

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style = Standard
Responses Jump Raise = weak
Cuebid = Limit Raise +
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position = 15 to 18 HCP
Responses systems on
4th position = 11-14, balanced hand, Stayman and Transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls
Unusual 2NT (5-5 lowest suits, min/max)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = Michaels, may be light or 16+ HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
12+ HCP
2C = single suited
2D = majors
2H = H and minor
2S = S and minor
X = penalty, 16+ HCP
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble implies no fit
New suit forcing 1-level
Jump shift = weak, Double jump = Splinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th best	4th best	
NT	4th best	4th best	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, A, (Axx+)	Ax, AKJx+, AKJT+	
King	KQx+, KQ, Kx, K, AK, AKxx+	KQJ+, KQT+, AKQ+	
Queen	QJ(+), Qx, Q	QJT+, Qx, QJ9+	
Jack	JT+, JX, J	JT9+, JT8+, KJT+, AJT+	
10	KT9+, QT9+, T9+	(A/K/Q)T9+, T98+, T97+	
9	9x, 9	9x, 9	
Hi-X	Xx	Xx	
Lo-X	xxX, HxX	xxX, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Hi = ENC, Lo = DIS
Suit 2	Count	Suit Preference	Suit Preference
3	Suit Preference		
1	Attitude	Count	Hi = ENC, Lo = DIS
NT 2	Count	Suit Preference	Count
3	Suit Preference		
Signals (including Trumps): Hi-Lo for ruff			
Standard Count and Attitude (Hi = ENC, Hi-Lo = Even)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
thru 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles/redoubles thru 2S			
Responsive doubles thru 2S			
Negative doubles thru 4H			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Canada
PLAYERS: Vera Qian, Eric Lu
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing, 5-card majors
Strong 2C (22+ HCP, or 8.5+ playing tricks)
1NT forcing over 1 Major
Standard Count and Attitude
Jump raises weak
Longer minor: Club if 3-3, Diamond if 4-4
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = Strong, Near Game Force - any suit, any shape
2D Opening = Weak, 6+ Diamond, 5-11 HCP
2H Opening = Weak, 6+ Heart, 5-11 HCP
2S Opening = Weak, 6+ Spade, 5-11 HCP
3NT Opening = Gambling, 9-11 HCP, solid 7-card minor
2NT Overcall = 2 lowest unbid suits
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	4H	11-21 HCP	Single raise = limit, 4+ supp Double raise = weak Weak jump shifts	4th suit Game Forcing XYZ Convention	
1♦		3	4H	11-21 HCP	as above	as above	
1♥		5	4H	11-21 HCP	Single raise = 3-card support, 8-10 HCP Double raise = weak, 4+ support 1NT = forcing 3C = 4-card support, 7-9 HCP 3D = 4-card support, 10-12 HCP 2/1 Game Forcing Jacoby 2NT = 4-card support, opening strength 3S, 4X Splinter 4H = weak, 5+ support	Jacoby 2NT <ul style="list-style-type: none"> • 4H minimum (12-14) hand • 4X 5c+ second suit, max (15-17) hand • 3X singleton/void, max • 3NT max hand, no other shape • 3H, 17+ HCP, no other shape 4th suit Game Forcing XYZ Convention	
1♠		5	4H	11-21 HCP	Same as 1H but for S	Same as 1H but for S (except XYZ Convention)	
INT			4H	15-17 HCP	2C = Stayman 2D/2H/2S/2NT, 4D/4H = Transfers 3C = Puppet Stayman 3D = 5-5 minors Game Forcing 3H = 3-1 (4-5) Game Forcing 3S = 1-3 (4-5) Game Forcing	Ignore X and 2C	
2♣	yes		4H	Artificial strong, any shape	2D = waiting 2H = double negative 2S/2NT/3C/3D = 5+ card suit, 8+ HCP, 2+ of 3 Honors	No-trump system on over opener's 2NT rebid	
2♦		6		5-11 HCP	2NT Ogust, New suit Forcing		
2♥		6		5-11 HCP	2NT Ogust, New suit Forcing		
2♠		6		5-11 HCP	2NT Ogust, New suit Forcing		
2NT			4H	20-21 HCP	Puppet Stayman Jacoby/Texas Transfer		
3♣		7		pre-emptive	New suit Forcing		
3♦		7		pre-emptive	New suit Forcing		
3♥		7		pre-emptive		HIGH LEVEL BIDDING	
3♠		7		pre-emptive		Roman Keycard 1430	
3NT	yes			Gambling	m = P/C	Gerber	
4♣		8		pre-emptive		D14 P03	
4♦		8		pre-emptive			
4♥		8		pre-emptive			
4♠		8		pre-emptive			
4NT							