

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1/1=NF, 2/1=NF, 2/2=F1, 3/2 = F1
5-card suit, then after 1M cue/2N = 3/4+card support INV+ & Jump Cue = Mixed Raise (4+card support NV 5-8 hcp, V 6-9 hcp)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1N = 15-18 systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except in 4 th seat then 12-15 hcp
Unusual 2N = two lowest unbid suits 55+
Reopen: 2N = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ = 55+ Majors; (1♦)-2♦ = 55+ Majors;
(1♥)-2♥ = 5+♠/5+m; (1♠)-2♠ = 5+♥/5+m
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = Penalty (UPH) 5m/4M by (PH)
2♣ =MM, 2M = 5+M & 4+m
2♦=One Major then 2♥/♠=P/C; 2N asks then 3♣/3♦ = weak♥/♠,
1m (1NT) 2♣=MM; Other 2L Natural NF
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, (2D)-3D = MM, 2M-(3M) = OM+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = Majors, 1N = minors other bids are Natural
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = points; New suit = F1; 2N/3m=system on after we open 1M

LEADS AND SIGNALS			
OPENING LEADS STYLE 4 th and 2 nd			
	Lead	In Partner's Suit	
Suit	3 rd and low	3 rd and low	
NT	4 th from honor/2 nd from bad suit or xxx/3 rd from Hxx	4 th from honor/2 nd from bad suit or xxx/3 rd from Hxx	
Subseq	Switches tend to be attitude	during the middle of the hand	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK; KQ+	KQ+ AKJ10	
Queen	QJ+	QJ+. KQ	
Jack	HJ10+; J10+	HJ10+; J10+	
10	H109+; 109+	H109+; 109+	
9	9x+	9x+	
Hi-X	Sx; xSx; xxSx; xxxxS; xxSxxx	Sx; xSx; xSxx+	
Lo-X	HxS; HxSx; HxxxS; HxSxxx	HxS; HxxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
Suit 2	Count (low=even)		Count (low=even)
3	Suit preference		
1	Attitude (low=ENC)	Count (low=even)	Attitude (low=ENC)
NT 2		Smith (high=ENC)	Count (low=even)
3			
Signals (including Trumps):			
Rev attitude and rev count (Low = Even/ENC)			
Smith vs NT (At Trick 2, high =ENC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL = generally T/O when no fit has been found			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL and RDBL through 2M			
Game Try/Maximal DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Jasmine <u>Bakhshi</u> & Caroline <u>Zhao</u>
EVENT: World Youth Bridge Championships – U26W
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, 15-17 NT, 2 OVER 1 = Game Force
2♦/♥/♠ = weak (usually six cards, 5-10 hcp)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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♣		3	4♣		2♣=4+♣ INV+; 2♦/♥/♠=weak, 3♣= Nat PRE, 3L=Nat weak	2♣/♦ CB after 1N rebid 3♣ = PUP to 3♦, 3♦ = CB after 1x-1y-2N	1m-2m (PH) = INV
1♦		3	4♣		2♦=4+♦ INV+; 2/3♥/♠= Nat weak, 3♦=Nat PRE	Same as for 1♣, 4m after 1m-2m =RKCB	
1♥		5	4♣		2N=4+♥ FG; 3♣=3♥ INV; 3♦=4♥ INV; 3♠=any SPL; 3N/4m=♠/minor VOID	2♣/♦ CB after 1N rebid; 3♣ R to 3♦ & 3♦ CB after 2N rebid,	2♣/♦ = 3/4 card INV+ raises after we open 1M (PH)
1♠		5	4♣		1M – 1NT = semi forcing if UPH 2N=4+♠ FG; 3♣=3♠ INV; 3♦=4♠ INV; 3N=any SPL; 4m/♥=minor/♥ VOID	1♥-2N then 3L=SPL, 3♥=non-min, 4m=55 1♠-2N then 3L=SPL, 3♠=non-min, 4m=55	2♣/♦ = 3/4 card INV+ raises after we open 1M (PH)
1NT				15-17 hcp can have 6m or 5M	2♣ =STAY, 2♦/♥ = ♥/♠, 2♠=♣s OR range, 2N=5cSTAY, 3♣= ♦s, 3♦=GF 5m5m, 3M=SPL, 4♣/♦ = ♥/♠, 4M = natural	2♣-2♦-3M = 4M 5+OM, New suit by responder after 2♣/3♣= SPL, 3M after 3♦=agrees minor ♥/♠=♣/♦	Transfer LEB style from 2N
2♣	X	0		22+ BAL or any Game Force	2♦ = negative or waiting	2♥ = kokish then 2♠ asks and 2N = 24+, 3♣ = ♥+♣, 3♦ = ♥+♦, 3♥ = ♥, 3♠ = ♥ + ♠ 2N= 22-23 BAL same system on as 2N opening	DBL/RDBL = 0-3 NEG
2♦		5		5-10 hcp usually 6 cards	2N (ART asking) 2M/3♣ = 5+cards NF, 3♦ natural NF, 3M = 6+ cards, FG	After 2N (ART) then 3♣ = SPL any range, = min, 3M = max SPL, 3N=max no SPL	DBL=PEN
2♥		5		5-10 hcp usually 6 cards	2N (ART asking) 2♠/3♣/3♦ = 5+cards NF, 3♠=6+cards FG	After 2N (ART) then 3m = SPL any range, 3♥ = min, 3♠ = SPL max, 3N (max no SPL)	DBL= PEN
2♠		5		5-10 hcp usually 6 cards	2N (ART asking) 3♣/♦ = 5+ cards NF, 3♥=6+cards FG	After 2N (ART) then 3m/♥ = SPL any range, 3♠=min, 3N = max no SPL	DBL= PEN
2NT				20-22 may have 6m or 5M	STAY; TRFs; 3♠=mm; 4♣/♦/♥/♠=♥/♠/♣/♦ S/T		
3♣		6		PRE – usually good 7 card suit	New Suit = F1		DBL= PEN
3♦		6		PRE – usually good 7 card suit	New Suit = F1		DBL= PEN
3♥		6		PRE – usually good 7 card suit	New Suit = F1		DBL= PEN
3♠		6		PRE – usually good 7 card suit	New Suit = F1		DBL= PEN
3NT	X			7+ card solid minor with no Side Ace or King	4♣=Pass/Correct, 4M = TO PLAY 5♣/6♣ = Pass/Correct to opener's minor		DBL= PEN
4m		7		PRE - Usually good 7+ cards	4M = 6+ cards NF, 4N=RKCB		DBL= PEN
4M		7		PRE - Usually good 7+ cards	4♠ = TO PLAY (6+cards), 4N=RKCB		DBL= PEN
4NT	X				minors		
5♣		7		PRE - Usually good 8 card suit		HIGH LEVEL BIDDING	
5♦		7		PRE - Usually good 8 card suit		4N=RKCB (1430), After 5♣/♦ response, then next step excluding trumps asks for Queen of Trumps & step two asks for Kings. Bid cheapest King. R0D1, D0P1	