DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style = Sound
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing - jump shift = fit
In Balancing Position: Same

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd Position = 15 - 18
Responses: Systems on (bid as if 1NT opened)
4th Position = 10 - 14
Responses: Natural

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak and natural
Responses-
2NT = 2 lowest suits
Reopen: 10-14 6+ suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue Bids = Michaels
Responses: 2NT = asks for m good hand; 3♣ = pass or correct
3♦=good hand with major; 3♥/3♠= support for M weaker

VS. NT (vs. Strong/Weak; Reopening;PH)

X = (4x)(5+x); vs weak 14+ HCP
2♣ = MM
2♦ = M
2♥/2♠ = M + m
2NT = mm

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = takeout through 4!h; 2NT/3NT = 16-18/19-21
CUE = asking for stopper; 4♣/4♦ = ♣/♦ + M
2♥/2♠-4♥/4♠=mm strong, 4NT= mm no slam interest

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X= MM 1nt/2nt = mm; suits= NAT

OVER OPPONENTS' TAKEOUT DOUBLE

New suit forcing at 1-level; RDBL = 10+ implies no fit
Jump Shift non-forcing
Double Jump = Splinter; 2NT = limit raise or better

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3/5
NT	4th	4th
Subseq	ATT	ATT
Other: 2nd from 4 small against NT		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+), Ax
King	AK, KQ, KQ109x(+)	AKx(+), KQ, KQ109x(+)
Queen	QJ, QJx(+), Qx	QJ, QJx(+), Qx, AQJx(+)
Jack	J10, J10x(+), KJ10x(+), Jx	J10, J10x(+), KJ10x(+), Jx
10	109,10x, 109x(+), H109x(+)	109,10x, 109x(+), H109x(+)
9	9x, 98x(+)	9x, 98x(+)
Hi-X	Sx, xxS,	Sx, xSxx, Sxx
Lo-X	HxS, xxSx, xxxxS	HxS, HxxS,

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Lo/hi = ENC	Same	Same
Suit	2	Lo/hi = E	Same	Same
	3	S/P	Same	Same
	1	Lo/hi = ENC	Same	Same
NT	2	Lo/hi = E	Same	Same
	3	S/P	Same	Same

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape
Responses: cue of openers suit = forcing
1NT/2NT/3NT = 7-10/11-12/13-15 with stopper

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive Dbl: After T/O DBL thru 4♥; after o/call thru 4♠
Unusual vs unusual
Support DBL through 4♥
Negative DBL through 4♠

W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: USA

PLAYERS: Emma Kolesnik, Amber Lin

EVENT Women

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5-card Majors, Transfers after 1♣ opening
2♦=Ms PRE
2♥/♠=WEAK
2 OVER 1 Responses game forcing
1NT= 14-16 HCP 1st, 2nd, 3rd 15-17HCP, BAL 4th
2NT= PRE ms

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2} Opening = strong, near Game Force - any suit,(s) any shape
3NT: gambling; To play in 3rd/4th seat
Lebensohl after 2-level overcall of 1NT
2NT Overcall = two lower unbid suits
Michaels Cue-bids

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♣		2	4♥	11-21 HCP	1NT/2NT/3NT: 11-12/13-15/16-18	After 1♣-2♣: 3♣=WK, not BAL; 2♦=WK, BAL	Over X: XX=10+ HCP, implies no fit
				Can have 5♦ or M	1♦ = 4+♥, 1♥= 4+♠, 1♠ = no 4M, 2♣=10+ HCP, 5+; 2♦ = 10+ HCP, 5+ ♦, 2♥ = 5+♥ 4♠, 2♠ 7-9 HCP 5+ ♣	Other bids= NAT, FG; 1♣-1M-2N = 20-21 BAL; 1♣-1M-1N= 15-17 BAL	All systems on over x, 1♦
1♦		4	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15	After 1♦-2♦: 3♦=WK, not BAL; 2♥=WK, BAL	Same
					2♦=10+ HCP, 4+♦; 2♥ = 5+♥ 4♠, 2♠ 7-9 HCP 5+ ♦	Other bids= NAT, FG	
1♥		5	4♥	11-21 HCP	1NT=F; 2NT=4+♥/♠,11+ HCP; 2♥/♠=6-9 HCP, 3+♥/♠	After 1♥/♠-2♥/♠: new suit is G/T	by PH: 2♣=9+ HCP SUPP;
					3♣/3♦/3♥=7-10/10-12/0-6 HCP and 4♥/♠;		2NT=♣; fit jumps
1♠		5	4♥	11-21 HCP	Over 1♥: 2♠= 6+♠ INV		Same
INT			4♥	15-17HCP, 4th	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK, ♣	After 2NT-3♣: 3♦/♥/♠= (4441) bid stiff	Lebensohl (Slow denies stopper)
				5 card M common	2NT= 3♣; 3♣= PUP; 3♥/♠=13(45)/31(45)	After 2♠: 2NT = no m; 3♣/♦= 4+ m	Systems on over X, 2♣
				14-16HCP 1st, 2nd	4♣ = KCB; 4NT = QUANT	After 2♠-2NT: 3♣=5-5 m WK; 3♦= 6+♦ WK;3♥/♠= shortness	Over 2♦/♥/♠ interfere: Cue= STAY
						After 2♠-3♣: 3♦= 6+♦ WK; 3♥/♠ = shortness + 5-5 mm	
						After 2♠-3♦: 3♥/♠ = shortness + 5-5 mm	
						Smolen (1NT-2♣-2♦: 2♥/2♠/3♥/3♠/= 45(xx)/54(xx) WK/FG)	
2♣	*	0		22+ HCP	2♦ = waiting; 2♥/2♠/2NT/3♣ = positive 5+ in suit	After 2♣-2♦-2♥/♠/3♣: cheapest m = 0-2 HCP	
2♦	*	0		5-4 MM PRE	2♥/2♠/3♥/3♠/3NT/4♥/4♠= to play; 2NT = ASK	After 2NT: 3♣=5-4 MIN (3♦=ASK); 3♦/3NT=5-5 MIN/MAX;	
						3♥=45(xx) MAX; 3♠=54(xx) MAX	
2♥		5		PRE 4-9 HCP	3♥/4♥ = to play; 2NT= ASK; new suit = F	After 2NT: 3♣= 5 card 3M = MIN 6 cards	
2♠		5		PRE 4-9 HCP	3♠/4♠ = to play; 2NT= ASK; new suit = F	3♦= max with SG 3 oM= MAX no singleton	
2NT	*			ms PRE	3♣, 3♦ = to play 3♥/3♠= natural, forcing		
3♣/♦		6		PRE	New suits = F; raises/3NT = to play		
3♥/♠		7		PRE	New suits = F; raises/3NT = to play		
3NT	*			SOL 7 card minor	Pass with 2+ side suit stoppers; 4♣ = P/C		
4♣		7		PRE	Non game bids = F		
4♦		7		PRE	Non game bids = F		
4♥		7		To play	New suits = ASK	Over ASK: CUE =1st round CTRL; bid slam = 2nd round CTRL	
4♠		7		To play	New suits = ASK	Same	
4NT	*			6-5 mm PRE	5♣/5♦/6♣/6♦ = to play	**HIGH LEVEL BIDDING**	
5♣		8		To play		Five-Ace Blackwood: RKCB 1430, special K ASK	
5♦		8		To play		Cue bids	
5♥		8		2 ♥ losers, no others	With 1 ♥ H: bid 6♥; 2 ♥ H: bid 7♥	Splinters	
5♠		8		2 ♠ losers, no others	With 1 ♠ H: bid 6♠; 2 ♠ H: bid 7♠	Keycard is one above suit	