

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1-level: 8-16, 5+ suit	
2-level: 10-16, 5+ suit	
Responses: NAT, New suit = Forcing	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2nd = 15-18 HCP w/ stopper	
4th = 11-14 w/ stopper	
By PH = 2 lowest unbid suits	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
VUL vs NV: 11-16 HCP, 6+ suit	
Other vulnerabilities: 5-11 HCP , 6+ suit	
2NT = 2 lowest unbid suits	
Reopen: 11-16 HCP, 6+ suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michael’s Cuebids	
Stopper ask: (1m)-3m, (1M)-3M, (1x)-P-(1M)-3M	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2♣ = Majors	
2♦ = 1 M suit	
2♥ = 5+♥ & 4+m	
2♠ = 5+♠ & 4+m	
DBL vs strong = 4M & 5+m	
DBL vs weak = penalty	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
T/O thru 4♥, over 4♠ usually penalty	
2NT = 15-18 w/ stopper	
4NT = 15-18 two-suited	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1(or 2(
DBL = MM	
NT = mm	
Cue= Nat	
OVER OPPONENTS’ TAKEOUT DOUBLE	
2NT = 10+ HCP, SUPP for partner	
1M-(DBL): transfers starting at 1NT	
1m-(DBL)-RDBL = 10+HCP, no fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th		
NT	4th		
Subseq			
Other: A/Q for ATT, K for CT/unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx, AKQ+	AKQ+, AKxx	
King	AK, KQJ+, KQx+	AKJ+, KQJ+, KQT+	
Queen	QJ+, QJT+	AQJ+, QJT+	
Jack	KJT+, JT+	AJT+, KJT+, JT9+	
10	Tx, KT9+, QT9+, T9x	T98+, AT9+, QT9+	
9	9x	9x,9xx	
Hi-X	Sx	Sx, Sxx, Sxxx	
Lo-X	HxS(x), xxS(x)	HxxS+, HHxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= ENC		
Suit 2	Hi= even	S/P	
3	S/P		
1	Hi= ENC	Hi= even	DISC with S/P
NT 2	Hi= even	S/P	
3	S/P		
Signals (including Trumps):			
First discard = DISC that suit; Hi = ENC higher suit, Lo = ENC lower suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SUPP for unbid suits unless 16+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 3♠			
Responsive DBL thru 4♠			
Support DBL & RDBL thru 2♠			
Maximal DBL thru 4♦			

W B F CONVENTION CARD	
<p>CATEGORY: GREEN</p> <p>NCBO: CANADA</p> <p>PLAYERS: Nina <u>Ke</u> – Rudy <u>Cheng</u></p> <p>EVENT: U16</p>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF	
1♣ = 3+ ♣	
1♦ = 3+ ♦	
5+M (Semi-F 1NT)	
1NT=15-17 could have 5 card major, 6 card minor	
NAT WK 2, 6+	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT= Solid 7+m w/o other A	
Responses:	
Pass/Correct	
Pass: Partner thinks 3NT is makeable (you have stoppers)	
Correct: No sure winners, correct to 4C, waiting for partner to make his bid	
SPECIAL FORCING PASS SEQUENCES	
2♣-(2x/3x)-P	
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	3♠	12-21 HCP, 3+♣	2♣ = 11+ HCP, 5+♣ SUPP; 2♦ = 6-9 HCP, 5+♣ SUPP; 2♥/2♠ = 6-9HCP/10-11 HCP 5+♣ & 4+♥; 2NT = 10-12 HCP BAL; 3NT = 13-15 HCP BAL	XYZ	
1♦		3	3♠	12-21 HCP, 3+♦	2♣ = 5+♣, GF; 2♦ = 11+ HCP, 5+♦ SUPP ; 2♥/2♠ = 6-9HCP/10-11 HCP 5+♣ & 4+♥; 2NT = 10-x12 HCP BAL; 3NT = 13-15 HCP BAL	XYZ	
1♥		5	3♠	12-21 HCP, 5+♥	1NT = 6-12 HCP forcing; 2♣ = 3+♣, GF; 2♦ = 3+♦, GF; 2♥ = 6-9 HCP, 3+♥ SUPP; 2♠ = 5+♠, 10-12 HCP; 2NT = GF, 4+♥ SUPP; 3♣, = 7-9 HCP, 4+♥ SUPP; 3♦ = 10-12 HCP, 4+♥ SUPP; 3♥ = 0-5 HCP, 4+♥ SUPP; 4♥ = 0-10 HCP 5+♥ SUPP	XYZ	Reverse Drury 1M-2C 10+hcp 3 card supp 2D, 2S 12+, rebid major weak
1♠		5	3♠	12-21 HCP, 5+♠	1NT = 6-12 HCP forcing; 2♣ = 3+♣, GF; 2♦ = 3+♦, GF; 2♥ = 5+♥, GF; 2♠ = 6-9 HCP, 3♠ SUPP; 2NT = GF, 4+♠ SUPP; 3♣ = 4+♣, 7-9 HCP; 3♦ = 10-12 HCP, 4+♠ SUPP; 3♥ = unknown SPL, 4+♠ SUPP; 3♠ = 0-5 HCP, 4♠ = 0-10 5+ SUPP	XYZ	Reverse Drury 1M-2C 10+hcp 3 card supp 2D,2H 12+, rebid major weak
1NT				15-17 HCP, BAL, may have 5M or 6m	2C Stayman (8+ HCP) 2D&2H transfers, 2S Minor transfer 3C Puppet; 3D 6+ inv 4D/4H Texas Transfer (6 card, 10 HCP), 4S 6-5 minor 4NT Quantitative; 4C Gerber (0/4, 1, 2, 3)	2♦/2♥/2♠	Systems on after DLB and 2C
2♣	✓	0		22+ or 8.5+ tricks	2♦ = waiting(0-7 HCP) 2M = nat 8+ 2nt = bal 8+	After a response of 2♦, 2♥ by opener forces 2♣ and a rebid of 2NT shows 24+ HCP BAL, any other bid shows a hand w/ ♥	
2♦/2♥/2♠		6		5-11 HCP	New suit = NAT, F1; 2NT = ASK; 4NT = Ace ASK	2x-2nt responses - 3C Bad suit, Bad point - 3D Good suit Bad points - 3H Bad suit good points - 3S Good suit good point	
2NT				20-21 HCP, BAL, may have 5M or 6m	3♣= Puppet; 3♦/3♥ = TRF to 3♥/3♠; 4NT= Quant		
3♣		6		Preemptive			
3♦/3♥/3♠		7		Preemptive		HIGH LEVEL BIDDING	
4x		(7)8		Preemptive		1430	