

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level can be light, occasionally 4 cards
2 level usually sound (opening strength or good 6+ cards)
New suit NF CONST.
(1m)-3m is natural, weak
After (1X)-P-(1Y), 2X and 2Y are natural
Over a could-be-short 1m opening, 2m overcall is natural.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, systems on.
11 to 14 reopening, systems on with 2♣ size ask STAY
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak.
Reopening are intermediate, good suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue of natural 1m is 5-5+ in majors, 2NT ask
Direct cue of 1M is 5oM+5m. 2NT ask, 3♣ P/C for m
Direct cue of potentially short 1m is natural
Jump cue is stopper asking
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=MM, usually 5-4+
2♦=M, usually 6+ card suit
2M=5M+4m
2NT=mm
vs any 3 rd seat NV or range w/ max <16 or min <13): X PEN 15+
vs strong: X shows unspecified 4+M and 5+m longer m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X is T/O through 4H, then lebensohl over weak 2
Major cue is stopper asking
2M-4m=5-5+ in m+oM GF, 2♦-4♣=5-5+ in ♣+M GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM, NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
New suit 1 level forcing, 2 level nonforcing
2NT limit+, 4+card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low, att if supported	
NT	4 th	4 th , attitude if supported	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	Requests unblock	
King	KQ, AK at 5+level, Ax	AK, KQ	
Queen	QJ, Qx	QJ or KQT9	
Jack	JT, Jx	JT	
10	T9, Tx	T9	
9	9x		
Hi-X	Xx	Xxx, xXxx, XXXX, xXXXX	
Lo-X	xxX, xxXx, xxxXx, xxXXXX	xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	CT	ATT	CT
3	S/P	S/P	S/P
1	ATT	CT	ATT
NT 2	CT	ATT	CT
3	S/P	S/P	S/P
Signals (including Trumps):			
Upside down count and attitude, standard present count			
Trump S/P when we can afford it			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles through 3♠			
Support doubles through 2M-1.			
Snapdragon doubles (after 1X-1Y-1Z, X shows 5+ cards in unbid suit and tolerance for partner's suit.)			
Maximal doubles.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Cyrus HETTLE-Victor XU
EVENT: 2020 Youth Online Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1NT)-2♦ is one major
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♥	11 - 21	Single Raise = LR+, forcing to 3♣ Double Raise = preemptive Weak jump shifts	4th suit forcing: game forcing; Reverses by opener forcing then 4th suit is only GF by responder; third suit = 1 Round Force; after 1♣-1X-1Y, 2♣ is ART PUP to 2♦ with INV or to play, 2♦ is ART GF.	Jump shift pre-emptive over overcalls
1♦		3	4♥	11 - 21	Single Raise = LR+, forcing to 3♦ Double Raise = preemptive Weak jump shifts	4th suit forcing: game forcing; Reverses by opener forcing then 4th suit is only GF by responder; Third suit = 1 Round Force, after 1♦-1X-1Y, 2♣ is ART PUP to 2♦ with INV or to play, 2♦ is ART GF.	Jump shift pre-emptive over overcalls
1♥		5	4♥	11 - 21	1NT=semiforcing, 2NT=4+♥ GF, 3♣=mixed, 3♦=limit, 3♥=weak	After 1♥-1♠-1NT, 2♣ is ART PUP to 2♦ with INV or to play, 2♦ is ART GF. 1♥-1NT-2m-2♠= INV in opener's minor	2♣ by PH=LR in ♥. JS by PH = NAT INV with ♥ support
1♠		5	4♥	11 - 21	1NT=semiforcing, 2NT=4+♠ GF, 3♣=mixed, 3♦=limit, 3♠=weak		2♣ by PH=LR in ♠. JS by PH= NAT INV with ♠ support
1NT			2♠	14+-17, balanced (semibalanced possible)	2♣=STAY, 2♦/2♥=TRF, 2♠=size ask/♣, 2NT=♦, 3♣=puppet STAY, 3♦=55+mm GF, 3♥=31(45), 3♠=13(45), 4♣=Gerber, 4♦/4♥=TRF	1NT-3♣-3♦=no 4 or 5 Major; 3♥/♠=5	Systems on over X, 2♣; lebensohl over else
2♣	√		-	22+HCP or 8.5 tricks	2♦=waiting, other new suit = 8+ HCP with good suit	2♣-2♦-2M-3♣ is artificial second negative 2♣-2♦-3♣-3♦ is artificial second negative Systems on over 2♣-2♦-2NT	X weak, all else forcing
2♦		6	-	Weak, generally good suit when vul	2NT=ask then 3♣=bad suit bad hand, 3♦=good/bad, 3♥=bad/good, 3♠=good/good New suit F. 4♣=Preempt RKCB (01122)		
2♥		6	-	Weak, generally good suit when vul	2NT=ask then 3♣=bad suit bad hand, 3♦=good/bad, 3♥=bad/good, 3♠=good/good New suit F. 4♣=Preempt RKCB (01122)		
2♠		6	-	Weak, generally good suit when vul	2NT=ask then 3♣=bad suit bad hand, 3♦=good/bad, 3♥=bad/good, 3♠=good/good New suit F. 4♣=Preempt RKCB (01122)		
2NT				20-21 balanced (semibalanced possible)	3♣=Puppet Stay, 3♦/3♥/4♦/4♥=TRF		
3♣/♦		6	-	Weak			
3♥/♠		6	-	Weak			
3NT	√		-	Solid 7+ m. No outside A/K 1 st +2 nd seat; 2 side suits stopped 3 rd , 4 th seat	4♣=pass/correct for m		
4♣/4♦		7	-	Weak		HIGH LEVEL BIDDING	
4♥/4♠		7 1 st +2 nd 6 3 rd +4 th	-	Weak 1 st and 2 nd , wideranging 3 rd and 4 th		Cuebids between 3 and 4 of trump suit show first or second round control.1430 RKCB. 5NT pick-a-slam	
5♣/5♦		7	-				