

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
2 level overcalls are sound.
Reponses: Jump Raise = PRE, Jump Cue = 6-9HCP 4+SUPP
Cue-Bid = 10+HCP, 3+SUPP
New Suit: Non-jump = NF constructive, Single jump = NAT F1
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: As over INT OPEN
4 th Position Reopening = 11-16
Responses: Systems on, Range Stayman
(1X) P (2Y) 2NT = UNT; (1♠) P (2♠) 2NT = any 55+
JUMP OVERCALLS (Style; Responses; Unusual NT)
NAT, new suit advances below game are forcing
Usually good suit. ~Always 7+ at 3 level VUL.
2NT = 2 lowest suits (20-21 in balancing)
2-level jump in BAL: 12-14 6+ suit
(1♣) 2♦ = (55)+ MM
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2♦ = MM, (1M) - 2M = oM+m (Michaels)
Responses: 2NT = asks for m good hand; 3♣ = pass or correct;
3♦=NAT NF, 3M = 4+SUPP ~6-9
(1♣) 2♣ = NAT. (1m) 3m = NAT WK. (1M) 3M = ASK stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = penalty by UPH
In reopening vs SNT or by PH, DBL = ♣+M or single-suited minor
2♣ = MM (2♦ = ASK longer M, 2NT = F1 ASK)
2♦ = ♦ + M (2♥ = P/C, 2NT = F1 ASK)
2♥/2♠ = NAT (2NT = good raise)
2NT = mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♠; 2NT = 16-18; ADV's new suit is F1
(2♦)-3♦ = MM; (2M)-3M = ASK stopper; 4♣/4♦ = ♣/♦ + M, F
(2M)-4M mm strong, (2M)-4NT= mm no slam interest
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 non-forcing; TRF over 1M-(x); 3M = WK, 3M-1 = mix
2NT = 4-card LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /LOW	3 rd /LOW (usu. Sxx if raised)	
NT	2 nd from bad 3+/4 th from H	Same	
Subseq	ATT	ATT	
Other: Vs. NT, RUS from 4+, K asks UB or CT [B1]			
Vs. suits, usually A from AK [B2]; mid-hand [B4]			
Vs. NT, Txx may lead middle or low, Txxx 2 nd or 4 th .			
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, KJ9(+)	9x, 98x, 109xx(+),(A/K/Q)109x(+)	
Hi-X	Sx, xxS,	Sx, SSxx(+), Sxx	
Lo-X	HxS, xxSx, xxxS	HxS, HxxS(+), xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Lo = E	Lo = ENC
Suit 2	Lo = E	S/P	Hi = E
3	S/P		S/P
1	Lo = ENC	Lo/hi = E	Lo = ENC
NT 2	Lo = E	S/P	Hi = E
3	S/P		S/P
Signals (including Trumps): S/P in trump suit on occasion.			
When giving CT, hi = E if suit already played (vs. Suit and NT).			
Exceptions: [B3]			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responses: cue of openers suit = forcing to 2N or suit agreement			
1NT/2NT/3NT = 8-11/12-13/14-15 with stopper, lower range over (1M)			
(1X) DBL (2♦/♥/♠) 2NT = LEB; ADV's DBL usu. denies 4oM			
After (1X) DBL (1Y): CUEs are INV+ in our suits, new suits are NF [D1]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠			
Support DBL through 2M-1 (mandatory except vs NAT 1NT)			
Negative DBL through 7♥ (lower level more T/O, higher level more PEN)			
Most low-level DBLs are T/O unless specifically agreed as PEN			
Vs. NT, DBL says, in order of priority, lead: my suit, dummy's suit, your suit, your weaker major			
RDBLs [D3]; passes of RDBLs [D4]			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Stella (Qinqin) Wan, Cornelius Duffie
EVENT: U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural.
5+M (F 1NT), 3+♦, 3+♣.
2/1 FG; 1NT=(14+)15-17;
NAT WK 2; 3 rd seat openings may be very light, especially NV with good suit.
Open many BAL 12 HCP (almost all NV), few BAL 11 HCP; PRE relatively sound except 1/3 seat NV/VUL.
Responses to 1X may be very light (as few as 0 HCP).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT in 1/2 seat = WK (56)+ mm
3NT in 3/4 seat = to play
1m - 2♥ = BAL inv
1m - 2♠ = ~6-9HCP raise
(1♣) - 2♦ = (55)+ MM
2NT sometimes ART in COMP after OPPs open 1X.
1X-1Y-1NT may have 4card M(s).
1X-1Y-1Z = UNBAL
1M (DBL) 1NT-2M-1 = XFER
SPECIAL FORCING PASS SEQUENCES
After 2♣ opening
Thru 3X after 1X (DBL) RDBL (only thru 2X after 3 rd seat 1X).
Thru 2♥ after (1NT) DBL unless ADV runs from DBL
IMPORTANT NOTES
PSYCHICS: rare

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1m		3	7♥	(11)12-21 HCP. (34)33 always opens 1♣; xx44 always 1♦; xx(45) almost always longer. Almost always 12+HCP when BAL. 12HCP may pass, esp VUL.	May be very light; 1♦ denies 4M unless 10+HCP w/ 5+♦; 1NT/2NT/3NT: 6-10/13+/16-17 HCP	After 1m-2m: Any 3m=S/O.	Over X: XX=10+ HCP
					1M=4+M; 2♣=5+♣, INV, F1; 2♦= NAT WK; 2♥=BAL INV; 2♠=7-9 HCP 5+♣; 3X = NAT WK	After 1m-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1m-1M-2M: 2N=ENQ, 3om=ART S/T 5+M 1m-2♥-2♠=PUP 2N.	2M = fit jump; 2NT = INV
1♥		5	7♥	(11)12-21 HCP	1NT=F; 2m=NAT FG; 2♥=7-10 HCP, 3+♥; 2♠=6+♠<INV; 2NT=4+SUPP FG; 3♣=NAT INV; 3♦=4+SUPP INV; 3M=4+SUPP 6-9HCP; 3♠=9-12HCP ANY SPL; 3N=♠SPL; 4m=SPL	After 1♥-2♥: New suit NAT G/T usually 4SFG	Vs. DBL: 3M=WK, 3M-1=7-9 4+M; 2N=4+M INV+ By PH: 2♣=INV with 3+ support; 2N=fit jump with ♣; fit jumps
1♠		5	7♥	11-21 HCP	Same; 2♥=FG; 3N=9-12HCP ANY SPL; 4♥=SPL	Same	Same
1NT			7♥	(14+)15-17HCP BAL; may have 5M or 6m Upgrades possible, but less frequent than for most probably	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK, ♣; 2N= ASK 5M; 3♣=♦; 3♥/♠=13(45)/31(45) 4♣=KCB; 4♠=(23)44 QUANT+; 4NT=QUANT	1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) FG (Smolen) After 2♠: 2NT = ANY MIN, 3♣=ANY MAX After 2NT: 3♣=no 5M, 3♦=4522, 3M=5M.	Systems on over X, 2♣ (not MM) LEB
2♣	*			22+ HCP Or very strong	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	After 2♣-2♦-2M/3♣: cheapest m = 0-2 HCP or NAT or punt	Vs DBL: P=3+HCP (RDBL weaker) Vs 2X: P = 3+HCP (DBL weaker)
2♦		6		PRE; 4-9HCP; rarely 4M in 1 st /2 nd ; usually good suit, especially VUL	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 (X): XX = values, 2N=>3♣, 3x = L/D raise
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+om F, 4♥/♠=mm longer♣/♦; 4N=mm55NF	
3♣/♦		6/7		PRE; 4-9 HCP	New suits=F; raises/3NT = to play; 3♣-4♦, 3♦-4♣.= pre-empt KC		
3♥/♠		7		Same	New suits=F; raises/3NT = to play; 4♣ = pre-empt KC		
3NT (1 st /2 nd)	*			(56)+mm PRE	4X=S/O; 4NT = S/T		
3NT (3 rd /4 th)				To play			
4♣		7		PRE	Non game bids = F; 4♦ = pre-empt KC; 4N=to play		
4♦		7		PRE	Non game bids = F; 5♣ = pre-empt KC; 4N=to play		
4M		7		To play	4N=KC, 5m=control		
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♥	Non-serious 3NT	
5♠		8		2♠ losers only	With 1♠ H: bid 6♠; 2♠ H: bid 7♠		

[A]

[B]

1. Versus NT, when leading an honour, we lead the second highest of touching honours from a 4+ card suit, and the highest from a 3-card suit; but KQ(x) leads Q (not K).
K asks for unblock or count.
When leading a four-card or longer suit, the 9 promises the ten.
8 is our 'pivot' card: could be from 8(xx), 87xx(+), or 98xx(+), H98x(+), HH98(+)
2. We lead K from AK:
 - a. At the 5-level and higher (and partner's signal is count)
 - b. Declarer opened at the 3-level or higher
 - c. In partner's suit
 - d. From AK doubleton
 - e. As an alarm clock signal (usually shifting to a singleton)
3. We give suit preference on partner's lead when attitude is known or irrelevant
We give count at T1 vs. NT when dummy is winning the trick with the J or lower (or equivalent—e.g. Q from QJx).
On A lead vs suit when dummy has a doubleton, encouraging asks partner to play three rounds of the suit—usually want to overruff dummy. After discouraging, second card suit preference.
4. Mid-hand, leads are mostly attitude vs. both suits and NT. In suits that have already been played, we generally return original 4th best. On K lead mid-hand, we generally give count.

[C]

[D]

1. After (1X) DBL (response of 2♦ or lower):
 - a. 2X = ~10+ HCP, 4+ in lower of our suits,
2Y = ~10+ HCP, 4+ in higher of our suits; except
(1♣) DBL (1♠) 2♣ = 4+ ♥, and
(1♣) DBL (1♠) 2♠ = 4+ ♦
2. After we make an artificial raise and the opponents bid, we are NOT in a force (even through the level we were previously forced to) unless we would be in a force above game.
3. RDBL of their penalty double is:
 - a. SOS (runout) at 1- or 2-level by either hand
 - b. Penalty in direct seat and SOS in balancing seat for higher partscores
 - c. Penalty for games and slams
4. Takeout DBL (RDBL) PASS =
 - a. Penalty at 3-level and higher
 - b. Takeout/no preference at 1- or 2-level, EXCEPT:
 - i. 1X (overcall) P (P); DBL (RDBL) PASS = penalty
 - ii. (preempt) P (P) DBL; (RDBL) PASS = penalty

[E]

[F]

[G]

[H]

1. Vs. Precision 1♦:
 - a. 2♦ = natural
 - b. 2♥ = 55+ MM NF
 - c. 3♦ = 55+ MM stronger