

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Sound
Responses: JMP raise = PRE
CUE: LIM+, forcing
New Suit: NF CONST, JMP = PRE,
Balancing = Light
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd = 15-18 HCP
Responses = Systems on
Balancing 4 th = 11-14 HCP
Responses = NAT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Generally sound when VUL v. NV, light when NV v. VUL
Responses: New suit NF
2NT: (5-5) 2 lowest
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Michael's (NOTE 1)
Response: 2NT query minor, others NAT
Jump: Western Cuebid (NOTE 13)
Response: 3NT w/ stopper, 4♣ w/o
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappelletti (NOTE 2)
VS. Reopening: NAT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, 4NT T/O 4♠, Lebensohl (NOTE 20)
Leaping Michaels over 2-level (NOTE 18), Western Cue (NOTE 13)
2NT 15-18 BAL, 3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Over 1♠ - Modified CRASH (NOTE 3)
Over 2♣ - NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Ruben's Advance (NOTE 4)
JMP shift NF
DBL JMP=Spinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKQx(+), AQJx(+)	
King	AK, KQ, KQx(+)	KQJx(+)	
Queen	QJ, QJx(+)	QJTx(+)	
Jack	J10, J10x(+)	J109x(+)	
10	T9, T9x(+), Txxx(+)	T9, T9x(+), Txxx(+)	
9	98, 98x(+), 9xxx(+)	98, 98x(+), 9xxx(+)	
Hi-X	Sx, Sxx(+)	Sx, Sxx(+)	
Lo-X	HxS(+)	HxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = encouraging	CT	Lo=E
Suit 2	CT		S/P
3	S/P		
1	Lo = E	CT	
NT 2	CT		
3	S/P		
Signals (including Trumps): Trump suit S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally sound, may be light with good shape (4441 or 4450)			
Cue: LIM+ F			
Jump			
Reopening may be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL thru 2M (NOTE 15)			
DBL of Michaels			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USA
PLAYERS: Lucy <u>Zhang</u> /Sophia <u>Chang</u>
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M (F 1NT), 4+♦, 2+♣, NAT responses
NEG DBL thru 4♥, NAT wk 2
1NT 15-17, 5M common
2/1 FG/1M; 1♦-2♣ F2NT
WK jump shifts in and out of comp; ART 2NT in comp.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening -ART, 22+ HCP F
2D
2H
2S
2N
3C
3D
3H
3S opening – gambling max 1 outside A/K
3NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare, NV v. VUL 3 rd seat

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12-21 HCP, 2+♣, no 4M	2♣ - 10+ HCP FORC, 3♣ - WK, WK jmp shift	4 th suit GF, Reverse F, New suit F, 2-way	Cue=limit+
1♦						NMF (NOTE 7)	
		4	4♥	12-21 HCP, 4+♦, no 4M	2♦ - 10+ HCP FORC, 3♦ - WK, WK jmp shift	4 th suit GF, Reverse F, New suit F, 2-way	Cue=limit+
1♥						NMF (NOTE 7)	
		5	4♥	12-21 HCP, 5+♥	2♥ CONST, 3♥WK, BAL raise (NOTE 5)	Impossible♠ (NOTE 14)	Cue=limit+, DBL in comp limit+
1♠					Jacoby 2NT (NOTE 6), 1NT F		
		5	4♥	12-21 HCP, 5+♠	2♠ CONST, 3♠WK, BAL raise (NOTE 5)		Cue=limit+, DBL in comp limit+
					Jacoby 2NT (NOTE 6), 1NT F		
INT				15-17 HCP, BAL, 5M common	2♣ STAY, 2♦/♥/♠/NT-TRF (NOTE 10), 3♣ PUP	Over STAY rebids M INV, m GF,	DBL 3-level: values, DBL 2-level
					STAY (NOTE 11) 3♦-5/5MM GF, 4NT QUANT	Smolen (NOTE 16)	T/O, Lebensohl (NOTE 17)
2♣	X		4♥	22+ HCP, F	2♦ GF, 2♥NEG, no A/K, 2♠POS 8+HCP 5+♠		
2♦	X	6		Multi (NOTE 19), 20-21 HCP	- SEE NOTE 19 -	Systems on over 2NT hand (NOTE 22)	- SEE NOTE 19 -
				BAL OR 4-9 HCP 6+M			
2♥	X	5/4		PRE, MM, 4-9 HCP	2NT query	NAT	NAT
2♠	X	5		PRE, 5+♠, 5+m, 4-9 HCP	2NT query minor	NAT	NAT
2NT	X	7		PRE either ♦ or ♣	Pass or correct, other new suit FORC	NAT	NAT
3♣	X	5		5+♦, 5+♠, top/bottom	Preference	NAT	NAT
3♦	X	7		4-9 HCP, 7+♥ (usually) TF PRE	3/4♥ accept, new suit FORC	NAT	NAT
3♥	X	7		4-9 HCP, 7+♠ (usually) TF PRE	3/4♠ accept, new suit FORC	NAT	NAT
3♠	X	7		Gambling 3NT, SOL m, max 1	3NT with 2+ side suit stoppers, 4♣ pass/correct	After 4♦: cue, 5m shows no outside A/K	NAT
				outside A/K	4♦ ART strong, 4NT QUANT	After 4NT: 6NT with max, otherwise pass	
3NT	X	7		PRE either ♦ or ♣	Preference		NAT
4♣	X	7		NAMYATS, 7+♥, 8-9 tricks	4♥ signoff, 4♦ slam try	NAT	NAT
4♦	X	7		NAMYATS, 7+♠, 8-9 tricks	4♠ signoff, 4♥ slam try	NAT	NAT
4♥		7		PRE	NAT	NAT	NAT
4♠		7		PRE	NAT	NAT	NAT
4NT	X			Blackwood, ace ask	5♣-0/4, 5♦-1, 5♥-2, 5♠-3	NAT	NAT
5♣		7		PRE	NAT	HIGH LEVEL BIDDING	
5♦		7		PRE	NAT	4NT QUANT after a natural NT bid, D0P1 over interference over 4NT (NOTE 21)	
5♥		7		PRE	NAT	4NT RKCB 1430 after fit shown or last suit bid, 5NT specific king ask (NOTE 8)	
5♠		7		PRE	NAT	Leaping Michaels (NOTE 18), DBL JMP-splinter	
						Jump to 5NT after fit shown – AKQ ask (NOTE 9)	
						Jump to 5NT w/o fit – pick-a-slam	
						1NT-4♣ Gerber A ask (NOTE 10)	

Note 1: Michael's Cue Bids

(1♣) — 2♣

(1♦) — 2♦

Both majors 5(+) / 5(+)

(1♥) — 2♥ = 5♠+ 5 minor

(1♠) — 2♠ = 5♥+ 5 minor

2NT query minor

Note 2: Cappelletti:

DBL – Penalty

2♣ – Single suited

2♦ - Pass or correct

2♦ – Both majors (5-4 or better)

2♥ – ♥+minor (5-4 or better)

2♠ – ♠+minor (5-4 or better)

2NT query minor

Note 3: Modified CRASH:

Color: ♥/♦, ♠/♣

Rank: ♥/♠, ♣/♦

Shape: ♣/♥, ♦/♠

Over strong 1♣ or (1♣)-P-(1♦) where 1♦ is negative:

Step 1: ♥

Step 2: ♠

Step 3: 2 suits same color

Step 4: 2 suits same rank

Step 5: 2 suits same shape

Aggressive overcalls when NV vs. VUL, 5-4 or better (usually)

Note 4: Ruben's Advance

At least M tolerance (2+) Effective over 1M-(x)-? and over (1m)-1M-(P/1M/1NT)-?

1S - (X) -

1NT -> ♣

2♣ -> ♦

2♦ -> ♥

2♥ -> “good” 3-card raise (8+ pts)

2♠ -> “bad” raise

2NT -> 4-card “good” raise

3♣ -> weak

3♦ -> weak

3♥ -> weak

3♠ -> preemptive raise

3NT -> void spl

4♣ -> spl

4♦ -> spl

4♥ -> spl

4♠ -> preemptive raise

1H - (X) -

1♠ - natural

1NT -> ♣

2♣ -> ♦

2♦ -> “good” 3-card raise (8+ pts)

2♥ -> “bad” raise

2♠ -> weak

2NT -> 4-card “good” raise

3♣ -> weak

3♦ -> weak

3♥ -> preemptive raise

3♠ -> spl.

3NT -> void spl

4♣ -> spl

4♦ -> spl

4♥ -> preemptive raise

Note 5: Balanced Raise

After 1♠ opening:

3♣ – 10-12 HCP or 16+ HCP BAL, 3-card support

3♦ – Accept invite, query hand

3♥ – 16-18 HCP

3NT – 10-12 HCP, 4333 (or similar) COG

4X Cue – 19+ HCP slam try

4♥ – 10-12 HCP

3♥ – Minimum opener, reject invite

3NT – 16-18 HCP COG

4♥ – 16-18 HCP signoff

4X Cue – 19+ HCP slam try

3♦ – 13-15 HCP BAL, 3-card support

3♥ – Slam interest

3NT – COG

4X Cue – slam try

4♥ – signoff

After 1♠ opening:

3♦ – 10-12 HCP or 16+ HCP BAL, 3-card support

3♥ – Accept invite, query hand

3♠ – 16-18 HCP

3NT – 10-12 HCP, 4333 (or similar) COG

4X Cue – 19+ HCP slam try

4♠ – 10-12 HCP

3♠ – Minimum opener, reject invite

3NT – 16-18 HCP COG

4♠ – 16-18 HCP signoff

4X Cue – 19+ HCP slam try

3♥ – 13-15 HCP BAL, 3-card support

3♠ – Slam interest

3NT – COG

4X Cue – slam try

4♠ – signoff

Note 6: Jacoby 2NT

After 1M opening:

2NT – 4+ card support, GF, query shortness

3♣/♦/♥/♠: Shortness

3M: No shortness, 18+ HCP slam try

3NT: No shortness, 15-17 HCP

4M: No shortness, 12-14 HCP

4♣/♦/♥/♠: Shows 5-card suit, (5-5 or better)

Note 7: 2-way NMF (XYZ):

Effective over any 1X-1Y-1Z with no interference

(e.g. 1♣-1♥-1NT, 1♣-1♥-1♠)

2♣ – Limit+, puppet to 2♦

2M if opener has 3-card support in responder's major

2♦ otherwise – responder can pass

2♦ – GF

All subsequent bids natural

Note 8: RKCB 1430

After fit found, 5 Key Cards (KC) are the 4 Aces and K of trump

After 4NT:

5♣ – 1 or 4 KC

5♦ – 3 or 0 KC

Next step: Query Q of trump (or extra length)

Retreat to trump suit: No Q

New suit: Q and K of suit

5♥ – 2 or 5 KC w/o Q of trump

5♠ – 2 or 5 KC w/ Q or trump

5NT – 2 KC and side suit void

After response to 4NT, 5NT asks for specific kings below trump suit. Retreat to 6-level of trump suit shows no kings below trump suit. Invitation to grand slam, responder can jump to 7.

Note 9: AKQ ask

After fit found, jump to 5NT asks for AKQ of trump

5♣ – 0

5♦ – 1

5♥ – 2

5♠ – 3

Note 10: Gerber 4♣

After 1NT opening, jump to 4♣ ace ask

Responses:

4♦ – 0 or 4

4♥ – 1

4♠ – 2

4NT – 3

Note 11: 4-way transfers

After 1NT opening:

2♦ - transfer to ♥

2♥ - transfer to ♠

2♠ - transfer to ♣

2NT shows no fit

3♣ accepts transfer, fit (3+support)

2NT – transfer to ♦

3♠ shows no fit

3♦ accepts transfer, fit (3+support)

Note 12: Puppet Stayman

After 1NT opening:

3♣ - asks partner for 5M

3♦ - no 5M but have 4M
3M – 5-cards
3NT – no 5M or 4M

Note 13: Western Cuebid

After (1X)-**3X**, and (2X)-**3X**, 3X asks partner to bid 3NT with a stopper in the opponent's suit.

Note 14: Impossible Spade

After 1♥-1NT-2m-2♠:

2S shows a limit+ ♣/♦raise, since responder can't have spades - they would've bid 1♠ instead of 1NT
3m would be a constructive raise, about 8-9 HCP (usually)

Note 15: Support Double

After 1♦-(P)-1♠-(2♣)-X:

Double by opener shows 3-card support for partner's major.

Effective through 2M, same with either minor and major. Opener rebidding major does not guarantee fit.

Note 16: Smolen

After Stayman 1NT-2♣-2♦, jump to 3M shows 5-4 MM GF, with 4 cards in bid major. E.g.:

3♥ shows 5♠ and 4♥

3♠ shows 5♥ and 4♠

Note 17: Lebensohl after 1NT opening

Systems on over 2♣ (DBL for Stayman)

1NT-(2♦/♥/♠)-?

Double – T/O oriented, shows values (opener may convert)

2M – To play

2NT – Lebensohl, forces 3♣

3♣ - forced

Cue – Stayman with stopper

3M – Inv. With M

3NT – to play, no stopper

3m/M – GF, 5+cards

Cue – Stayman without stopper

3NT – to play, no stopper

Note 18: Leaping Michael's

4-level jump over opponent's weak 2 bid shows GF, 2-suited hand

(2m)-4m shows majors

4-level jump to a minor over opp's weak 2 in M shows other M and minor, e.g.

(2♠)-4♣ shows clubs/hearts

(2♠)-4♦ shows diamonds/hearts

(2♥)-4♣ shows clubs/spades

(2♥)-4♦ shows diamonds/spades

Note 19: Multi 2♦

2♦ - Weak 2 bid in ♥/♠ or 20-21pts balanced (2NT opener)

2♥ - Pass or correct

2NT - 20-21,

Transfers, stayman, etc. still on - see "NT Openings" section

2♠ - Pass or correct, INV to game if hearts

2NT - Query

3♣ - H, MAX

3♦ - S, MAX

3♥ - H, min
3♠ - S, min
3NT - 20-21 bal
3♣/♦ - 7+ minor, signoff
3♥ - Pass or correct, INV to game if spades
3NT - 0-9 HCP 4-4M
4♣ - 0-9 HCP 4-5M
4♦ - 0-9 HCP 5-4M
4M - "to play", weak with long M

Note 20: Lebensohl over Weak 2

(2♦/♥/♠)-X-P-?

2M – 0-7 HCP

2NT – relay to 3♣

3♣ - relay

Pass – 0-7 HCP with ♣

3X – If suit cannot be bid at 2-level, weak 0-7 HCP

3X – If suit can be bid at 2-level, constructive 8-10 HCP

Doubler can reject 2NT relay by bidding a suit or 3NT, showing strong hand (18+ pts)

Note 21: D0P1 – Double 0 Pass 1

Over interference over 4NT ace ask, Double shows the first step and Pass shows second step of 1430. E.g.

4NT – (5X) –

Double – 1 or 4 KC

Pass – 3 or 0 KC

Step 1 (next suit): 2 or 5 KC w/o Q of trump

Step 2: 2 or 5 KC w/ Q of trump

Note 22: Systems over 2NT:

After 2NT is bid after a Multi 2♦ opening,

3♣ - Puppet Stayman – asks opener for 5-card or 4-card major, GF

3♦ - no 5M but has 4M

3M – 5M

3NT no 4M or 5M

3♦/♥/♠ - transfer

3NT – to play

4♣ - transfer