

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Light NV
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 = 11 - 15
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
2♣ after 1♣ opening = natural, 2♦ = MM
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty in direct chair
X = (4x)(5+x) in balancing or if passed hand
2♣ = MM
2♦ = M
2♥/2♠ = M + m
2NT = mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout through 4!h; 2NT = 16-18
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+
Jump Shift non-forcing; TRF over 1M-(x)
Double Jump = Splinter; 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /LOW	3/LOW	
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(+)	AKJT(+), KQ109(+), KQJ10(+)	
Queen	QJ, QJx(+), Qx	QJx, KQx(+), Qx	
Jack	J10, J10x(+), KJ10x(+), Jx	J10x, QJx(+), KQJx, Jx, AQJx(+)	
10	109, 10x, 109x(+), H109x(+)	109, J10x(+), 109x(+), H109x(+)	
9	9x, 98x(+)	9x, 98x, 109x(+), (A/K/Q)109x(+)	
Hi-X	Sx, xxS,	Sx, xSxx, Sxx	
Lo-X	HxS, xxSx, xxxS	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):			
S/P in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Responses: cue of openers suit = forcing			
1NT/2NT/3NT = 8-11/12-13/14-15 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: USBF
PLAYERS: Emma <u>Kolesnik</u>, Amber <u>Lin</u>
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 1 st , 2 nd , 3 rd NV, 15-17HCP, BAL 4 th
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
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF	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
				Can have 5♦ or 5M	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = no 4M, 2♣=10+ HCP, 5+♣; 2♦ = 10+ HCP, 5+♦, 2♥ = 5+♥ 4♠ less than INV, 2♠ 7-9 HCP 5+♣	Other bids= NAT, FG; 1♣-1M-2N = 6+♣ and 3M; 1♣-1M-1N= 17-19 BAL	All systems on over x, 1♦ Over 1♥- Italian advances
1♦		4	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15, 2♥=5+♥4♠;2♠=7-9 HCP 5+♦	After 1♦-2♦: 3♦=WK, not BAL; 2♥=WK, BAL	Same
				4441 or 5+♦	2♦=10+ HCP, 4+♦; 2♥ = 5+♥ 4♠, 2♠ 7-9 HCP 5+♦	Other bids= NAT, FG, 1♦-1M-2N rebid shows 6+♦ and 3M	
1♥		5	4♥	11-21 HCP	1NT=F; 2NT=4+♥/♠, 11+ HCP; 2♥/♠=6-9 HCP, 3+♥/♠	After 1♥/♠-2♥/♠: 3m = S/T, new M is inv+ F, 3M=blocking, 2N=general G/T	by PH: 2♣=9+ HCP SUPP;
					3m= INV JS; 3M= 6-9 HCP 4+M; 3♠/3N=8-11HCP SPL	After 1♥/♠-1♠/1NT: 2♣=♣ OR 17+ Any, 2N=6+M (64xx) 14-16	2NT=5+ card support, 8+ to 10-Fit jumps
1♠		5	4♥	11-21 HCP	Over 1♥: 2♠ = 6+♠WK	3m/oM = (55xx) 14-16 (Gazzilli)	
INT			4♥	15-17HCP, 4 th	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ASK, ♣		Transfer Lebensohl
				5 card M common	2NT= PUP; 3♣ = 3♦; 3♥/♠=13(45)/31(45)	After 2♠: 2NT = MIN, 3♣= MAX	Systems on over X, 2♣
				14-16HCP 1 st , 2 nd	4♣=KCB; 4♠ =light QUANT or 7NT inv		Over 2♦/♥/♠ interfere: Cue= STAY
				3 rd , NV	4NT=QUANT		
						Smolen (1NT-2♣-2♦: 3♥/3♠= 45(xx)/54(xx) 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	
						After 2♣-2♦: 2♥ forces 2♠ (Kokish)	
2♦	*	0		MMs 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 3-8 HCP	3♥/4♥ = to play; 2NT= ASK; new suit = NF NV, F VUL	After 2NT: NV: 3♣= 5 card M 3♦= non min (61xx)	After 2M-(x): new suit L/D raise
2♠		5		PRE 3-8 HCP	3♠/4♠ = to play; 2NT= ASK; new suit = NF NV, F VUL	3♥ = MIN 6 cards 3♠= MAX no singleton	xx = values; 2N forces 3♣
					Jump new suit = F; 4♣ = preempt KC	V: 3♣=MIN 3♦= non min (61xx) 3♥ = no S/S 3♠= MAX no S/S	After 3♣: 3m/♥ = to play
2NT				20-21 bal	3♣=STAY; 3♦/3♥/4♦/4♥= TRF;3♠=forces 3N	After 3♠-3N: 4m=6+ F,4♥/♠=mm longer ♣/♦;4N/5m=xx(55)	
3♣/♦		6		PRE 3-8 HCP	New suits = NF; 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 =1 st round CTRL; bid slam = 2 nd 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, we skip our first naturally bid suit if it is one above	
						Exclusion 3014	