

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style = Sound
Response: Jump Raise = Pre-emptive, Jump Cue =Mixed raise 4+ fit
Cue-Bid = Forcing Raise, or forcing enquiry with Invl.+ value
New Suit: at 1 level for UPSH = forcing, NF for passed hand
at 2 level = constructive but Non-forcing
Jump shift in new suit = Fit Showing Jump Shift
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position: 15-18 HCP, system ON, Promise stoppers
If doubled: Rdl=one suit, a suit=this suit + another higher suit
4 th position = 11 to 16, system ON, then 2♣ = range ask stayman:
2♦/♥/♠ = min wo/w. M, 2NT= max w/wo M, then 3♣ = re-Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
new suit jump = weak (5-10, sound when vul); Respond: new suit F
2NT = two lowest suits 5-5, in balanced seat, 20-21 hcps natural
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue vs minor and major = Michaels (over 1m, both majors,
over 1M, other major and unspecified minor)
Jump Cue in Major = Western Cue, looking for stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening)
2♣ = both majors 5-4 at least. Advance: 2♦= ask for better major
2♦ = Single major suit. Advance: 2♥ = Pass or Correct to 2♠
2♥= 5+♥; plus a 4+ minor.
2♠= 5+♠ plus a 4+ minor
Double = 5+ minor plus a 4-card major vs Strong, value vs weak NT
2NT = 5-5 minors, or strong two suits with -4 losers
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double: T/O through 4♥; 2NT = 16-18, (2♦)-3♦ = both Majors
Cuebid vs major = ask stopper for 3nt; (2M)-4m = m + oM, 5-5+
Advance vs NT overcall, stayman/transfer ON
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Vs strong 1♣(16+HCP): double = both majors, 1NT= both minors
Vs strong 2♣: suit =natural. 2NT=both minors, double= both majors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10 + HCP
Transfer response over 1M (X): 1NT = ♣ suit, 2♣ = ♦ suit, flex. hcp
2M-1 = M supp.; 2M = M supp. weak; 2NT = INV +, 4 card supp.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	Count/Attitude	
NT	4 th from 4+with honour(s)	Low with 3+ with honour	
Subseq	Attitude	Attitude	
Other:	2 nd from 4 small. 9xxx		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxxx(+),	AKJxx(x), AKQxx(x), ask count	
King	KQ (+), AK-bare	AKJx, KQTx(x) ask for attitude	
Queen	QJ (+), Qx	QJT(+), KQJx(+), ask count	
Jack	JTxx(x) KJTxx(x), Jx	JT9x(x), AJTx(x), KJTxx(x)	
10	T9+, Tx, HT9	T9+, Tx, HT9	
Hi-X	Even number	Att., no interest in the suit	
Lo-X	Odd number, no promise H	Att., interest in the suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low hi = encourage	low: encourage	Low/hi: encourage
Suit 2	Lo/hi = even count		Lo/hi = even count
3	S/P:		S.P.
1	low/hi = encourage	Same	Low/hi: encourage
NT 2	Lo/hi = even count		Lo/hi = even count
3	S/P		S.P.
Signals (including Trumps): Trump S/P			
Standard remaining count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape, or any strong hand 18+ with a 5+ suit			
Cue = Forcing until a suit is bid twice			
New Suit=forcing one round for unpassed hand			
Reopen: same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Double: After T/O Dble thru 4♥; after o/call thru 4♠			
Repeat same suit Dble by negative doubler = Take Out			
Over minor Michaels: Major = stopper			
Over major Michaels: cue bid in opp's major = INV+ w. SUPP			
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit			

W B F CONVENTION CARD	
CATEGORY: Green NCBO: USA PLAYERS: Lee Blocher Alex Xu EVENT: Youth U16	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+M (semi-F 1NT), 3+♦/♣, jump to 2x= WK 4-7hp	
2/1 FG/1M include 1♦/2♣	
2♦/♥/♠ NAT WK TWO	
2♣ = STR, 22+ bal, or 8.5 tricks for M, 9.5 tricks for minor	
1NT = 15 – 17, BAL or semi-BAL, all seats	
1st/2nd/3rd NV open most 11-counts; V open most 12-counts	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♥-2♠ = INV w. 3 card ♥, 1♠ -3♥ = INV w. 3 card ♠	
1M-3♣/3♦ = INV/CONST Raise w. 4+ M SUPP	
1M-2NT = 4+ card M support, FG	
1♣ -2♦ = CONST SUPP w. 5+ card ♣, unbalance hand	
1♦ -3♣ = CONST SUPP w.5+ card ♦, unbalance hand	
Over 1M-(X)-? We play transfer response	
Over 1m-(X)-? We play 2N=WK raise, 3m=INV+ raise	
3NT = Solid 7+ card minor, no outside A, K in 1 st /2 nd /3 rd	
seat	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Double Jump in new suit=Splitter if minor over major	
Jump Cue Bid by Opener =Splitter Raise or Self Splitter	
PSYCHICS: rare	

OPEN ING	Tick If Art	Min #	NEG.X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠		3	4♥	11-21 HCP	1♦/♥/♠ = 4+ card, 1NT = 6-10HCP, deny 4M 1M could bypass 1♦ with MIN strength. 2♦ = ♣ Raise w/ 5♣, Unbal. 7-10 HCP; 2♥/♠ = WK 3♣ = weak raise w/ 5card, 0-6 HCP (V. dependent)	After 1♠-2♣: forcing through 3♣ 1♠-1M-1N: 2♣=force to 2♦, 21♠-(1♥)-1♠ = 5+♠; =FG; 4SFG; 1♠-1M-2M: 2NT = INQ, 3344 min/max reply 1♠-1M-2NT; 3♠=F to 3♦ for S/O, 3♦ CB w/ 5M	Over X: XX=10+ HCP, 2NT=WK w/ 5 card ♣ raise, 1♠-(1♦)-1M = 4+M, 1♠-(1♦)-X = both M; 1♠-(1♥)-X = 4♠; 1♠-(1♥)-1♠ = 5+ card ♠; 1♠-(X)-2♠ = 4+ ♣ INV; 1♠-(X)-3♠ = 4+ 7-9 HCP Over 1♠-1NT: 2♠ = both MM, X = Penalty. Support X or XX up to 2♥
1♦		3	4♥	11-21 HCP	Same as above plus: 2♣ = 4+♠, FG, could have 4M 3♣ = ♦ CONST w/ 5 card ♦, Unbal.	Same as above.	Same as above.
1♥		5	4♥	11-21 HCP	1NT=Semi-Forcing; 2♠=2+ ♠, FG; 2♦=5+♦, FG; 2♥=7-10HCP w/ 3+ card ♥; 2♠ = 10-11HCP w/ 3 card ♥; 2NT=SUPP w/4+♥ FG; 3♣ = 4+♥, 10-11 HCP; 3♦ = 4+♥, 6-9 HCP; 3♠/4♠/4♦ = SPL, SUPP w/ 4+♥; 3NT = (4333), 13- 16 HCP	1♥-1♠-2♣/2♦ = promise 4 card ♣/♦ 1♥-1nt-2♣/2♦ = could be 3 card ♣/♦ (or 2 card ♣) 1♥-1nt-2nt = 18-19 HCP, BAL 1♥-1nt-2♠/3♣/3♦ = FG 1♥-2♣/2♦-2♥ = does not promise 6+♥	by PH.: 2♠=8+ HCP SUPP w/ 4 cards ♥ or SUPP 10-11HCP w/ 3 card ♥ 2NT=SUPP w/ 4+card ♥ INV max Over X: TRF RESP, 1NT = ♣, 2♠=♦, 2♦ = ♥ SUPP w/ 7-10HCP 2♥ = WK ♥ raise, XX=10+ HCP, could have SUPP w/ 3 card ♥ Over comp:2NT vs partner's 1M=always 4+ INV+
1♠		5	4♥	11-21 HCP	Same as above. 2♥=5+♥ GF; 3♥= 11HCP SUPP w/ 3 card ♠;	Same as above. 1♠-1NT-2♥= 4+ card ♥	Same as above.
1NT			4♥	15-17 bal., may have 5M or 6m may have single A, K , Q if 4-4-4-1	2♠ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = INQ Range/or 6+♠; 2NT = 6+♦ or WK w/ 5-5 mm; 3♠ = STAY for 4M or 5M; 3♦ = 5♠/5♦ FG 3♥/♠ = 13(45)/31(45), FG; 3NT = to play 4♠ = Gerber (A ask), 4♠ = (23)44 QUANT+, 4NT = QUANT	1NT-2♠-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1NT-2♠: 2NT = any min, 3♠ = any max. 1nt-2nt-3♠ = opener has better ♠ than ♦ 1nt-2nt-3♦ = opener has better ♦ than ♠ 1nt-2♠-2nt or 3♠-3M= shortness in M, FG 1nt-2nt-3♦-3M= shortness in M, FG	Systems on over X, 2♠ (not MM) 1NT-(2♦/♥/♠): 2NT = LEB 1N-X(PEN): 2x = x suit plus x+1 suit (4-4+) XX = single suit(5+), P = F to XX to show 2 untouching
2♠	*	0		-22+ Hcp Bal. or two suiters -8.5+ tricks for single major -9.5+Tricks for single minor	2♦ = waiting FG 3+HCP, at least one K or A, FG 2♥ = double negative, 0-4 HCP, no K or A 2♠ = 5+♠ with at least two H 2NT = 5+♥ with at least two H 3♣ / 3♦ = 5+ ♣/♦ w/ at least two H	2♠-2♦-2♥=F to 2♠, then opener's 2NT=25+ Bal. 2♠-2♦-2♥=F to 2♠, then opener's 3♥= real ♥ suit 2♠-2♦-2♥=F to 2♠, then opener's 3♣/3♦=♥+♣/♦ 2♠-2♥-2NT=NF 2♠-2♥-2♠/3♦/3♥ = F1	Over X: XX=bust, Pass=positive value Over comp: X=bust, Pass = positive value
2♦		6		6+♦ 5-10 hcps, Prep	2NT= INQ suit / hand, could interfere opps w. ♦ fit 2♥/2♠/3♣ = NAT. F; 3♦=PRE-oriented	2♦-2NT-3♣/♥/♠ = side honour, sound 2♦ opening 2♦-2NT-3♦ = poor opening, or no side honour	After 2♦-(X): XX = values, 2N =relay to 3♣, new suit non-jump L/D, promise ♦ SUPP
2♥		6		6+♥ 5-10 hcps	Same as above	2♥-2NT: 3♣/3♦ = bad/good suit w. poor hand; 3♥/3♠ = bad/good suit w. poor/good hand 3NT = SOL ♥ suit, ♥AKQxxx	After 2♥-(X): XX = F to 2N or prepare to run a new suit, non-jump to a new suit = L/D. Tolerance to 3♥
2♠		6		6+♠ 5-10 hcps	Same as above	Same as above	Same as above
2NT				20-21 BAL	3♠ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = PUP to 3NT		
3♣		6/7		4-10 HCP NV, 6-10 Vul	New suits F; 4♦ = PRE KCB, 0122 response		
3♦		6/7		Same as above	New suits F; 4♠ = PRE KCB, 0122 response		
3♥		6/7		Same as above	Same as above		
3♠		6/7		Same as above	Same as above		
3NT	*			SOL 7/8-card, either mm, no O/S A/K	4♣ = P/C to 4♦, 4♦=ask for S/S 4♥/4♠ = to play	3nt-4♦: 4♥/4♠ = short in ♥/♠ ;4N=no shortness 5♣/5♦ = ♣/♦ suit, short in ♦/♠	
4♠		7-8		4-10 HCP NV, 6-11 VUL	4♦ Pre-empt KCB for ♣		
4♦		7-8		Same as above	4♥/4♠ = to play		
4♥		7-8		Same as above	4♠ = to play, 4NT = Pre-empt KCB for ♥	High Level Bidding Kick Back KCB for ♣, ♦, ♥, i.e 4♦ for ♣; 4♥ for ♦; 4♠ for ♥: 4NT KCB for ♠; 1430 Reply by Steps. Specific K ask afterwards; Exclusion Keycard: 0314, Exclusion Keycard: 0314 Reply Pre-empt KCB responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q Over Comp KC: if lower than our suit, X/XX=1 or 4, Pass=0 or 3, next step=2 w/o Q, 2 w/ Q	
4♠		7-8		Same as above	4NT = Pre-empt KCB for ♠		
4NT	*			Specific Ace Ask	5♠ = none, 5x = A in suit, 5N = ♠A, 6♠ = 2A		
5X		8/9		3/4/5 losers (V/NV;equal vul;NV/V)			