

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: 8-16
2 level: 11-17
New suits by advancer are forcing
Cue-bid by advancer usually promises support INV+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual 2NT=2 lowest unbid suits
Jumps in suits are NAT pre-empts
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cuebid by advancer promises support
(1m)-2m=majors, (1M)-2M=other major+minor
VS. NT (vs. Strong/Weak; Reopening;PH)
X=penalty
2♣ =Single suited
2♦=Both majors
2M=M+minor
2NT=minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT overcall=15-18, systems on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
All natural, NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
xx=10+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	Attitude Standard	
NT	4 th best	Attitude Standard	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	same	
King	KQ, KQ109x(+)	same	
Queen	QJ, QJx(+), Qx	same	
Jack	J10, J10x(+), KJ10x(+), Jx	same	
10	109,10x, 109x(+), H109x(+)	same	
9	9x	same	
Hi-Low	Sx	same	
Lo-Low	HxS, xxxS(x)	same, could be HHxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo = ENC	N/A	Hi/Lo = ENC
Suit 2	S/P		S/P
3			
1	Hi/Lo = ENC	N/A	Hi/Lo = ENC
NT 2	S/P		S/P
3			
Signals (including Trumps):			
May not always lead and signal as written			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles of non-game through 4♦			
12+ points usually			
1m-(1♥)-X = 4♠, 1♠ = 5+ ♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1x-(x)-xx, xx=10+ high card points			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Kevin Wei + Arjun Chaunal
EVENT (Juniors U16)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
Opening is 11+ points or very distributional
1NT=15-17
5 card majors
Weak 2 openings
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ could be 2 if 4432
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	4♦	Only 2 clubs if 4432	Bypass 1♦ with less than GF hand, New suits 2 lvl strong, 3 lvl weak	After 1N rebid, 2om = ART F1(nmf) After 2N rebid, 3om = nmf	1m-(1NT)-x=penalty
1♦					2NT=invitational	Strong jump shifts at 2 lvl, by responder	
		4	4♦		New suits 2 lvl strong, 3 lvl weak	Strong jump shifts at 2 lvl, by responder After 1N rebid, 2om = ART F1(nmf) After 2N rebid, 3om = nmf	
1♥		5	4♦		2NT=GF, 4+card support, New suits 2 lvl strong, 3 lvl weak except 1♥-3♠. 1♥-3♠ is splinter.	Strong jump shifts at 2 lvl, by responder	1M-(1NT)-x=penalty
1♠						Strong jump shifts at 2 lvl, by responder	
		5	4♦				
1NT				15 - 17 Balanced Can have 5 cards suit	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = Clubs, 2N = NAT, 3♠ = Diamonds	1NT-2♣-2♦-3M= 5 of opposite major and 4M, GF	
2♣	*		4♦	22+	2♦ =waiting		
2♦		6	Penalty	6-10, 6+	2NT=ASK New suits F	3♠/3♦= 6-8, 1 honor / 6-8, 2 honor 3♥/3♠ = 9-10, 1 honor / 9-10, 2 honor 3NT = 9-10 3 honor	X=penalty
2♥		6	Penalty	6-10, 6+	Same		X=penalty
2♠		6	Penalty	6-10, 6+	Same		X=penalty
2NT				19-21	3♠->3NT, bidding minor now shows minor GF		
3♣		6	Penalty	6-10	New suits F		X=penalty
3♦		7	Penalty	6-10	New suits F		X=penalty
3♥		7	Penalty	6-10	New suits F		X=penalty
3♠		7	Penalty	6-10	New suits F		X=penalty
3NT	*			9 tricks			
4♣		7	Penalty	6-10			X=penalty
4♦		7	Penalty	6-10			X=penalty
4♥		7	Penalty				X=penalty
4♠		7	Penalty				X=penalty
4NT	*			Strong = miss 2 Aces to 6NT	6NT = 2 Aces		
5♣		To play	Penalty			HIGH LEVEL BIDDING	
5♦		To play	Penalty			RKCB: 0314. 5N follow-up asks for # of Kings	
5♥		To play	Penalty			4NT quantitative over notrump	
5♠		To play	Penalty			4♣ is Gerber over any nat. NT bid: answer 4♦= 0/4,4♥=1,4♠= 2, 4nt=3, rebid 5♣ is asking K with same responses one level higher	