*		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)			
Usually sound, may be light (9+) in balancing seat			
After (1x) - X - (1y): X=PEN			
(1x) - X - (P) - 2x: Forcing to game or suit agreement			
1♦ - (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 3M -1 (OPT if above 2 of RESP's suit)			
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit			
After (1x) - 1y - (x): XX=2cd SUPP, CONST			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: USBF
PLAYERS: Richard <u>Jeng</u>, Brent <u>Xiao</u>
EVENT Junior U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = STR, ART, F (17+ BAL, 16+ UNBAL) (18+ BAL 3rd V, 4th)
Relay responses to 1♣
Light openings
5 card Majors semi-forcing 1N response
1NT = 13+-16 (1st,2nd,3rd NV) = 14+-17 (3rd V, 4th)
2/1 FG/1M; 1♦-2♣ F2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = STR, ART, F (17+ BAL, 16+ UNBAL)
1♦ = 10-15 HCP, 2+♦ (can be singleton Honor)
2♣ = 10-15 HCP, 6+♣
2♦ = 11-15 HCP, 4414/4405/4315/3415 (short ♦)
2NT = Both minors (5+5+) 0-10 HCP NV, 8-10 VUL
3NT = Solid 7 card minor, no outside A/K
SPECIAL FORCING PASS SEQUENCES
1♣ - (4♣)+; 1♠ - (1M/2x) - X: Force except at 3 level
1M - (X) - XX: Forcing to 2M
(1NT) - PEN X: Forcing to 2H
IMPORTANT NOTES
PSYCHICS: rare 3rd NV, or responses to preempts

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*			STR, ART, F (17+ BAL, 16+ UNBAL) (18+BAL 3rd VUL/4th ALL)	1♦ = 0-7 or <2 ctrl (A=2, K=1) 1♥+ = Art GF, Begins relay	1M = 4+, F; 1N = 17-19; 2N = 20-21 2m = NAT NF; 2♥ = ART relay to 2♣ 2♣ = 55m relays	1♣ - (1M) - X = 6-7 HCP 1♣ - (2x) - X = 6+ HCP
1♦		2(1)	7♥	10-15 HCP, 2+♦ (singleton Honor)	may respond on anything 1M = 4+ F; 1N = 5-10; 2m = 5+m, 10+ HCP; 2♥ = 5+♣ 4+♥ WK; 2♠ = 5+♠ 4+♥ INV 2N = 11-13 INV; 3♣ = mm L/T INV; 3♦ = 6+♦ L/T INV; 3M = preemptive; 4M = play	1♦-1x-1y: 2♣ PUP 2♦ S/O or INV; 2♦ FG	TRF over 1♦-(X) 2 level negative free bids
1♥		5	7♥	9-15 HCP, 5+♥	1N = semiforcing; 2♥ = 3cd CONST; 2♠ = 4+♥,FG; 2N = 4+♥ LIM; 3♦ = 4+♥ WK; 3♥ = 4+♥,7-9 3♣ = play; 3♠ = unknown single; 3N/4x = void	1♥-2♥: 2N = random G/T New suit = NAT G/T 4SFG	Over X: XX = 10+HCP; TRF By PH: 2♣ = INV w/ 3+ SUPP; fit jumps
1♠		5	7♥	9-15 HCP, 5+♠	1N = semiforcing; 2♠ = 3cd CONST; 2N = 4+♠,FG; 3♦ = 4+♠ LIM; 3♥ = 4+♠ WK; 3♠ = 4+♠,7-9 3♣ = play; 3N = unknown single; 4x = void	same	same
INT			7♥	13+-16; 14+-17 3rd-vul/4th BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♣; 2N = puppet; 3♣ = ♦; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♣ = gerber, 4♠ = (23)44 Quant, 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♣ = ANY MAX TRF after TRF (eg 1N 2♥ 2S 2N = 4+C FG)	Systems on over X, 2♣ (not MM) 1N-(2♦/♥/♠): 2N = LEB 1N-X(PEN): 2x = 4x4x+1; XX = single suit(5+), P = PUP XX to show 2 untouched suits
2♣		6	7♥	10-15 HCP, 6+♣ may have 5cd side suit	2♦ = ART, INV+, ASK; 2M = NF CONST; 2N = ♣ raise or any 55GF; 3♣ = 6+♥ INV+; 3♦ = 6+♠ INV+; 3♥ = 6+♦ FG; 3♠ = 6♠4♥ FG	2♣-2♦: 2♥ = 4cd♥; 2♠ = non MIN; 2N = 4♠; 3♣ = MIN; 3X = 5-6	2♣ (COMP): T/O X, new suit F1 2♣ P 2♦ (2X): X = PEN 2♣ P 2♦ (3♦): X = T/O
2♦	*			11-15 HCP, 4415-1 (short ♦)	2N = ART INV+ ASK; 3♦ = 44MM INV	after 2♦-2N: 3♣ any MIN; 3♦ = 4414; 3♥ = 4315; 3♠ = 3415; 3N = 4405	2♦ (X): XX = ask for 4 card M; 2♥ = play, other systems on 2♦ (COMP) X: Penalty
2♥		5/6		Preempt, 2-8 NV, 6-10 VUL	2N = ASK, new suit NF 4♣ = preempt KC 4♦ = S/T	after 2N: 3♣/♦/♥/♠ = 5cd/worst,bad,mid,best	after (X): XX = values; TRF starting at 2N; Fit showing jumps
2♠		5/6		Preempt, 2-8 NV, 6-10 VUL	same except 3♥ nat forcing	after 2N: 3♣/♦/♥/♠ = 5cd/worst,bad,mid,best	same
2NT	*			5+5+ mm WK 0-10 HCP NV, 7-10 VUL 4th seat 20-21 BAL	3M = 6+ M, F; 3N = play; 4m = INV; 4N = S/T 3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = m or mm ST		
3♣		6/7		4-10 HCP NV, 6-10 VUL	3M F; 3♦ = PUP to 3♥; 4♦ = preempt KC		
3♦		6/7		4-10 HCP NV, 6-10 VUL	3M F; 4♣ = preempt KC		
3♥		7		4-10 HCP NV, 6-10 VUL	4♣ = preempt KC		
3♠		7		4-10 HCP NV, 6-10 VUL	4♣ = preempt KC		
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; 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	