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: Non-jump = NF CONST
Passed hand jumps = fit
TRF over 1M-(X)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if 1NT opened)
4th Position Reopening = 11 – 16, 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 = 5oM+5m
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask

VS. NT (vs. Strong/Weak; Reopening;PH)

X = pen vs WK
Other X = 4M and 5+m
2♣ = MM (usually 54+)
2♦ = M (usually 6+)
2M = M + m (usually 54+)
2NT = mm (usually 55+)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = T/O through 4♥; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = 5oM+5m

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+
TRF over 1M-(x)
after 1M-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th	4th
NT	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	1st or 2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)
Subseq	Attitude	Attitude
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+), Ax
King	AK, KQ, KQ109x(+)	AKJT(+), KQ109(+), KQJ10(+)
Queen	QJ, QJx(+), Qx	QJx, KQx(+), KQJx, Qx
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, QJxx(+), KQJx, Jx, AQJx(+)
10	109,10x, 109x(+), H109x(+)	10x, J10xx(+), 109x(+), AJ10x(+), KJ10x(+)
9	9x	9x, 98x, 109xx(+), H109x(+)
Hi-X	Sx, xxS,	Sx, xSxx, Sxx
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS

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

*Hi/low = E present count if a card has already been played in the suit

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=Responsive

1m - (1♥) - X = exactly 4cd ♠

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 7♥ (lower level more T/O, higher level more PEN)

W B F CONVENTION CARD

CATEGORY: Green
NCBO: USBF
PLAYERS: Kyo Chen, Alex Shih

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 - 3♣ = 4-card INV

1M - 3♦ = 4-card MIXED

Unusual vs unusual (lower cue = lower suit)

1M – 2N = 4-card FG

3NT = Solid 7 card minor, no outside A/K in 1st/2nd

1♣ -1♦ NAT or various other types of hands. INV BAL or

FG with 14+ (denies a 5 card major). Maybe 4414, usually 2+. May be weak intending to pass the next bid or to preference to 2♣. Almost never with a 4 card major

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♣		2	7♥	11-21 HCP	1M=4+M; 2♣=5+♣, INV, F1 2♦/2♥ = NAT weak 2♠ = 5+♣, 7-9HCP 2NT = 13-15 3♣ = 5+♣ weak 3♦/3♥/3♠ = splinter	After 1♣-2♣: forcing through 3♣ After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 2N=ENQ, 3344 min/max After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦= checkback w/ 5M	Over X: XX=10+ HCP, 2N=LR+
1♦		4	7♥	11-21 HCP	Same. 2♣=5+♣, FG. 3♣=NAT INV	Same	Same
1♥		5	7♥	11-21 HCP	1NT=Semi-F; 2♣=2+ ♣FG; 2♦ =5+ GF; 2♥=7-10 HCP, 3+♥; 2♠= GF 4+♥ 4+♠; 2NT=4+♥, FG; 3♣=4+♥ INV; 3♦=4+♥ MIXED; 3♥=4+♥ WEAK; 3♠=9-12HCP ANY SPL; 3N=♠SPL; 4m=SPL	After 1♥-2♥: New suit NAT G/T usually	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: Transfers, 3♠ = mixed raise, 3-level preemptive
1♠		5	7♥	11-21 HCP	Same; 2♦=5+♥ FG; 3♥=NAT INV; 3N=9-12HCP ANY SPL; 4♥=SPL	same	same
1NT			7♥	15 - 17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♣; 2N = ♦/♦+♣; 3♣ = puppet STAY; 3♦ = 55mm GF; 3♥/♠ =13(45)/31(45); 4♣ = gerber (Ace ask), 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♣ = ANY MAX	Systems on over X, 2♣ (not M or MM) 1N-(2♦/♥/♠): 2N = LEB
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣ = positive 5+ in suit	2♣-2♦-3M: 5+♦ and 4M 2♣-2♦-2M-3♣: double negative	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 4-10HCP	2NT= ASK; new suit = F	After 2NT: 3♣/♦/♥/♠/NT=bad/bad, bad hand/good suit, good hand/bad suit, good/good, solid suit	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	*			Specific Ace Ask	5♣ = none, 5x = A in suit, 5N = ♣A, 6♣ = 2A		
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					