

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style = Sound
Reponses:
Cue-Bid = Forcing raise
New Suit = non-forcing, constructive
In Balancing Position: Same
INT OVERCALL (2nd/4th Live; Responses; Reopening)
All overcall positions = 15 - 18
Responses: Bid as 1NT opening
Natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
Any Suit : Pre-emptive;
Responses - New suit = forcing
Reopen: Cue = any good two suiter. 2NT = 19-21 hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = Michaels (Note 1)
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy (Note 3)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru 4H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
none
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at any level
Jump Shift = non-forcing
Double Jump = Splinter / 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	4th	4th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK; AKx(+); Axxx(+)	AK; AKx(+)	
King	KQ; KQx(+); AKx(+)	Same as left	
Queen	QJ; QJx(+); AQJx(+)	Same as left	
Jack	J10; J10x(+); HJ10x(+)	Same as left	
10	109; 109x(+); H109x(+)	Same as left	
9	9x	9x	
Hi-x	Sx; Sxx	Sx, Sxx	
Lo-x	HxS(x); HxxxS(+); xxSx	HxS, HxxS(+); xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = encourage	Attitude	Attitude
Suit 2	Hi/lo = even	Count	Count
3	Suit preference	Suit preference	Suit preference
1	Hi = encourage	Attitude	Attitude
NT 2	Hi/lo = even	Count	Count
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps):			
None			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
General Style = Can be light / shaped			
Responses: Natural NF. Cue bid = forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: through 3h?			
Repeat same suit dbl by Neg doubler = Take out			
Over minor Michaels: Major = stopper			
Over Michaels: cue bid in opponents' major = limit raise or better			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Claire Cao + Jeffrey Yin
EVENT: U16 Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card major openings
Artificial 2c opening (22p+ usually)
Pre-emptive jump raises over minors
1NT response = semi-forcing after major openings
1NT response = non-forcing after minor openings
1NT opening = 15 – 17 hcp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = strong, near Game Force - any suit(s), any shape, 19+hcp, 23+ total points
3NT Opening = Gambling
2NT Overcall = two lower unbid suits
Michaels Cue-bids (note 1)
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
Double Jump in new suit = Splinter if minor over major
Jump cue bid by opener = Splinter raise (note 4)
PSYCHICS: None

WBF Convention Card

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1C) – 2C
(1D) – 2D
Both majors 5(+) / 5(+)

(1H) – 2H = 5S + 5 unknown minor
(1S) – 2S = 5H + 5 minor

Note 2: XYZ convention:

Prior sequence examples: 1C-1D-1H, 1C-1D-1S, 1C-1D-1NT, ect.

Responses:

2C= request for partner to bid 2D, partner can pass or invite with other suit
2D= Game forcing
2H/2S= signoff bid, except opener reverse (1S- 2H for example)
2NT= invite to 3NT
3C= signoff bid
3D/H/S= Game forcing

Note 3: Multi Landy: (vs No Trump)

Double = Penalty Double
2C= 5-4 in hearts/spades (original landy)
2D= 6 hearts or spades (multi)
2H= 5 hearts/ 4+ card minor
2S= 5 spades/ 4+ card minor
2NT= 5-5 in minors

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Inverted minor (shows 5+ support, 10+hcp)

1C-2C

rebids by open afterwards:

2D= natural, 4+ cards
2H/2S= natural, 3+cards, forcing/control showing
2NT= balanced, 12-14 hcp
3C= natural, 4+cards
3D= natural, minimum hand, 5+cards
3NT= 18-19 hcp

1D-2D

2H/2S= natural, 3+cards, forcing/control showing

2NT= balanced, 12-14 hcp

3D= natural, minimum hand, 5+cards

3NT= 18-19 hcp

Weak raise from 1D/1C to 3 level shows 5+support, 0-6hcp

Note 6: RKC (4NT asks for 5 key cards, 4 Aces + King of Trumps), Gerber

RKC Responses:

5C = 1 or 4

5D = 0 or 3

5H = 2, no queen of Trumps

5S = 2 + Queen of Trumps

4nt - 5c - 5d / 4nt - 5d - 5h = asks for queen of trumps

4nt - 5x - 5nt = asks for kings

Gerber:

4d = 0 or 4 aces

4h = 1

4s = 2

4nt = 3

4c - 4nt - 5c = asks for kings, responses are similar

Note 7: Bergen raises/Jacoby 2NT (only applies to major suit opened from 1st/2nd opener)

Bergen raises:

3C= 4+ support, 6-9 hcp

3D= 4+support, 10-12 hcp

3S= 4+ support, 13+hcp, splinter in spades, unbalanced hand (jacoby 2NT used for balanced hand)

Jacoby 2NT:

2NT = 4+ support, 13+hcp (gf), balanced hand. (3S used instead with 13+hcp if unbalanced hand, spade splinter)

Opener rebids:

3C/3D= splinter in bid suit, bidding this suit at 4 level next shows void.

3H/3S= splinter if not agreed suit, 16+hcp and request for partner to describe hand if agreed suit.

3NT= 14-15 hcp, balanced

4C/4D= natural

4H/4S= minimum hand (12-14)/signoff if agreed suit, shows 5+ suit if not agreed suit

Note 8: Soloway Jump Shift

Responder's single jump shift is a Soloway Jump Shift if directly over opener's opening bid. (Example: 1C - 2H/S)

Shows 16-19 total points, 5+ card suit

Note 9: Responses to 1NT and 2NT Opening

a) Stayman
1NT - 2C
2D = No Major
2H = 4 hearts
2S = 4 spades

b) Transfers
1NT -
2D= 5+H
2H= 5+S

2S = 5+C
2NT = Natural invite
3C = 5+D

Texas transfer:

4D- 6+H, 9+ hcp gf
4H- 6+S, 9+ hcp, gf

2NT -
Same as above except at 3/4 level responses

Note 10: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9/11 HCP and 3/4 card support.
Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.
2 in the opening major is a sign off
2♥ (after a 1♠ opening bid) is weak/minimal hand with ♥

Note 11: Ogust

2NT shows 15 total points, game interest

Opener responses:

3C= 5-7 hcp, one of top three honors in agreed suit
3D= 5-7 hcp, two of top three honors in agreed suit
3H= 8-10 hcp, one of top three honors in agreed suit
3S= 8-10 hcp, two of top three honors in agreed suit
3NT= 8-10 hcp, all three top honors in agreed suit