

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
general style = 8-16 HCP
Responses: jump raise = weak
new suit = forcing over 2+ level overcall by unpassed hand if not game bid; otherwise non-forcing constructive
cuebid = forcing, typically invitational or better raise
jump cuebid = mixed raise
balancing seat 1NT = 11-14 HCP
balancing seat 2NT = 19-21 HCP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, balancing seat 11-14 HCP
Responses: NT opening responses
JUMP OVERCALLS (Style; Responses; Unusual NT)
natural, weak
new suit = forcing
unusual 2NT, lowest two unbid suits
Reopen: weak, preempt
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue bid = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (2C = both majors, 2D = one major, 2M = 5M 4+m)
over weak NT, dbl is penalty
over strong NT, dbl is 4 card major with longer minor
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
takeout doubles through 4H
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C or 1C-1D: 1NT or 2NT = 5+5+ minors, dbl = 5+5+ majors
Over 2C or 2C-2D: natural, 2NT = 5+5+ minors, dbl = 5+5+ majors
Over either, if a cuebid is needed, use NT
OVER OPPONENTS' TAKEOUT DOUBLE
new suit forcing 1 level BUPH
redouble implies no fit
1m (dbl): 2NT = inv+ raise, 3m = weak raise, 2m = 6-9 raise
over 1M opening: transfer advances, Bergen raises

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th best	4th best	
Subsequent	high without honour, low with honour	high without honour, low with honour	
Other: vs. 5+ level suit contract, with AK, lead K which asks for count			
If partner bid a suit and you raised, with small cards, lead highest and with honor (10 is an honor), lead low			
In middle of the hand, allowed to lead low from 3+ worthless if one thinks that denying a doubleton is more important			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); A(+)	AKQ; AKx(+)	
King	KQ; KQ(+); AK	KQ; KQx; KQJ; KQT; AK	
Queen	QJ; QJ(+);	QJ; QJx; AQJ(+); QJT(+); QJ9(+)	
Jack	JT; JT(+); KJT(+)	JT; JTx; KJT(+); AJT(+); JT9(+); JT8(+)	
10	T9; T9(+); KT9(+); QT9(+)	T9; T9x; AT9(+); KT9(+); QT9(+); T98(+); T97(+)	
9	9x	9x	
Hi-X	Sx	Sxx; Sx	
Lo-X	xxSx; xxxxS; xxxxS(+); HxS; xxS	xxxS; xxxS(+); HxS; TxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	attitude
Suit 2	count	suit preference	suit preference
3	suit preference		
1	attitude	count	attitude
NT 2	count	suit preference	suit preference
3	suit preference		
Signals (including Trumps): Upside-down count and attitude.			
Standard Suit Preference. Trump suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light with classic shape			
cuebid = forcing			
Reopen = same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles thru 3S			
Responsive Dbl: After T/O Dble thru 4H; after o/call			
Support Dbl, Support Rdbl			
maximal double over established major fit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Nicole Qian & Helen Chow
EVENT: Rona Cup 2023 Youth Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
natural, 5 card majors
1N semi-forcing over major opening
Longer Minor - 1C if 3-3 minors
1NT Opening: 15 - 17
Over 1M opening, 3C jump is 7-9, 4+ support. 3D jump is 10-11, 4+ support. 3M is 0-6, 4+ support.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT Opening = gambling
Weak jump shifts by unpassed hand
Fit-showing jump shifts by passed hand
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
unusual vs unusual
2 way nmf, fourth suit game forcing
third suit game forcing
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♣	12+ HCP; 3+ clubs	standard; weak jump shift ; 2NT: inv balanced, no four cd maj; 3NT: to play; 2C: inv+ support, forcing; 3C: weak; 3NT: 12-15 HCP balanced	After 2C: 2NT and 3C are non-forcing, everything else is game-forcing (2D 4+cd, 2H/2S stopper)	negative double, fit-showing jump shifts by passed hand, weak jump shift by unpassed hand
1♦		3	3♣	12+ HCP; 3+ diamonds	standard; weak jump shift ; 2NT: inv natural; 3NT: to play; 2C: 2/1 game forcing, natural; 2D: inv+ support, forcing; 3D: weak; 3NT: 12-15 HCP balanced	After 2D: 2NT and 3D are non-forcing, everything else is game-forcing (3C 4+cd, 2H/2S stopper)	negative double, fit-showing jump shifts by passed hand, weak jump shift by unpassed hand
1♥		5	3♣	12+ HCP; 5+ hearts	1NT: 5-11 HCP semi-forcing; 2C/2D natural, 2/1 GF; Jacoby 2NT: 4+cd support, GF; 2H: 6-9 HCP, 3 cd support; 3C: 7-9 HCP, 4+ cd support; 3D: 10-12 HCP, 4 cd support; 3H: 0-6 HCP, 4 cd support; 4H: to play; 3S/4C/4D: splinter	After Jacoby 2NT: 3C/3D/3S singleton or void; 3H 16+ HCP, denying shortness; 3NT: 14-15 HCP, balanced, denying shortness; 4C/4D: natural, 5+ cd with 2+ of AKQ, promises controls in side suits; 4H: 12-13 HCP, denying shortness After 2H: 2S/3C/3D natural, game try	cue bidding opps suit: inv+ support if open in third/fourth seat: 2C Drury (then 2D opening hand, 2H light opening) transfers over opp's X in competition, jump raise is weak
1♠		5	3♣	12+ HCP; 5+ spades	1NT: 5-11 HCP semi-forcing; 2C/2D/2H natural 2/1 GF; Jacoby 2NT: 4+ cd supp, GF; 2S: 6-9 HCP, 3 cd supp; 3C: 7-9 HCP, 4 cd support; 3D: 10-12 HCP, 4 cd support; 3H: non-forcing, weak 6+ hearts; 3S: 0-6 HCP, 4+ cd support; 4C/4D/4H: splinter; 4S to play	After Jacoby 2NT: 3C/3D/3H singleton or void; 3S 16+ HCP denying shortness; 3NT: 14-15 balanced; 4C/4D/4H: natural, 5+ cd with 2+ of AKQ, promises controls in side suits; 4S: 12-13 HCP, denying shortness After 2S: 3C/3D/3H: natural, game try	cue bidding opps suit: inv+ support if open in third/fourth seat: 2C Drury (then 2D opening hand, 2S light opening) transfers over opp's X in competition, jump raise is weak
INT			3♣	15-17 balanced	puppet stayman (3C), Jacoby transfers (2D/2H): 5+ cd, Texas transfers (4D/4H): 6+ cd; 2S range ask or clubs; 2NT transfer to diamonds (6+ cd); 3D 5+5+ minors game-forcing; 3H 3=1=(54); 3S 1=3=(54)	After 2C: 3H/3S 4 cd in bid major, 5 in other maj After 2S range ask: 2NT bottom of range (then 3C is to play), 3C top of range After 3C: 3D: no five cd maj, may or may not have four cd maj; 3H/3S: five cd maj	15-18 balanced, systems on If they interfere with opener's 1NT: systems on if X or 2C, Lebensohl over other interference
2♣	x			22+	2D waiting	2H/2S: 5+; 2NT: balanced; 3C/3D: natural	
2♦/2♥/2♠		6		4-9 HCP nonvulnerable 5-10 HCP vulnerable	Ogust (2NT): asking; new suits forcing, natural	After 2NT: 3C: min with one of AKQ in preempt suit; 3D: min with two of AKQ in preempt suit; 3H: max with one of AKQ; 3S: max with two of AKQ; 3NT: AKQ	
2NT				20-21 HCP balanced	3C: stayman; 3D/3H: Jacoby transfer, 5 cd; 4D/4H: Texas transfers, 6 cd	After 3C: 3D: no four cd maj; 3H/3S: four cd maj;	
3♣/3♦/3♥/3♠		7		5-10 HCP	natural		
3NT				gambling: 7+ solid minor suit	quantitative 4NT, 4/5m pass or correct, 4M to play		
4♣/4♦/4♥/4♠		8		4-10	natural, 4NT: Roman Key Card 1430		
4NT						HIGH LEVEL BIDDING	
5♣						Roman Keycard Blackwood 1430	
5♦						Exclusion Blackwood 1430	
5♥						DEPO over 5 trump suit; DOPI and ROPI under 5 trump suit but actually O=0/3, I = 1/4, next step=2 no Q, next step = 2+Q	
5♠						Nonserious 3NT	