

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit: Non-jump = F unless passed hand Single jump = NF NAT
Passed hand jumps = fit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 18, promise stoppers
Responses: Systems on (bid as if 1NT opened)
4 th Position Reopening = 11 – 16, promise stoppers
Responses: Systems on, Range STAY (2 ranges)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive; Response: 2NT = OGUST; new suit forcing
2NT = 2 lowest suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) - 2M = 5oM+5m
2m after 1m opening = 55M
3m after 1m opening = NAT PRE
3M after 1M opening = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X = pen vs WK (contains good 13)
Other X = 4M and 5+m
2♣ = MM (usually 55+, could be 54 if non-vul)
2♦ = M (usually 6+)
2M = M + m (usually 54+)
2NT = mm (usually 55+)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4♥ or power; 2NT = 16-18
(2♦)-3♦ = MM; (2M)-3M = Michaels; (2M)-4m = 5oM and 5m
(2m)-4m = Leaping Michaels; (3m) - 4om = 5om and 5M strong
(2M)-4M mm strong, (2M)-4NT= mm
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣ : X= MM; 1NT = mm
vs 1♦ : 2♥ = MM weak; 3♦ = MM strong
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+
after 1M-(x): 2NT = 4-card LIM+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	2nd from 3+ bad (9xx) 4th from 4+ w/ H (Txxx)	
Subseq	Attitude	Attitude	
Other: vs NT: A,Q is power lead; reverse smith echo at trick two			
vs Suit: 5lvl+: A asks for attitude, K asks for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	AK, KQ, KQ109x(+), KOJ(+)	KQJ, KQ109(+), KQJ10(+)	
Queen	QJ, QJx(+), Qx	QJx, Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, Jx	
10	109,10x, 109x(+)	10x, 109x(+),Q109x(+), AT9x(+), K109x(+)	
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): S/P			
*Hi/low = E present count if a card has already been played in the suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1♥ - (1♠) - X = 4-4m			
1♦ - (1M) - X = exactly 4cd oM			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive DBL thru 4♦ shows 4oM			
SUPP DBL through 2M			
After (1x) - 1y - (1z): X=5+ in 4th suit, w/ Hx or xxx(+) in partner's suit			
After (1x) - 1/2y - (x) - y: X=max range INV			
Negative DBL through 2♥			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: USBF
PLAYERS: Sharon <u>Chu</u>, Jessie <u>Cai</u>
EVENT Women U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NAT 5-card Majors
2/1 GF
2♦/♥/♠ =WEAK
1st/2nd/3rd NV open many 11-counts; V open many 12-counts
1NT = 14-16 (1st,2nd,3rd NV), 14+-17 (3rd V, 4th)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M - 3♦ = 4-card MIXED RAISE
Unusual vs unusual (lower cue = lower suit)
1M – 2N = 4-card FG
1M - 3♣ = 4-card LIMIT RAISE
3NT = Solid 7 card minor, no outside A/K in 1st/2nd
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	2♥	11-21 HCP	1NT/2NT/3NT: 8-10/11-12/13-15 HCP 1M=4+M; 2♣=5+♣, INV+ F1 2♦= 6+D WK 3-7 HCP 2♥= 6+♥ WK 3-7 HCP 2♠= 6+♠ WK 3-7 HCP 3C = 5+C, mixed 3M = NAT WK	After 1♣-1M-1N: 2♣=PUP 2♦, 2♦=FG; 4SFG; After 1♣-1M-2M: 3M=blocking NF; 2NT/3X = NAT G/T After 1♣-1M-2N: 3♣=PUP 3♦ to S/O, 3♦=checkback w/ 5M GF	Over X: XX=10+ HCP, 2N=weak, 2♠= 4+ INV, 3m = 4+ 7-9 HCP Over 1N: 2♣ = MM
1♦		4	2♥	11-21 HCP	Same 3C = 6+C, NAT INV	Same	Same
1♥		5	2♥	11-21 HCP	1NT=F if 1st/2nd seat, Semi-F if 3rd/4th; 2♣=2+ ♣ GF; 2♦=5+ GF; 2♥=6-9 HCP, 3+♥; 2♠= 6+♠ less than INV; 2NT=4+♥, FG; 3♣=4+♥ 10-11 HCP; 3♦=4+♥ 7-9 HCP; 3♥=0-6 HCP, 4+♥; 3♠=4+♥, ANY SPL, INV; 3N=♠SPL GF; 4m=SPL	After 1♥-2♥: New suit NAT G/T usually After 1♥-2♠: 2N = ASK 4SFG, exception: 1♥-1♠-2♦/2♥-2♠ = FG w/ 4+♠ After 1♥-1N-2N: 3♣=relays to 3♦, NF; 3♦=GF; 3♠ = NAT GF After 1♥-1N-2m: 2♥=2♥ 6-9 HCP or 2♥ 4-5 HCP; 2♠ = max, SUPP in m ; 3m=7-9 HCP with support; 3♥= 3♥, 10-12 HCP	By PH: 2♣=10-11 HCP SUPP, 2♦= 6-9 HCP SUPP, 2N=4+ INV max Over comp: 2N always 4+ INV+
1♠		5	2♥	11-21 HCP	Same; 2♥=5+♥ FG; 3♥=NAT INV; 3N=INV ANY SPL; 4♥=SPL	same	same
1NT			2♥	14+-17 BAL, may have 5M or 6m or singleton Honor	2♣ = STAY; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK/♠; 2N = mm/♦; 3♠ = ASK for 5M suit; 3♦ = 55mm GF; 3♥/♠ = 13(45)/31(45) GF; 4♠ = Ace ASK, 4N = Quant	1N-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) FG 1N-2♠: 2N = ANY MIN, 3♠ = ANY MAX 1N-2N: 3♣=Prefer ♣, 3♦= Prefer ♦	Systems on over X 1N-(2♣/2♦/♥/♠): 2N = LEB 1N-X(PEN): 2x = 4x4x+1; XX = single suit(5+), P = to play
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/3♣/3♦ = 6+ in suit, 2 of top 3 OR 3 of top 5, 8+HCP	After 2♣-2♦: 2♥ = relay to 2♠ (♥ or 25+HCP) After 2♣-2♦-3M: 5+♦ and 4M	Over comp: X=bust, Pass=promise A or K or 5+HCP New suit = NAT good
2♦				PRE; 4-10 HCP	2NT= ASK; new suit = F; 4♣ = preempt KC	After 2NT: 3♣/♦/♥/♠=bad/bad, bad hand/good suit, good hand/bad suit, good/good	
2♥		5/6		Same	Same	Same	Same
2♠		5/6		Same	Same	Same	Same
2NT				20-21 BAL	3♣ = STAY; 3♦/♥/4♦/♥ = TRF; 3♠ = both m OR single m slam try, Relays to 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♥		6/7		4-10 HCP NV, 6-10 VUL	Same		
3♠		6/7		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	*					HIGH LEVEL BIDDING	
5♣		8		3/4/5 losers (V/NV;equal vul;NV/V)		KCB: 1430, specific K ask afterwards; Exclusion Keycard: 0314	
5♦		8		3/4/5 losers (V/NV;equal vul;NV/V)		4m+1 is KC for m Preempt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
5♥		8				Over COMP over KC: if lower than our suit, X = 03, P = 14, +1 = 25 w/o Q +2 = 25 w/Q	
5♠		8				if same or higher: X = 024, P = 13	