

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue-bid = 7-9 HCP, 4+ support
New Suit: Non-jump = NF CONST
1NT OVERCALL (2nd/4th 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 = 12 – 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 = 5oM+5m; 2N response asks for minor
(1m) – 2m = 5♥ + 5♠
VS. NT (vs. Strong/Weak; Reopening;PH)
X = pen vs WK. 4M and 5+ m vs. Strong
2♣ = MM (usually 54+) vs. Strong
2♦ = M (usually 6+) vs. Strong
2M = 5+M and 5+ m
2NT = mm (usually 55+) vs. Strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥; 2NT = 16-18 with stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, usually no large fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th best or MUD (Middle, up down)	4th best or MUD (Middle, up down)	
NT	4th best or MUD (Middle, up down)	4th best or MUD (Middle, up down)	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	Same	
King	AK, KQ, KQ109x(+)	Same	
Queen	QJ, QJx(+), Qx	Same	
Jack	J10, J10x(+), KJ10x(+), Jx	Same	
10	109,10x, 109x(+), H109x(+)	Same	
9	9x	Same	
Hi-X	Sx, xSx	Same	
Lo-X	HxS, xxxS(x)	Same, could be HHxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/hi = ENC	N/A	Lo/hi = ENC
Suit 2			
3			
1	Lo/hi = ENC	N/A	Lo/hi = ENC
NT 2			
3			
Signals (including Trumps): No count. SP when giving partner ruff.			
May not always signal as written			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O double style: 11+ and usually 3+ in other suits (lighter if PH)			
17+ HCP if a single-suited power double			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4♠			
SUPP DBL and RDL through 2♠			
Negative DBL through 4♠			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Kate Lee, Jayson Lee
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
Unusual vs unusual (lower cue = lower suit)
1M – 2N = 4-card FG
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
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	1M=4+M; 2♣=5+♣, INV, F1 1NT = 6-10 2NT = 11-12 3♣ = 5+♣ weak	After 1♣-2♣: forcing through 3♣ After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦=checkback w/ 5M	Over X: XX=10+ HCP
1♦		3	4♥	11-21 HCP	Same. 2♣=5+♣, FG. 3♣=NAT INV	Same	Same
1♥		5	4♥	11-21 HCP	1NT=Semi-F; 2♣=GF; 2♦=GF; 2♥=7-10 HCP, 3+♥; 2NT=4+♥, INV+; 3m = NAT INV; 3♥=7-9HCP, 4+ ♥	After 1♥-2♥: New suit NAT G/T usually	By PH: 2♣=9+ HCP 3-card SUPP, 2N=INV with 4-card SUPP
1♠		5	4♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV	same	same
1NT			4♥	15 - 17 BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = INV or ♣; 2N = Diamonds; 3♣ = ASK for 5-card major	1N - 2♠ - 2N / 3♣ = MIN / MAX	
2♣	*	0		21+ HCP	2♦ = waiting; 2♥ = double negative (0-4 HCP)		
2♦		6		PRE; 5-10HCP	2NT= ASK; new suit = F	After 2NT: 3♣/♦/♥/♠/NT=bad/bad, bad hand/good suit, good hand/bad suit, good/good, solid suit. 4NT: RKCB 1430	
2♥		6		Same	Same	Same	
2♠		6		Same	Same	Same	
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = PUP to 3N	2N – 3♠ – 3N – 4m = NAT slam interest 2N – 3♠ – 3N – 4M = Both minors	
3♣		7		5-10 HCP	New suits F	4NT: RKCB 1430	
3♦		7		5-10 HCP	New suits F	4NT: RKCB 1430	
3♥		7		5-10 HCP	Same	4NT: RKCB 1430	
3♠		7		5-10 HCP	Same	4NT: RKCB 1430	
3NT	*			solid 7-card m, no outside A/K	4♣ = Pass or correct	4NT: RKCB 1430	
4♣		7/8		5-10 HCP		4NT: RKCB 1430	
4♦		7/8		5-10 HCP		4NT: RKCB 1430	
4♥				To play		4NT: RKCB 1430	
4♠				To play		4NT: RKCB 1430	
4NT				Ace ask	5♣ = 04 Aces, 5♦ = 1, 5♥ = 2, 5♠ = 3		
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		RKCB: 1430, specific K ask afterwards.	
5♥				To play		Over COMP over KC: if X, ignore and respond normally. If they bid,	
5♠				To play		X = even # of KC and Pass = odd # of KC (DEPO)	