

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: 1 level = F, 2 level = NF CONST
Passed hand jumps = weak
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd /4 th Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if 1NT opened)
4 th Position Reopening = 11 – 14, promise stoppers
Responses: Systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 2 lowest suits (20-21 in balancing seat)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2m = 55 MM; (1M) - 2M = 5oM+5m
3m after 1m opening = NAT PRE
VS. NT (vs. Strong/Weak; Reopening;PH)
X = one minor or MM or good hand w/ spades; pen vs. weak
Vs strong NT: 2♣ = ♣ + M (usually 54+)
Vs weak NT: 2♣ = MM
Vs strong NT: 2♦ = ♦ + M (usually 54+)
Vs weak NT: 2♦ = NAT
2M = NAT
2NT = mm (usually 55+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; 4NT = T/O over 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: X= MM; 1NT = mm
vs 2♣: X = MM; 2NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+
after 1M-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	Same	
NT	1st from 3+ bad (9xx) 2nd from 4+ bad (9xxx) 4th from 4+ w/ H (Txxx)	Same	
Subseq	Attitude	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	AK, KQ(+), KQ109x(+)	AKJT(+), KQJ(+), KQx(+)	
Queen	QJ, QJx(+), Qx	KQT9(+), QJx, Qx, AQJx(+), QJxx (+)	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, Jx, AJ10x(+), KJ10x(+), J10xx (+)	
10	109,10x, 109x(+), H109x(+)	10x, H109x(+), 109x(+)	
9	9x	9x, 98x	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxSx, HHSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
Suit 2	Lo/hi = E*		Lo/hi = E*
3	S/P		S/P
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT 2	Lo/hi = E*		Lo/hi = E*
3	S/P		S/P
Signals (including Trumps): Trump S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Responses: cue of 2m= forcing to 2N or suit agreement; cue of 2M+ = FG			
After (1x) - X - (1y): X=T/O			
1m - (1♥) - X = exactly 4cd ♠; 1♦ - (1♥) - 1♠ = 5+cd ♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♦; after o/call thru 4♠			
SUPP DBL through 2M-1			
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit			
After (1x) - 1/2y - (x): XX=2cd SUPP, CONST			
Negative DBL through 4♦ (lower level more T/O, higher level more PEN)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Zinnia Meyer / Adam Hemmer
EVENT Junior U16
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 5-card Majors
2/1 GF
2♦/♥/♠ =WEAK
1NT = 15 - 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M – 2N = 4-card FG
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
Unusual vs unusual (lower cue = lower suit)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPE NING	T I C K I F A R T I F I C I A L	M I N · N O · O F C A R D S	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11-21 HCP	1NT/2NT/3NT: 7-10/11-12/13-15 HCP 1M=4+M; JS = strong 2♣: 10+ HCP, 4+ ♣ 3♣: 6-9 HCP, 5+ ♣	After 1♣-2♣: forcing through 3♣ After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG;	Over X: XX=10+ HCP, 2N=LR+
1♦		3	4♦	11-21 HCP	Same. 2♣=5+♣, FG	Same	Same
1♥		5	4♦	11-21 HCP	1NT=Semi-F; 2♣/2♦ =GF; 2♥=6-9 HCP, 3+♥; 2NT=4+♥, FG; JS = strong; 3♥=4+♥ INV; 3♠/4♠/4♦=SPL	After 1♥-2♥: New suit NAT G/T 4SFG	By PH: 2♣/2♦=3/4 card raise INV, 2N=4+ INV max
1♠		5	4♦	11-21 HCP	Same; 2♥=5+♥ FG; 4♣/4♦/4♥=SPL	same	same
1NT			4♦	15 - 17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = TRF to ♣; 3♠ = TRF to ♦ 2N = NAT; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♣ = Gerber (Ace ask); 4N = Quant	1N-2♣-2♦: 2♥ = weak both majors 2♠ = 5-4 INV 3♥/3♠ = 54(xx)/45(xx) FG 4♦/4♥ = 6 ♥/♠	Systems on over X, 2♣ 1N-(2♦/♥/♠): 2N = LEB
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠ = positive 5+ in suit		Over X: XX=bust,Pass=values Over comp: X=bust, Pass=values
2♦		(5)6		PRE; 4-10HCP	2NT= ASK; new suit = F	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	After overcall, X=penalty
2♥		(5)6		Same	Same	Same	Same
2♠		(5)6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF		
3♣		6/7		4-10 HCP NV, 6-10 VUL	New suits F		
3♦		6/7		4-10 HCP NV, 6-10 VUL	New suits F		
3♥		7		4-10 HCP NV, 6-10 VUL	Same		
3♠		7		4-10 HCP NV, 6-10 VUL	Same		
3NT	*			solid 7-card m, no outside A/K			
4♣		7		4-10 HCP NV, 6-11 VUL			
4♦		7		4-10 HCP NV, 6-11 VUL			
4♥		7		To play	4♠=to play		
4♠		7		To play			
4NT							
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		HIGH LEVEL BIDDING	
5♦		8		3/4/5 losers (V/NV;equal vul;NV/V)		KCB: 1430, specific K ask afterwards	
5♥		8					
5♠		8					