

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Sound at 2 level, aggressive at 1 level	
Cue = 10+ with support, changes of suit forcing, fit jumps	
Jump raise = pre-emptive	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
Direct 15-18, Protective 11-14	
Full system on after overcall	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Weak relative to vulnerability	
2-Suit: 1x-2nt = lowest two unbid suits	
Reopen: In pass out Jump = 13-16, 2nt=19-21	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1m)-2m = Majors, (1M)-2M = Other major + clubs, min = 5-5	
(1M)-2M-p-2nt = strong enquiry as you can bid 3c p/c	
Jump cue = stopper ask	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Multi Landy, X = pen vs. 12-15 NT, 5+m4M as passed hand/vs. 14-18NT with 2C = p/c, 2D = bid your major	
2C = H+S (normally 5+/4+), 2D then asks for longer (better) suit	
2D = H or S, then 2H = pass or correct, 2S = p/c, 2nt = strong enquiry then 3C = H with extras, 3D = S with extras, 3H = H min, 3S = S min	
2H/S = 5+M and 4+m: 3C=p/c, 2nt = enquiry then 3C/D = min, 3H/S = C/D with extras. 2nt = minors; 3C/D = natural; 3H/S = weak	
3m = constructive	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X = t/o; (3C) – 4C=H+S; (3D) – 4C = C + M, 4D = H+S	
(3H) – 4m = C/D + S, 4H = S+CorD slammy (5C=p/c); (3S) – 4m = m + H, 4S = H+m slammy	
(3y)-3nt-(p)-4C = range enquiry, 4D = puppet to sign-off, others NF slam try	
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣	
X = majors, NT bids = minors (3NT = to play).	
Use 1NT as UCB after p overcalls	
OVER OPPONENTS' TAKEOUT DOUBLE	
xx = 10+ sets up forcing pass to 2 of opener's suit, 2nt = good 4 card raise over M+	
fit jumps, 1y = forcing, 2y (not jump) = forcing, pre-emptive raises	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Unsupported Suit	
Suit	3 rd /low	3 rd /low	
NT	3 rd /low	3 rd /low	
Subseq			
Other: attitude leads in partner's supported suit			
Smith peters from both sides (high encouraging)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A;AK+	A;AK+	
King	KQ;KQ10;AK;KQx	Asks for unblock/count	
Queen	QJ; QJ10	QJ; QJ10; KQ	
Jack	KJ10;AJ10;J10+	KJ10;AJ10;J10+	
10	A109;K109;Q109;109+;10x	A109;K109;Q109;109+;10x	
9	9x	9x	
Hi-X	Xx; xxXx; HxXx; HxXxxx	Xx; xxX	
Lo-X	xxX; HxX; HxxxX	HxX; HxXx; HxxxX; HxXxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, A/Q=Rev ATT	Count (high=even)	Rev att on 1 st
Suit 2	Suit preference if	Suit preference if	count
3	applicable	applicable	count
1	As above K = unblock	As above	Rev att on 1 st
NT 2		With smith peters	count
3		Hi-lo = enc	count
OTHER SIGNALS (INCLUDING TRUMPS):			
Low = ODD or ENC, rev attitude when appropriate			
Treat 10 as an honour			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels			
Takeout doubles in direct seat generally show light opening values+			
Responsive doubles up to 4s			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and NT up to 2 of shown suit			
1nt-(2y - nat)-x = t/o, 1nt-(2y-art)-x = t/o therefore pen interest			
Lightner doubles			
All X after 2/1 GF are penalties			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: England	
PLAYERS: Alex/Shiv	
EVENT: 26 th European Youth Team Championships – Samorin, Slovakia	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF 5CM with a short club/diamond	
Semi Forcing 1NT response	
3 weak 2's	
1NT Openings: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Short 1C/1D opening	
Weak jump shifts at two-level	
Invitational jump shifts at three-level	
1M – 3M =mixed	
3NT opening = good 4M pre-empt	
SPECIAL FORCING PASS SEQUENCES	
(1nt)-x-(2m)-pass	
1y-(x)-xx-(1/2z up to 2y)-pass	
Making a forcing pass then pulling double shows a strong hand	
IMPORTANT NOTES	
Natural defence to penalty double of 1NT	
All fourth suit forcing is GF	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	2	4s	Natural or 12-14 balanced (can be 3352)	2c = 10+ 4+C; 2X = weak jump shift; 2nt = 0-4 5+C; 3c = mixed raise; 3X = weak, natural	1C-1D-1M = f1; 1C-1D-2M = GF; 1C-1M-2M-next bid up = F1 inquiry	Jump = fit, No inverted minors
1♦	YES	2	4s	Natural or 18-19 balanced (can be 3325)	1nt = 5-11; 2C = GF; 2D = 10+ 4+D; 2H/S = weak jump shift; 2nt = 0-4 4+D; 3C = 9-11 6+C; 3D = 5-9 4+D; 3H/S = natural weak	1D-1H-1S = F1; 1D-1H-2S = GF; 1D-1M-2M-next bid up = f1 inquiry; 1D-2C: 2H = 4441, 2S = 18-19 bal with 4C	Jump = fit, 2C = 9-11, 2D=5-9 4+D 3D = 10-11 4+D
1♥		5	4s		1NT=up to 11; 2C/D = gf; 2h = constrictive; 2S=wjs; 2nt=inv+ 4card raise; 3c/3d = inv; 3h = mixed; 3s=any singleton; 3nt=spade void + support; 4C/D=void + support	1h-2NT-3c=any min, 3d=15+ no shortage, 3h/3s/3nt =15+ shortage up the line, 4c/4d = 55	2c=9-11 3+ hearts, 2nt = clubs, 2H=5-8 3 hearts, 3h= 5-8 4 hearts 2s=fit, 3c/3d=fit
1♠		5	4h		1NT=up to 11; 2C/D/H = gf; 2s = constructive; 2nt=inv+ 4card raise; 3c/3d/3h = inv; 3s = mixed; 3nt=any singleton; 4any=void	Same as 1h-2nt	Same as 1h. 3c/3d/3h = fit.
1NT				15-17 balanced. 6m/5M possible	2c=stayman, full transfers, 3c=55m gf, 3d = 5 card stayman 3h=heart shortage, 3s=spade shortage. 4C/D = H/S mild slam try 4M = strong slam try	Smolen. 1nt-2s/2nt-2nt/3c shows xxx or worse. 1nt-2M-1: break to 2N=3M supermax, 3M=4M min, anything else shows values/length in suit with max 4M	2c=stayman, full transfers, 3c/3d/3h/3s same as non passed hand.
2♣	YES	0		22+/GF/9 playing tricks	2d= waiting, 2h/2s/3c/3d = 5 cards (2 of top 3 honours)	2c-2d-2h = 22-23 bal or hearts, 2c-2d-2nt=24-27 After 2nt, responses over 2nt opening apply	Same as non passed hand
2♦		(5)6		5-9	New suit at 2-level = constructive nf, new suit at 3-level = gf, 2NT = high card feature ask	Over 2NT: new suit = high card feature max, 3NT = semi-solid suit, rebid = min; over this 3oM is a shortage ask (3N = oM shortage)	New suit non-forcing, jumps = fit, jump to game = to play, 2NT = high card feature ask
2♥		(5)6		5-9			
2♠		(5)6		5-9			
2NT				20-21 balanced, 5M/6m	3c = stayman, 3d/3h xfers, 3s = minor suit stayman, 4c/d/h/s = h/s/c/d respectively slam interest	Completing transfer to show fit 2nt-3s-4c/4d show length; 4h/4s is slam interest in clubs/diamonds respectively	Same as non passed hand
3♣		6		<10	New suit = f1, 4nt = rkcb		
3♦		6		<10	New suit = f1, 4nt = rkcb		
3♥		6		<10	New suit = fit, 4nt = rkcb		
3♠		6		<10	New suit = fit, 4nt = rkcb		
3NT	YES			Good 4M pre-empt	4c = transfer to your major, 4D = slam interest, 4M = void	3NT-4c: 4d = H, 4h = S	
4♣		6		pre-empt	4nt = rkcb, 4h/4s = natural,		
4♦		6		pre-empt	4h/4s = natural, 4nt = rkcb,		
4♥		6		pre-empt	4s = natural, 4nt = rkcb, 5m = cue		
4♠		6		pre-empt	4nt = rkcb, 5any = cue		
4NT	YES			specific ace ask	5c=none, 5any=ace of that suit, 5nt=2 aces, 6c=club ace		
5♣		6		Natural		HIGH LEVEL BIDDING	
5♦		6		Natural		If 4N then 1430 otherwise 3041 must bid on with 3/4	
5♥		6		Natural		1 st or 2 nd RC cue bids below game level, 1 st RC above game level (italian)	
5♠		6		Natural		Exclusion above game level – double jump (0314) Splinters: jump to a new suit once agreed trumps	