

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
general style = 8-16 HCP
Responses: jump raise = weak
new suit = forcing over 2+ level overcall by unpassed hand if not game bid; otherwise non-forcing constructive
cuebid = forcing, typically invitational or better raise
jump cuebid = mixed raise
balancing seat 1NT = 11-14 HCP
balancing seat 2NT = 19-21 HCP
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP, balancing seat 11-14 HCP
Responses: NT opening responses
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
natural, weak
new suit = forcing
unusual 2NT, lowest two unbid suits
Reopen: weak, preempt
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
direct cue bid = Michaels (over 1M, shows other major and either minor; over 1m, shows both majors)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy (2C = both majors, 2D = one major, 2M = 5M 4+m)
over weak NT BUPH (min is less than “good 13”), dbl is penalty
over strong NT or BPH, dbl is 4 card major with longer minor
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
takeout doubles through 4H
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C or 1C-1D: 1NT or 2NT = 5+5+ minors, dbl = 5+5+ majors
Over 2C or 2C-2D: 2NT = 5+5+ minors, dbl = 5+5+ majors
Over either, if a cuebid is needed, use NT
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
new suit forcing 1 level BUPH
redouble implies no fit
1m (dbl): 2NT = inv+ raise, 3m = weak raise, 2m = 6-9 raise
over 1M opening: transfers, Bergen raises (3X = 4M raises)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/LOW	3rd/LOW	
NT	4th best, high from 3 small, high/2 <sup>nd</sup> from 4 small	Same; low from 3+ small if not supported	
Subsequent	Attitude	Attitude	
Other: vs. 5+ level suit contract, with AK, lead K which asks for count			
If partner bid a suit and you raised, with 3 small cards (10 counts as an honor vs NT only), lead highest			
In middle of the hand, allowed to lead low from 3+ worthless if one thinks that denying a doubleton is more important			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); A(+)	AKx(+)	
King	KQ(+); AK	KQ; KQx; KQJ(+); KQT(+); AK	
Queen	QJ(+)	QJ; QJx; AQJ(+); QJT(+); QJ9(+)	
Jack	JT(+); KJT(+)	JT; JT <sub>x</sub> ; KJT(+); AJT(+); JT9(+); JT8(+)	
10	T9(+); KT9(+); QT9(+)	T9; T9 <sub>x</sub> ; AT9(+); KT9(+); QT9(+); T98(+); T97(+)	
9	9 <sub>x</sub>	9 <sub>x</sub>	
Hi-X	S <sub>x</sub>	S <sub>xx</sub> ; SS <sub>xx</sub> ; S <sub>x</sub>	
Lo-X	3rd from even, low from odd	H <sub>xx</sub> S(+), xxxS <sub>x</sub> (+); H <sub>x</sub> S; T <sub>x</sub> S	
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	S/P	S/P
3	S/P		
1	Lo/Hi = ENC	Lo/Hi = E	Lo/Hi = ENC
NT 2	Lo/Hi = E	S/P	S/P
3	S/P		
Signals (not in Trumps): Upside-down count and attitude.			
Standard Suit Preference. Trump suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
may be light with classic shape			
cuebid = forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles thru 4H (if 1S opening, thru 4D)			
Responsive Dbl: After T/O Dble thru 4H; after o/call			
Support Dbl, Support Rdbl			
maximal double over established 8+ card major fit			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> USBF
<b>PLAYERS:</b> Nicole Qian & Helen Chow
<b>EVENT:</b> Rona Cup 2025 Youth Team Championships
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF
natural, 5 card majors
1N semi-forcing over major opening
Longer Minor - 1C if 3-3 minors
1NT Opening: 15 - 17
Over 1M opening, 3C jump is 7-9, 4+ support. 3D jump is 10-11, 4+ support. 3M is 0-6, 4+ support.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
3NT Opening = gambling
Weak jump shifts by unpassed hand
Fit-showing jump shifts by passed hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
unusual vs unusual
2 way nmf, fourth suit game forcing
third suit game forcing
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	12+ HCP; 3+ clubs	weak jump shift; 2NT: 10-11 HCP balanced; 2C: inv+ support, forcing; 3C: 0-5; 3NT: 12-15 HCP balanced	After 2C: 2NT and 3C are non-forcing, everything else is game-forcing (2D 4+cd, 2H/2S stopper)	negative double, fit-showing jump shifts by passed hand, weak jump shift by unpassed hand
1♦		3	4H	12+ HCP; 3+ diamonds	weak jump shift; 2NT: 10-11 HCP balanced; 2C: 2/1 game forcing, natural; 2D: inv+ support, forcing; 3D: 0-5; 3NT: 12-15 HCP balanced	After 2D: 2NT and 3D are non-forcing, everything else is game-forcing (3C 4+cd, 2H/2S stopper)	Same as above
1♥		5	4H	12+ HCP; 5+ hearts	1NT: 5-11 HCP semi-forcing; 2C/2D natural, 2/1 GF; Jacoby 2NT: 4+-cd support, GF; 2H: 6-9 HCP, 3 cd support; 3C: 6-9 HCP, 4+ cd support; 3D: 10-11 HCP, 4+ cd support; 3H: 0-5 HCP, 4+ cd support; 4H: to play; 3S/4C/4D: splinter	After Jacoby 2NT: 3C/3D/3S singleton or void; 3H 16+ HCP, denying shortness; 3NT: 14-15 HCP, denying shortness; 4C/4D: natural, 5+ cd with 2+ of AKQ, promises controls in side suits; 4H: 12-13 HCP, denying shortness After 2H: 2S/3C/3D natural, game try	cue bidding opps suit: LIM+ if open in third/fourth seat: 2C Drury 3+ SUPPORT (then 2D game interest, 2H no game interest); TRF over opp's X, jump raise WK
1♠		5	4H	12+ HCP; 5+ spades	1NT: 5-11 HCP semi-forcing; 2C/2D/2H natural 2/1 GF; Jacoby 2NT: 4+ cd supp, GF; 2S: 6-9 HCP, 3 cd supp; 3C: 6-9 HCP, 4+ cd support; 3D: 10-11 HCP, 4+ cd support; 3H: non-forcing, weak 6+ hearts; 3S: 0-5 HCP, 4+ cd support; 4C/4D/4H: splinter; 4S to play	Same as above	Same as above
INT			4H	15-17 balanced	3C: puppet STAY ask for 5M; 2D/2H: TRF, 5+ cd; 4D/4H: TRF 6+ cd; 2S bal INV or clubs; 2NT TRF to diamonds (6+ cd); 3D 5+5+ minors game-forcing; 3H 3=1=(54); 3S 1=3=(54)	After 2C-2D: 3H/3S 4 cd in bid major, 5+ cd in other maj FG After 2S: 2NT bottom of range (then 3C is to play), 3C top of range After 3C: 3D: no five cd maj, may or may not have four cd maj; 3H/3S: five cd maj	15-18 direct overcall, 11-14 balancing overcall If they interfere over natural 1NT: systems on if non-penalty X or 2C(unless both majors) or 2D showing one major, Lebensohl over other 2D/2H/2S
2♣	x			22+	2D waiting	2H/2S: 5+; 2NT: balanced; 3C/3D: natural	
2♦/2♥/2♠		6		4-9 HCP NV 5-10 HCP V	Ogust (2NT): asking; new suits forcing and natural	After 2NT: 3C: min with 0-1 of AKQ in preempt suit; 3D: min with two of AKQ in preempt suit; 3H: max with 0-1 of AKQ; 3S: max with two of AKQ; 3NT: AKQ	
2NT				20-21 HCP balanced	3C: STAY; 3D/3H: TRF, 5+ cd; 4D/4H: TRF, cd	After 3C: 3D: no four cd maj; 3H/3S: 4+ cd maj	
3♣/3♦/3♥/3♠		7		5-10 HCP	natural		
3NT				gambling: 7+ solid minor suit	quantitative 4NT, 4/5m pass or correct, 4M to play		
4♣/4♦/4♥/4♠		8		4-10	natural, 4NT: Roman Key Card 1430		
4NT						<b>HIGH LEVEL BIDDING</b>	
5♣						Roman Keycard Blackwood 1430	
5♦						Exclusion Blackwood 0314	
5♥						DEPO (X = E, P = O) over 5 trump suit or higher; DOPI and ROPI under 5 trump suit but actually O=0/3, I = 1/4, next step=2 no Q, next step = 2 and Q	
5♠						Nonserious 3NT; last train	