

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise; Jump Cue = 7-9HCP 4+ raise
New Suit: Non-jump = NF CONST at 1 or 2 level, F at higher; Single jump = F NAT
Passed hand jumps = fit
⋄
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Position Live = 15 – 18, promise stoppers
Responses: Systems on (bid as if INT opened)
4 <sup>th</sup> Position Reopening = 11 – 14, promise stoppers
Responses: Systems on, Range STAY (3 ranges)
(1♠) - P - (2♠) - 2NT = 2 suited Sandwich NT by PH
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO (5-10 HCP, sound when vul), new suits F and systems on
2NT = 2 lowest suits (20-21 in balancing seat)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) - 2m = 55 MM; (1M) - 2M = 5oM+5m
2♣ after 1♣ opening = 55M
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = pen vs WK (contains good 13)
Other X = 4M and 5+m
2♠ = MM (usually 54+)
2♦ = M (usually 6+)
2M = M + m (usually 54+)
2NT = mm (usually 55+)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O through 4♥; 2NT = 16-18 ; leaping michaels
(2♦)-3♦ = MM; (2M)-3M = stopper ask; 4♣/4♦= ♣/♦ + M, F
(2M)-4M mm strong, (2M)-4NT= mm no slam interest
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
vs 1♠: X= MM; 1NT = mm
vs 2♣: X = MM; 2NT = mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+
⋄
after 1c/d/h/s-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	3rd/Low	
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: vs NT: K=Count/Unblock			
vs Suit: Lead of K from AK suggests AK tight; 5lvl+: K asks for count			
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			
Declarer's Trick 2 lead in NT (unless CT needed): Lo=ENC opening lead suit			
*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=takeout			
1♦ - (1♥) - X = exactly 4cd ♠. if 5+S bid 1S			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O DBL thru 4♣; after o/call thru 4H			
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 4♥.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: USBF</b>
<b>PLAYERS: Ava <u>Donnellan</u>, Kyra <u>Helmbold</u></b>
EVENT Junior U26 Women's
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
NAT 5-card Majors, open longer minor if 4+ cards in both.
2/1 GF
2♦/♥/♠ =WEAK
1st/2nd/3rd NV open most 11-counts; V open all 12-counts
1NT = 14+-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M - 3♣ = 3-card INV
1M - 3♦ = 4-card INV (including bad GF)
Unusual vs unusual (lower cue = lower suit)
1M – 2N = 4-card GF
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

		min	neg ativ e X thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/10-12/13-15 HCP 1M=4+M; 2♣=5+♣, INV, F1 2♦= 0-6, 6+♦ 2♥= 0-6, 6+♥ 2♠= 0-6, 6+♠ 3M = NAT WK	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=weak, 2♠= 4+ INV, 3m = 4+ 7-9 HCP Over 1N: 2♣= MM
1♦		4	4♥	11-21 HCP	Same. 2♣=5+♣, FG. 3♣=NAT INV	Same	Same
1♥		5	4♥	11-21 HCP	1NT=Semi-F; 2♣=2+ ♣FG; 2♦=5+ GF; 2♥=6-10 HCP, 3+♥; 2♠= 6+♠ less than INV; 2NT=4+♥, FG; 3♣=3+♥ INV; 3♦=4+♥ INV; 3♥=7-9 HCP, 4+♥; 3♠=9-12HCP ANY SPL; 3N=♠SPL; 4m=SPL	After 1♥-2♥: New suit NAT G/T usually After 1♥-2♠: 2N = ASK 4SFG After 1♥-1N-2N: 3m/3♥=TFER, 3♠= ♣ After 1♥-1N-2m: 2♥=5-11, 2♠= INV+ in m; 3m=7-9HCP with support	By PH: 2♣=8+ HCP SUPP, 2N=4+ INV max Over X: Transfers, 3M = 7-9 HCP, 4+ ♥; 3M-1 = WK, 4+ ♥ Over comp: 2N always 4+ INV+
1♠		5	4♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=9-12HCP ANY SPL; 4♥=SPL, 3♣=3+♠ INV; 3♦=4+♠ INV	same	same
1NT				13+-16; 14+-17 3rd-vul/4th BAL, may have 5M or 6m	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = ♦ or wk 5/5m; 3♣ = 5c major ask; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45); 4♣ = gerber(A 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 MM) 1N-(2♦/♥/♠): 2N = LEB 1N-X(PEN): xx= scrambling
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♠ = positive 5+ in suit	After 2♣-2♦: 2♥ = TFER 2♣ After 2♣-2♦-3M: 5+♦ and 4M	Over X: XX=bust, Pass=values Over comp: X=bust, Pass=values
2♦				PRE; 4-9HCP	2NT= ASK; new suit = F; 4♣ = pre-empt KC	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	After 2M-(X): XX = values, 2N =relay to 3♣, new suit non-jump lead direct, jump shift forcing
2♥		5/6		Same	Same	Same	Same
2♠		5/6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = m or mm, forces 3N		
3♣		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♦ = preempt KC		
3♦		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♠ = preempt KC		
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	*					<b>HIGH LEVEL BIDDING</b>	
						RKCB: 1430, specific K ask afterwards; Exclusion Keycard: 01122 (same as preempt KC)	
5♣		8		To play		Preempt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
5♦		8		To play		Over COMP over KC: if lower than our suit, X/XX = 0, P = 1, next steps	
5♥		8				if same or higher: X/XX = even, P = odd	
5♠		8					