

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style = Light (could be 0 NV; Usually 8+ vul) in ½ and sound/wide ranging if Partner is a passed hand
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing Raise
Balancing may be lighter
New suit often nonforcing
Against 1C: 1D: any 4+S, 1S: 4H5+m
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 BAL
Stayman, Transfers, and Size Ask
11-16 balancing NT
Stayman, Transfers On
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural Preemptive
Unusual 2NT
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels vs 5+ card nat. bids
Against ART or 1-level suit openings (that don't promise 5 cards):
Either 5+NAT 10-17, or non-forward-going next suit up (5+)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C= both majors
2NT= minors
All else Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Thru 4H
Leaping Michales
Lebenshol over 2 lvl preempt dbl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Same as vs "normal" 1!C/2!C openers <i>except</i> point ranges vary — overcalls of 1!C are often conventional (see above)
OVER OPPONENTS' TAKEOUT DOUBLE
RBL= Values or special agreement

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/low	3/low	
NT	2/4	2/4	
Subseq	same	same	
Other: A=Attitude K=Count/unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Axxx(+) Ax	AK AKx	
King	KQ(+) AK AKxx(+) Kx	KQ AKxxxx(+) KQ10 (+)	
Queen	QJ (+) Qx	QJ(+)	
Jack	J10; J10x(+); KJ10x(+) Jx	J10;J10x(+); KJ10x(+)	
10	109(+); H109x(+); 10x	109(+)	
9	9x; 98(+)		
Hi-X	Sx; xxS	Sx; xSx(+)	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+) xx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High (don't Like)	High (odd)	High (Don't Like)
Suit 2	High (odd)	High (Don't Like)	High (odd)
3	High (high suit)		High (high suit)
1	High (don't Like)	High (odd)	High (Don't Like)
NT 2	High (odd)	High (Don't Like)	High (odd)
3	High (high suit)		High (high suit)
Signals (including Trumps): (Priority Varies depending on card led)			
Suit Preference when giving ruff			
Suit Preference when clearly nothing else			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic Shape			
Cue is strong			
New Suit: Power Double			
Reopen the Same as the Above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive DbL: After T/O			
Support Doubles after P has shown 4+ card suit			
SnapDragon Doubles			
Unusual Over Unusual/Multi-landy over Unusual			
During Relay:			
Pass DBL and RDBL will be used as steps over interference of a GF relay			

W B F CONVENTION CARD
CATEGORY: RED
NCBO:
PLAYERS: Kai Eckert, Isaac Stone, Quan Chen, Emilie Torwalt
EVENT: U26 stuff, and maybe other stuff, probably many stuffs
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
12-14 NT
Open all 10 counts in ½ seat
1D opening 'Strong' showing 15+ HCP 1/2. 18+ HCP 3/4th
Over game forces we use relays
8-9 counts pass with 0-3H, 0-4m bal OR 4+!S. Other 8-9 counts (5+m without 4+!S OR 4+H) open in ½ always
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C (½)= 0+C/D 10-11 Bal 10-14 Unbal 0-4S NF
1D 0+D 15+(½), 18+(¾) HCP Any Hand
1H 4+H 8-11 HCP Could Have Longer Suit (½)
2C 5+C 5-9 HCP could have 4M with 5-7 HCP (0-17, 5+C ¾)
2D 5+D 5-9 HCP could have 4M with 5-7 HCP (0-17, 5+D ¾)
2H 6+H OR 5H4m 12-14 (0-17, 5+H ¾)
2S 6+S 1-7 HCP (0-17, 5+H ¾)
2NT 5-5 minors 0-7 HCP (0-17 ¾)
3NT 6-5 minors 0-7 HCP (0-17 ¾)
Relay Asks and Answers (see lines below):
Artificial query bids
Artificial length showing bids
Artificial shortness showing bids
Encrypted Honor showing/placement bids
Artificial shape showing bids
SPECIAL FORCING PASS SEQUENCES
pass in comp over 1D (through 1S) and in comp over GF through 4H
IMPORTANT NOTES
relay is never broken by less than 3 step interference. GF available and relay available through 1S interference.
Multi-Landy style vs Unusual
PSYCHICS:

OPENING	ART?	MIN # OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	<input checked="" type="checkbox"/>	0		1/2 0+C/D 10-14, 10-11 if Bal, 0-4S NF 3/4, 11-17 4-H 4-S implies minors	1D=Provisional GF 1/2 1H/1S nat F; 1NT+ NAT NF 3/4 1H/1S 5+ cards all nat NF 3C= P/C Preempt	1/2 1C-1D-Everything is Relay Except 1NT 1/2 1NT rebid by 1C opener =10-11 Bal 1/2 1C-1D-1NT-2C= ART GF Restarts Relay All Else Natl NF 3/4 1D= Artificial NF, no 5 card maj.	passed hand typically describes themselves, 3/4 typically makes decisions
1♦	<input checked="" type="checkbox"/>	0		1/2: 15+ Any Hand 3/4: 18+ Any Hand	Over 1/2: 1H= 6-9 Any Hand 1S= 0-5 Any Hand Over 3/4: 1H= 4-6 Any Hand 1S= 0-3 Any Hand 1/2 + 3/4 1NT and Above= ART GF follows Relay Tracks	1D-1H-1S= ART starts Relay 1D-1S-2C= 22+ HCP any Hand 2D= 2D waiting 1D-1H/1S-1NT =15-17 Bal (Systems on)	
1♥	<input checked="" type="checkbox"/>	4	2C-3S	1/2: 8-11 4+H Could be canape 3/4: 11-17 5+H	1S= ART 1 RD Force 0-4S 1NT= 5+S SF All invites go through 1S or 1NT 2C= ART FG Starts Relay by asking the partner 2D= either bad H raise or invitational H raise 2H= mixed H raise	1H-1S-1NT default response, everything else is usually 5-5, 6-4, or better	Frequently negative Freebids in Competition (applies to all competition)
1♠		5	2C-3S	1/2: 10-14 3/4: 10-17	1NT=Semiforcing most invites go through 2C = ART Starts Relay 2D= 5+H 2H= either bad S raise or invitational S raise 2S= Mixed S Raise New suit: Nat, Const. NF 2N = 3+S, Inv+		
1NT		<5S		1/2: 12-14 Bal 3/4: 15-17 Bal	1/2 2C= ART Starts Relay by asking the partner 3/4 2C= Stayman 2D/2H/3C= Transfer 2S= 4S INV 2NT= Balanced Invitational Hand	1/2 1NT-2NT-3C= Stayman 1NT-2S-2NT= min 1NT-2S-3C=max Rest is standard	Systems on thru 2C Rubinshol slow shows stoppers DBI= takeout 2x =Nat NF
2♣		5		1/2: 5-9 4M possible if 5-7HCP 3: 0-17 4:11-17	2NT= Asks for second suit or Max New suit NF		
2♦		5		1/2: 5-9 4M possible if 5-7HCP 3: 0-17 4:11-17	2NT= Asks for second suit or Max New Suit NF		
2♥	<input checked="" type="checkbox"/>	5		1/2-14 6+H or 5-6H4m 3:0-17 4:11-17	2S= Asks about which distribution 2NT= Asks about spade suit New Suit NF	2H-2S 2NT=5H4D 3C=5H4C 3D=6+H Max 3H= 6+H min 2H-2NT=? up the line in #S 0-1 2 (5H4m) 0-1 2 (6+H) 3	
2♠		5		1/2: 6+S 1-7 3: 0-14 4: 11-17	2NT= Ogust New Suit NF		
2NT	<input checked="" type="checkbox"/>			5-5 minors 0-7 HCP			
3♣, 3♦, 3♥, 3♠		6 NV 7 Vul		1-2 seat vul 4-7 HCP 3rd seat Vul 6-17 1-2 seat NV 7+ 0-4 HCP 3rd seat NV 7+2-17	Nat NF		
3NT	<input checked="" type="checkbox"/>			6-5 or better minors 0-7			
4♣, 4♦, 4♥, 4♠		7+		Wide-Ranging To Play	Nat NF		
4NT	<input checked="" type="checkbox"/>			Ace Ask: Blackwood	5C=0 or 4 5D= 1 5H=2 5S=3 Aces		