

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = 8 to 17-
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
Jump Cue-Bid = 7-9 points 4+ trump
New Suit = 2 Level NF constructive, 1 Level 1 round F
Balancing Position: Same
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Position = 15 - 18
Responses: Bid as 1NT opening
4th Position = 11 - 15
Responses: Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit : Natural;
Responses - New suit = forcing
Jump to 2NT = two lowest unbid
Reopen: balancing jump to 2 = intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m = Ms (1M)-2M = OM & unknown minor; note 1
VS. NT (vs. Strong/Weak; Reopening; PH)
vs Strong double = 4M + long m; vs weak double = penalty
2C = Majors
2D = 1 Major
2H = H + minor
2S = S + minor
2NT = minors
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout doubles thru 4H; direct cue-bid = stopper ask; 2M-4m = OM + m, 2D-4D = M, 3C-4D = D + M, 3X-4M = M
(2x) - x - (p) - 2NT = relay to 3C; note 2
2NT = 15-18, Systems on
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Majors
1NT = Minors
Other suits = Natural
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1-level ; Redouble = 10+
Jump shift weak, transfers over 1M - X starting at 1NT to 2M-1
Double Jump = Splinter / 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/LOW		
NT	4 th (2nd from 4 small)	Same	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	Broken 3-card sequence, asking for attitude	
King	AK, KQ(+), 5+level count	Unblock or count	
Queen	QJ(+), Qx	Attitude; QJ(+), KQ(+), Qx	
Jack	(K)J10(+), Jx	(K)J10(+), Jx	
10	(H)109(+), Tx	(H)109(+), Tx	
9	9x	9x, 98x, 9xx	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS, HHxS, HxxSx	
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*		
3	S/P		
1	Lo/hi = ENC	Lo/hi = E*	Lo/hi = ENC
NT 2	Lo/hi = E*		
3	S/P		
Signals (including Trumps):			
Trump = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
General Style = 12+; Double and bid suit = 17+			
Responses: Jump = Invitational; Cue bid = Forcing			
Reopen: could be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl: After T/O Dble thru 4H			
Negative Dbl: thru 4H: 1m-(1H)-x = 4S, 1S = 5+S			
Support Dbl: thru 2H (Higher-level double by opener = takeout and extras)			
Support Redbl: thru 2H			
Maximal with no step avail (shows upper end of range)			
Unusual over unusual: lower = lower, higher = higher			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Cecilia Ehrlichman and Katie Hwang
EVENT: U26 Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 5 card majors
Longer minor, 1C with 3-3, 1D with 4-4
1M-2NT = limit+
1NT response = semiforcing
1NT opening: 14+ to 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Clearly our hand - when we’re in a game force or limit+ raise
Interference over 2C
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11 - 21 HCP	1m-2m INV+ with 5+ clubs or 4+ diamonds; 1m-3m 7-9 points with 5+ clubs or 4+ diamonds; jump shift = 0-5 (to the two level)	1m-2m-2N F, and New suit = Stopper; forcing through 3m	cue bid = limit +
1♦		3	4♥	11 - 21 HCP	As above	3NT = Extras	As above
1♥		5	4♥	11-21 HCP	1NT semi-forcing, 5+ points; 1M-3M 7-9 points 4+ trump; 2NT = limit+ with 4+ trump		2C as a passed hand over 1M, 3+ trump support; note 7
1♠		5	4♥	11-21 HCP	as above		
1NT				14 + -17 HCP balanced	Transfers, stayman: note 6		
2♣	X			Artificial, strong - 22+ HCP	2♦ waiting	Cheaper minor = second negative thru 3♦	natural
2♦		6	4♥	5-10 HCP	2NT = Feature ask 4C = keycard	2H=relay to 2S, 2NT = 24+; Note 9	natural
2♥		6	4♥	5-10 HCP	As above	3NT = AKQxxx	
2♠		6	4♥	5-10 HCP	As above		
2NT			4♥	20-21 HCP balanced	Transfers; stayman note 6		
3♣		7	4♥	Preemptive	New suit forcing 4D = keycard		
3♦		7	4♥	Preemptive			
3♥		7	4♥	Preemptive			
3♠				Preemptive			
3NT				solid minor	any minor bid is pass or correct		
4♣				preemptive	4C = A ask		
4♦				preemptive			
4♥				preemptive	4S = Nat		
4♠				preemptive			
4NT				quantitative			
5♣				preemptive		HIGH LEVEL BIDDING	
5♦				preemptive		KCB 1430	
5♥				preemptive		queen ask next available over 4N response, next step king ask	
5♠				preemptive		4C over NT A ask	
						interference over KC response, x = 1/4, p = 3/0, next step = 2/5 no Q, second step = 2/5 with Q until 5H, then x = even pass = odd	

Note 1: Michaels Cue Bids:

(1♣) - 2♣

(1♦) - 2♦

Both majors 5(+) / 5(+)

(1♥) - 2♥ = 5♠ + 5 minor

(1♠) - 2♠ = 5♥ + 5 minor

HCP split range less than 11 or 15+

For 12-14 overcall higher ranking suit

Note 2: Lebensohl

Vs. double of opp's weak 2s or simple raise

NF 2-level new suit bids are weak. 2NT Forces 3♣. Responder may now pass or make a minimum bid in a suit,. 3-level new-suit bids are inv.

Vs. NT interference

NF 2-level new suit bids are weak. 2NT Forces 3♣. Responder may now pass or make a minimum bid in a suit, 3-level new-suit bids are forcing.

Bidding Lebensol and then bidding 3NT shows a stopper, bidding directly denies a stopper.

Direct cue-bid is stayman with no stopper. Cue-bid after Lebensohl shows stopper.

Regular systems on over X, 2C, 2N.

Not on over 2♣ / 2♦ showing both majors

2♥ = limit+ with ♣

2♠ = limit+ with ♦

3m = natural, weak

X = sets up penalty

2NT = minors

3M = stopper

3NT = to play

Over Reverses

Weak hands bid cheaper of 2NT or 4th suit

Rebidding responder's major could be any range.

Note 3: Woolsey

Vs. a strong NT:

Double = 4-card major and a longer minor

2♣ = pass-or-correct

2♣ - 2♦ - 2♥ = pass-or-correct

2♦ asks opener to bid their major

2♦ - 2M - 2N asks opener to bid their minor

All other bids are natural

Vs. a weak NT

Penalty double

Vs. any NT

2♣ = at least 5-4 in the majors

2♦ asks opener to bid their better/longer major

2N = Natural, invitational

3♣ or 3♦ = Natural, constructive

2♦ = one 6-card major

Any major suit bid is "pass-or-correct"

2N = values and forcing

3♣/3♦ = natural and constructive

2♥/S - major + minor

2♠ (over 2♥) = natural

2N shows values, asks for clarification

3♣ or 3♦ establishes minor, nothing special to say

Rebidding the original major shows six

3 other-major / 3N shows secondary clubs / diamonds with extras

3♣ (or 4♣, or 5♣) is pass-or-correct

3♦ is an invitational raise of the major

4♦ is a slam try in the major

2NT - at least 5-5 in the minors

Note 4: Responses after NT rebid

2C = relay to 2D

2D = artificial game force

Note 5: RKCB (4NT asks for 5 keycards, 4 Aces + King of Trumps)

Responses:

5♣ = 1 or 4

5♦ = 3 or 0

5♥ = 2 or 5

5♠= 2 or 5 + Queen of Trump
5NT= 2 + a void
6 new suit= 1/3 + a void in that suit
6 trump suit= 1/3 + a void in a higher ranking suit

Opener's responses
5NT = all keycards, asks for kings
6 of the suit denies all keycards

Note 6: Responses to 1NT and 2NT opening

1NT Opening 14+-17 HCPs bal

a) Stayman
1NT - 2♣
2♦ = no major
2♥ = 4♥
2♠ = 4♠
Same for 2NT - 3♣

b) Transfers + range ask
1NT
2♦ = 5+ H
2♥ = 5+ ♠
2♠ = minor transfer or size ask; then 3♣ accept, 2NT reject
2NT diamonds or weak 5-5 in the minors
3♦ promises at least honor third of diamonds or max, otherwise bid 3♣

c) other bids over 1N
1NT
3♣ asks opener for 5-card M
3♦ 5-5 minors GF
3♥ 31(54)
3♠ 13(54)
4♦ 6+ H

4♥ 6+ S
4NT quant
6NT to play

Note 7: Drury

After an opening bid of one in a major in third or fourth position, partner's 2C shows 8+ to 11 HCP and 3+ card support.

Subsequent bids:
2♦ = game interest
2 of opened major = weakest hand, sign off
2 of other major = natural, 4+ hearts
New suits = slam try
3M = 6+ 16-18
4M = To play

Note 8: Jacoby 2NT (4 card Limit Raise)

Responses:
3♣ = any min
3♦ = non-min with unspecified shortness
3M = 18+ HCP balanced / semi balanced.
3NT = 15-17 HCP semi balanced
4 level responses in a different suit show a side 5 card suit.

Note 9: Kokish

2♣ -2♦ -2♥ forces 2S; then
2NT = 25+ Balanced, Systems on
3C = hearts
3♦ = punt, could be weak, could be diamonds, opener's 3H is passable
3♥ = 6+
4♥ = 3-5
3♦ = hearts and spades game force
3♥ = hearts and clubs game force
3♠ = hearts and diamonds game force