

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level simple overcall = 7 to 18 HCP
Cuebid = invitational raise or better
Jump Cuebid = Mixed raise
Jump Raise = Preemptive
New suit at 1 & 3 level is forcing
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
Direct: 15-18 HCP
Balancing: 11 - 16 HCP
Responses: bid as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump to 2NT: 2 lowest unbid suits
Jump overcall in suit: Preemptive
Reopen: good hand, 6+ card suit; 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cuebid = Michaels
Jump Cuebid in Major = ask partner to bid 3NT with stopper

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx(+)	
King	KQ; AK; KQ109x	KQJx; KQT9x	
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)	
10	109;109x(+); H109x(+);10x	109;109x(+); H109x(+);10x	
9	9x; 98x(+)	9x; 98x(+)	
Hi-X	Sx; xxS	Sx; Sxx	
Lo-X	HxS; HxxS(+); xxxS(+)	HxS; HxxS(+); xxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count		

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> Brandon Ge/Olivia Schireson
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2-over-1 game forcing
Forcing 1NT over 1M opening
1NT opening: 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>

Jump Cuebid in Minor = Natural, less than opening
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C = Majors; 2D = single suit(if minor, stronger hand then jumping to 3 level directly); 2H/2S = H/S + minor
Dbl = Penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout Double; Lebensohl 2NT Response
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over strong 1C: Dbl = Majors, 1NT = Minors
Natural over artificial strong 2C
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level
Re-double is 10+, denies 4+ card fit
2NT = limit raise or better

3	Suit Pref		
1	Attitude	Count	Attitude
NT 2	Count		
3	Suit Pref		
Signals (including Trumps): Standard			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Responses: natural; Cuebid = Forcing			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and Responsive double through 4H			
Support DBL/RDL through 2 of Major			

<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OP ENI NG	T I C K I F A R T I F I C I A L	M I N . N O. O F C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11 - 21 HCP	Single Raise = forcing to 3-of-minor Double Raise = weak	4th suit game forcing; Reverse by opener forcing; by responder = game forcing	Cuebid = inv+ raise
					1D - 2H/2S = weak 1D - 2NT = Inv 1D - 3C = Inv with clubs	2-way New Minor Forcing	
1♦		3	4H	11 - 21 HCP	Single Raise = forcing to 3-of-minor Double Raise = weak	4th suit game forcing; Reverse by opener forcing; by responder = game forcing	Cuebid = inv+ raise
					Bergen Raise	Help-suit Game try	Reverse Drury
1♥		5	4H	11 - 21 HCP	1NT = Forcing 2NT = Forcing Raise (Jacoby)		Cuebid = inv+ raise
					1S - 3H = Inv with hearts		
1♠		5	4H	11 - 21 HCP	1NT = Forcing 2NT = Forcing Raise (Jacoby)		Cuebid = inv+ raise
INT			3-level	15 - 17 HCP	Stayman; Jacoby Transfers; Texas Transfer	Smolen	Lebensohl (Fast Denies) Negative X at 3 level
					2S = clubs or size ask 3C = puppet 3D = Minors GF 3H = 3-1-(4-5) GF 3S = 1-3-(4-5) GF	2S-2NT=minimum 2S-3C- maximum 3C: 3D=no 5 card M 3H 5 card H suit 3S 5 card S suit	

2♣	X			Artificial Strong, 22+ HCP or 8.5+ tricks	2D = waiting but Game Force 2H = Negative 2NT = positive with hearts	Same responses after 2C-2D-2NT as 2NT opening	
2♦		5		5 - 10 HCP	Ogust; RONF	3C=bad/bad 3D=good suit/ bad hand 3H=bad suit/ good hand 3S=good/good	
2♥		5		5 - 10 HCP	Ogust; RONF		
2♠		5		5 - 10 HCP	Ogust; RONF		
2NT				20 - 21 HCP	Puppet Stayman Jacoby/Texas Transfer 3S = Minor-suit Stayman	3D=no 5 card M 3H = 5 card suit 3S= 5 card suit	
3♣		6		Pre-emptive	New Suit Forcing		
3♦		6		Pre-emptive	New Suit Forcing		
3♥		6		Pre-emptive	New Suit Forcing		
3♠		6		Pre-emptive	New Suit Forcing		
3NT	X	7		Gambling (solid minor suit, no outside A/K)	4C/5C = pass or correct 4H/4S = Natural		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4♥		7		Pre-emptive	Natural		

4♠		7		Pre-emptive	Natural		
4NT							
5♣				Pre-emptive	Natural	<b>HIGH LEVEL BIDDING</b>	
5♦				Pre-emptive	Natural	Slam Approach: 4NT: RKC 1430 (DOPI/DEPO over interference) Gerber over 1NT/2NT opening Non-Serious 3NT& Last train when in GF and major suit fit is established at 3-level Control bid is 1st or 2nd round control	
5♥				Natural	Raise to 6 with 1 honor in trump		
5♠				Natural	Raise to 6 with 1 honor in trump		