

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: usually 5+ cards, occasionally 4; 8+HCP NV or 10+HCP V
2 level: usually 5+ cards, occasionally 4; 10+HCP NV, or 12+HCP V
HCP may be lower with good suit quality (for lead-directing purpose)
Advancer raises overcall suit to 3 level with 4 card support <9HCP
Cue-bid by advancer is good raise in overcall suit, or shows big hand
Weak new-suit free bid by advancer; often shows misfit in overcall suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 1NT overcall is 15-18HCP balanced, may have 5 card major
Systems on after 1NT overcall
Balancing 1NT overcall in fourth seat promises 15-17HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Michaels 2NT
Weak Jumps
Leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy defense to strong NT: 2♣ - at least 5/4 both M
2♦ - weak 1 major , 2♥/2♠ - natural
2NT – both minors
DONT in balancing overcall of strong 1NT
Direct double of strong 1NT: penalty oriented, may be balanced 16-19
Direct double of weak 1NT: balanced 15+ HCP, may have 5M
Balancing take-out double in 4 th seat of weak 1NT
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = take-out at 3-level, penalty at 4-level
Leaping Michaels 2-suiter
Cue-bid = forcing to game
3NT = to play at 3 level, may have long minor. 2NT = 15-18BAL
Lebensohl 2NT after take-out by partner over a weak 2 shows weaker hand
Lebensohl 2NT after interference by opps over 1NT opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
over strong 1♣ opening CRASH
over strong 2♣ opening CRASH
OVER OPPONENTS' TAKEOUT DOUBLE
1M-(x)-2M/3M/4M=weak raises; 2NT=limit raise; 3♠/3♦=Bergen
Raises; 1M-(x)-xx=10+HCP; 1M-(x)-1NT=F1(semi)
1♠-(x)-2♥=3+S supp constructive; 1♥-(x)-2♦=3+H supp constructive
After original pass:1♠-(x)-2♣/2♦=Drury; 1♥-(x)-2♠=Drury; 3♠/3♦=nat

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Usually 4 th /3 rd from honor	Same	
NT	4 th from honor,	Same	
Subseq			
Other: 2 nd /4 th leads thru declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax	AK(+); Ax	
King	AK(+); KQ(+); Kx	AK(+); KQ(+); Kx	
Queen	AQJ(+); QJ(+); Qx	AQJ(+); QJ(+); Qx	
Jack	AJT(+); KJT(+); JT(+); Jx	AJT(+); KJT(+); JT(+); Jx	
10	AT9(+); KT9(+); QT9(+); Tx	AT9(+); KT9(+); QT9(+); Tx	
9	9x	9x	
Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)	
Lo-X	HxxS(+);HxS	HxxS(+);HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
Suit 2	CNT hi=odd		CNT hi=odd
3			
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
NT 2	CNT hi=odd		CNT hi=odd
3			
Signals (including Trumps):			
S/P signal when dummy is singleton or void			
UDCA Low cards encourage or show an even number			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out double usually with classic shape after 1M			
Take-out double may not have classic shape after 1m			
Balancing take-out double in 4 th seat promises 8-12 or 16+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Standard negative doubles through 4♥			
Support doubles through 2♠			
Frequent non-penalty doubles through 4♥			
Responsive doubles through 3♠			
Maximal doubles			
Step response to Cue-bid after double is a Herbert Negative Bid			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Philippine Tournament Bridge Association (PTBA)
PLAYERS: Homer Franz De Vera – Jensine Nika Francisco
EVENT: 23rd APBF Youth Teams Championships 2019
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive openings/overcalls, especially under favourable vulnerability or if in 3/4 seat
Mild pre-empts at 1/2 seat, may be aggressive at 3/4 seat
2/1 game forcing, with many gadgets
Usually Open 12+HCP V or 11+HCP NV using Rule of 20, may be lighter if in 3/4 seat or favourable vulnerability
better minor; 1♠/1♦ shows 3+
inverted minor raises, with limit raise jump in other minor, followed by frequent NT probes
5-card majors, with comprehensive system of raises
Stenberg 2NT game force shows 4+ major fit and 12+HCP
1NT is balanced 15-17 HCP rarely with a 5+ major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Comprehensive system of Major and Minor raises
Strong GF jump shifts (16+HCP)
Michaels two-suited overcalls
Multi 2♦ (weak 2M)
2♥/2♠: 5+ major and 4+ minor 5-11 HCP
4♣/4♦ NAMYATS Opening
Special Escape Bids after 1NT-x or 1NT-P-P-x
New Minor Forcing F1 / 4 th Suit Forcing GF
Reverse Drury after 1M opening in 3/4 seat
Special Defense against Multi 2♦
SPECIAL FORCING PASS SEQUENCES
After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive.
If game force is established, forcing pass may apply over opponents' high level intervening bids.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
We often bid games aggressively, w/ good fit and 50+% probability
We often bid small slams aggressively, on 50+% probability.
We use Losing Trick Count for hand evaluation with a clear suit fit.
PSYCHICS: rare

BID	ARTI-FICIAL	MIN #	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 5+HCP F1; jump shifts(except 2♦)=5+ suit 16+HCP GF w/ no 4+M & no 5+C: 1NT=6-10HCP; 2NT: 10-11 invitational; 3NT=12-15HCP w/ no 4+M & 5+C: 2♣=GF; 2♦=limit raise; 3♠=5-9HCP	
1♦		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 5+HCP F1; jump shifts(except 3♣)=5+ suit 16+HCP GF w/ no 4+M & no 5+D: 1NT=6-9HCP, 2♠=4+m 10+HCP F1; 2NT: 10-11 inv; 3NT=12-15HCP w/ no 4+M & 5+D: 2♦=GF; 3♣=limit raise; 3♦=5-9HCP	
1♥		5	5+H, 11-21 HCP	fit: 2♥=constructive; 3♥/4♥=pre-emptive or weak shapely supp; 3NT=bal 3 card supp 13-15 1♠=4+S 6+HCP F1; 1NT=F1(semi); 2m=4+m GF; 2♠=5+S 16+HCP 2NT=Stenberg GF; 3♣/3♦=Bergen Raises	After 1♥-2♥: 2♠*=short suit; 2NT*=help ask in spades; 3♣/3♦=help ask; 3♥=game try; jump new suit=cue bid After 1♥-3♥: new suit=cue bid Passed hand reverse Drury
1♠		5	5+S, 11-21 HCP	fit: 2♠=constructive; 3♠/4♠=pre-emptive or weak shapely supp; 3NT=bal 3 card supp 13-15 1NT=F1(semi); 2♥=5+♥ GF; 2m=4+m GF; 3♥=5+H 16+HCP 2NT=Stenberg GF; 3♣/3♦=Bergen Raises	After 1♠-2♠: 2NT*=short suit; 3♣/3♦/3♥=help ask; 3♠=game try; jump new suit=cue bid After 1♠-3♠: new suit=cue bid; Passed hand reverse Drury
1NT		NA	Bal 15-17HCP, no 5+M	2♠=Stayman (does not promise 4M); 2♦/2♥=Jacoby Major Suit transfer 2♣=Minor Suit Stayman GF; 2NT=relay to 3♣ pass or correct 3♥/3♠=asking for stop in suit bid 4♣=5/5 majors GF, no slam; 4♦/4♥=high transfers; 4♠=minors; 4NT/5NT=Quantitative	Super-accepts after major transfer After major transfer: new suit=2 nd suit GF, jump new suit=CB slam try After 1NT-2♠: 2NT=no 4 card m; 3♣=4 card♣; 3♦=4 card♦ denies 4 card♣ 3♥=5/6 card ♣; 3♠ = 5/6 card ♦
2♣	Art	NA	Strong 22+ HCP or strong shapely hands covered by Rule of 25 or Rule of 29 if <22 HCP	2♦=positive GF; 2♥=negative; 2NT=bal 8-10HCP 2♠/3♠/3♦/3♥= 5+ suit, headed by 2 of top 3 honors 3♠= 5+ cards in unknown suit headed by AKQ	After 2♣-2♦: 2♥, 2♠/3♠/3♦=natural suit; After 2♣-2♥: 2♠=artificial GF
				After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive	After 2♣-3♠, 3NT asks for suit, responder bids the suit below
2♦	Art	NA	weak 2M	2♥/3♥=NF relay (pass or correct); 2♠=NF relay (pass or correct), inv in 2NT=asking bid; 3♣/3♦=nat, long self-sufficient suit GF 4♠=bid suit below major; 4♦=bid major; 4♥/4♠=to play	
2♥	Art	5	5+H&4+m; 5-11HCP	2NT=forcing relay; 2♠/3♠/3♦= nat; 3♥/4♥=pre-emptive; 3♠/4♠/4♦= cue bid	
2♠	Art	5	5+S&4+m; 5-11HCP	2NT=forcing relay; 3♠/3♦/3♥= nat; 3♠/4♠=pre-emptive; 4♠/4♦/4♥= cue bid	
2NT		NA	20-21; Balanced	3♣= Puppet stayman; 3/4♦/♥=transfer to ♥/♠; 3♠=minor suit stayman; 3NT=transfer to ♣ pass or correct to ♦; 4♣=5/5 both majors, no slam interest; 4♠:minors	
3♣		6	Normal pre-empt		
3♦		6	Normal pre-empt		
3♥		6	Normal pre-empt		
3♠		6	Normal pre-empt		
3NT	Art	7	Gambling 3NT in Minor	4/5/6♠=pass or correct; 4♦ forcing; 4♥/4♠ to play	
4♣	Art	NA	7.5-8.5 tricks in ♥	4♦: slam interest ; 4♥ to play	HIGH LEVEL BIDDING
4♦	Art	NA	7.5-8.5 tricks in ♠	4♥: slam interest ; 4♠ to play	Redwood 4♦ 1430 RKC in ♣, 4♥ 1430 RKC in ♦
4♥		8	Normal pre-empt		w/ explicit or implicit suit agreement: 4NT= RKCB 1430
4♠		8	Normal pre-empt		w/o suit agreement: 4NT=RKCB 1430 on last bid suit
4NT	Art	NA	Specific Ace-Asking	5♣: no ace; 5♦/5♥/5♠/6♣: one ace only , in the suit bid, 5NT: 2 aces	
5♣		8	Normal pre-empt		After major fit established, 5-level raise is a general slam try
5♦		8	Normal pre-empt		After 4NT; Response of 5NT is 2 keycards with void; 6C*=one KC with void
5♥		8	Normal pre-empt		In case of intervention: DOPI (or ROPI) for counting step responses
5♠		8	Normal pre-empt		