

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS, STYLE					
(8)10-16 HCP, 5+card (4-card infrequently)		Lead	in Partner's Suit		Green		
weak jumps	Suit	3rd/5th	3rd/5th		Country:	CZECH REPUBLIC	
Responses:	NT	3rd/5th	3rd/5th		Event:	26th European Youth Team Championships	
cue=INV+ (usu w/ supp); 2NT=INV+ (usu w/ supp)	Subseq	Hi=denying honour	Hi=denying honour		Cathegory:	U25	
Reopening: jumps = 10-13, good 6+suit	Other:				Players:	Lukáš Kolek - Jakub Vojtík	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd: 15-18 semibal	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4th live = distrib. T/O	Ace	A, Ax(+), AK(+)	A ask for attitude		1♣ = 11-20(22), 2+♣		
reopening: 11-15 semibal	King	K, Kx, AK(+), (KQ(+))	K ask for unblock or count		1♦ = 11-20(22), 4+♦; unbal unless tactical/lead directing		
	Queen	Q, Qx, QJ(+)	Same		1M = 11-20, 5+M; "Forcing NT"; 2/1 GF responses		
	Jack	AQJ(+),KQJ(+), Jx, J10(+)	Same		1NT = 15-17 bal: 5M=systemic, 6m/5m4m/441♦4 possible		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HH10(+), 109(+), 10x	Same		2♣ = bal 23+/ 8,5 tricks in M / 9,5 tricks in m		
1-Suited: weak, 5-card possible on 2nd level	9	H109, 9x	Same		2♦ = 6M (5M/7M seldom)		
1♣-2♦/2M/2NT = same as vs. 1NT (if allowed)	Hi-x	Xx	Same		2M = 6-11 5M4+m		
	Lo-x	xxX	Same				
Reopening: jumps = invitational, good suit	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	TRF resp. to 1♣ opening: 1♦/♥= 4+ ♥/♠; 0+ HCP		
Vs. nat 1x/2M: cue=Michaels	Suit:1st	att: Lo=enrcg	count: Lo=even	Roman			
Vs. nat 2m: 2NT=om+M; 3m=both M	2nd	count: Lo=even	SP: Lo=lower suit		ART resp. to 1♦-1M		
(1x)-3x ask for stopper, usually w/ running suit	3rd	SP: Lo=lower suit			Opp's overcall to our 1♦/1M: transfers up to 2x-1		
	NT: 1st	att: Lo=enrcg	count: Lo=even	Roman			
Vs. NT(vs. Strong/Weak; Reopening;PH)	2nd	count: Lo=even			1♥-1♣ 0-4 ♠ 5-11, 1♥-1NT 5+ ♠ 5+		
Weak:	3rd						
X=PEN; 2♣=44+♥♠; 2♦=5+M;	Signals :						
2M=5M4+m; 2NT=5m5m; 3x = PRE							
Strong:							
same as vs. weak NT	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	11+; 17+/own good suit; 19+ bal						
Lebensohl after (2X)-X-(p)	cue in resp. = F to suit agreement or 2NT						
cue (2x)-3x/4x, (3x)-4x=Michaels; (2M)-4m/4NT=minors	ELCD on balancing X			SPECIAL FORCING PASS SEQUENCES			
Vs. Multi: X=5+M;2♥=14+ 5+♠;2S=14+ 5+♦;3m=nat 6+ weak				after 1NT-(X=PEN)-any: pass forcing to 2♥			
Vs. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			X on our artificial bid: pass shows stopper/cue-bid			
Vs. strong 1♣: 1♦=5♥ or 4♣+5m; 1♥=5♠ or 4♥+5m;	Support-X; Responsive X; Maximal X						
1♣=one m; 1NT = both m; 2♣ M's, 2♦=6♥/5♠+4m;	Competitive-X: (1x)-X-(2/3x)- X = light T/O; suit or 2NT=scrambling = values			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
2♥=6♠ or 5♥+5(4)m; 2♠=one m; 2NT = both m	vs. Transfers : X=T/O; TRF+1 = Michaelish			3rd pos. NV - random light openings			
Vs. 2-way 1♣: 2♣=44+♥♠; 2♦=6M; 2M=5M4+m							
OVER OPPONENTS' TAKE OUT DOUBLE							
X overcall to our 1x: transfers up to 2x-1				Psychics: rarely			
after 1♣-(p)-1X-(X) = system on							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	3♣	a) 11-14 bal (incl 5♦332)	1♥/♥= 4+ ♥/♠ (except 2♥/♥) ; 1♠= bal w/o 4M /♠ any strength/♦ 0-9	1♣-1R-> [1]: 1M=2-3 supp <17,usu bal 11-14; 1NT=18-20 bal; 2♣ nat<17	
				b) 11-20(22) nat, unbal	1NT=(10)11-12 bal; 2♣=5+♦ INV+; 2♦= 6+♥,4-7/12+; 2♥=6+♠, 4-7/12+	2♦= nat/♠ >17; 2M=4-supp 11-14; 2oM nat >17; 2N=distrib.INV+ 3+supp	
				(21-22 only if 3-suited)	2♠=54+ ♣♣ 6-9; 2NT=16-18 bal; 3m=6+m 6-9;	1♣-1♠-> [2]: 1NT=bal 11-14; 2♣=nat<17; 2♦= nat>17/18-20 bal;	
				c) 18-20 bal	3M= nat PRE; 3NT=13-15 bal; 4NT=19-20 bal	2M=nat>17; 3♣=nat 15-17; 2N =♠>17	
1♦		4	4♣	11-20(22) unbal 5+/ 4441 short ♣♥♣	1M=4+M; 1N=5-10; 2♣=11+ 5+♣; 2♦=10+ inverted; 2M= 4-7 6M;	1♣-1♥-> [3]: 1♠=♣; 1N=♠; 2♣ = 6♦11-13/16+; 2♦=supp,14+; 2♥=supp,11-13	
					2NT= nat INV; 3♣=INV 4+supp; 3♦=PRE; 3M=SPL	1♦-1♠-> [3]: 1N=♣; 2♣ = 6♦11-13/16+; 2♦=♥; 2♥=supp,14+; 2♠=supp,11-13	
					3NT to play; 4♣=splinter		
1M		5	4♦	11-20, 5+M	After 1♥: 1♠=0-4♣ 5-12; 1NT=5+♠ unlim; 2♠=nat weak (~3-7);	1♥-1♠-2♣ / 1M-1NT-2♣ =(semi)nat or 16+ (Gazzilli)	2♠=8-11, 3-card supp
				3rd pos NV: (4)5+M,	After 1♠: 1NT=F1; 2♥= GF 5+♥;	1♥-2♥: 2♠ non-spezif.F, 2NT/3m short suit game-try	2♦= 8-11, 4-card supp
				weak (6+HCP) possible	2♣=2+♣ GF; 2♦=5+♦ GF; 2M=7-10 3cM 2NT=16+ 4+M; 3♣= 6-10 4+M;	1♠-2♠: 2NT=non-spezif.F; 3x=short suit game-try	
					3♦=10-12 4+supp; 3M=PRE; 3NT=4m333(4432;3-supp) 12-15;		
					3OM = unspec. SPL; 4m=12-15 4-supp. (Swiss)		
1NT		--	3♣	15-17 bal, 5M=systemic,	[4] 2♣=pupp to 2♦, 2♦/♥=TRF ♥/♠; 2♠=range ask/ TRF ♣; 2NT= TRF ♦	[4] - 2♣-2♦-: 2♥ = pupp to 2♠; 2♠= minors; 2NT/3♣/3♦= INV nat + 4♥	
				6m/ 5m4m/ 441♦4 possible	3♣=pupp STA; 3♦=5M5M+ wk/strong; 3♥= 3145; 3♠ = 1345;	- 2♣-2♦-2♥- 2♠: 2NT/3♣/3♦= INV nat + 4♣	
					4♣=Gerber; 4♦/♥=TRF	- 2♦-2♥-: 2♠= 4M4M+ F1; 2NT= INV 5♥; 3m = NAT FG	
2♣	X	0	--	STRONG, 23+bal /	2♦=waiting; 2♥=2nd negat; 2♠/NT=positive ♥/♠; 3m=positive m	Kokish: 2♣-2♦-2♥: relay to 2♠ = ♥ or 25+bal	
				8,5+ playing tricks M / 9,5+ tricks m			
2♦	X	0	2♠	4-11, 6M (very good 5M possible)	2♥/3♥/4♥ = P/C; 2NT ask	2♦-2NT: 3♣=medium; 3♦=min ♥; 3♥=min ♠;	
				4th pos: 6M 13-15		3♠=MAX ♥; 3NT= MAX ♠	
2♥	X	5	--	5-11, 5♥ 4+m	2♠= nat, NF; 2NT ask; 3m nat F		
				4th pos: 5♥ 5m 13-15	3♥=PRE; 3♠ = nat,INV; 4m = cue for ♥		
2♠	X	5	--	5-11, 5♠ 4+m	2NT=ask; 3m nat F		
				4th pos: 5♠ 5m 13-15	3♥=6+♥ INV; 3♠=PRE; 4m = cue for ♠		
2NT		--	3♠	21-22 bal, 6m/5M possible	3♠="muppet" STA; 3♦/♥= TRF; 3♣ =gen.slam.INV; 4♣=Gerber; 4♦/♥=TRF	2NT-3♠-: 3♦=4M; 3♥=no 4+M; 3NT=5♥	
3♣		6	--	PRE	NAT		
3♦		6	--	PRE	NAT		
3♥		7	--	PRE	NAT		
3♠		7	--	PRE	NAT	High Level Bidding	
3NT	X	--	--	gambling, solid minor		14-30 RKCB; Optional minor-suit RKCB; Exclusion RKCB; Gerber; Doroszewicz; Quantitative 4NT	
4♣		8	--	PRE		PEDO-PERO	
4♦		8	--	PRE		Cuebids: 1st or 2nd round	
4♥		8	--	PRE			
4♠		8	--	PRE			
4NT	X	--	--	wild, both minors			
5X		9	--	PRE			



- [1]

1♣-1R

 R - red suit
- 1♦ promises 4+♥
1♥ promises 4+♠
(in theory, 0+ HCP, but see responses 2♦/2♥)
- > accepting transfer with 2-3 cards, otherwise:
1N = 18-20, bal
2♣ = natural 5+, 11-17 HCP, implies shortness
2♦ = nat, reverse strength or 18-20/♣
2M (jump accept) = minimum, 4-card raise
2N = distrib. INV+ raise, either 6c3M or 5c4M
3♣ = 15-17/nat, goodish suit 6+
3M (dble jump accept) = 18-20 bal, 4-card raise
- 2♦ promises 6+♥; either 4-7 or 12+ range
2♥ promises 6+♠; either 4-7 or 12+ range
- > accepting transfer with 2-3 cards, otherwise:
3M (jump accept) = 3+card raise, minimum (11-14)
3♦ = strong raise (INV+ against 4-7 range)
2N = reverse strength or better, ♣ or ♠/♦
3♣ = 15-17 HCP, goodish suit 6+
- [2]

1♣-1♠

- a) bal 5+HCP, "transfer to 1NT"
b) one minor, 0-9 HCP
c) ♣ INV+
- > intending pass over 1NT or 2♣ with 5-10 HCP
-> raising 1NT to 2NT/3NT with 11-12/13-15 HCP
right-siding NT, some suit possibly unprotected
-> to play minor contract against weak NT
-> INV+ to 3NT or 5m
- [3]

1♦-1♥->

- | |
|---------------------|
| 1♠ = 4+♣; denies 4♠ |
| 1NT = 4♠ |
- then ->
- | |
|--|
| 2♣ = puppet to 2♦, sign-off in 2♦ or INV hands |
| 2♦ = ART FG |
| 2♥ = 8-11, 6+♥ |
| 3♥ = FG, 6+♥ |
| 2NT = preparing sign-off in ♣ |
| other = distributional INV |
-
- | |
|------------------------|
| 2♣ = a) 6+♦, 11-13 HCP |
| b) 16+, no 4-card fit |
- then ->
- | |
|----------------------------|
| 2♦ = to play against 11-13 |
| 2♠ = ART FG |
| other = INV against 11-13 |
-
- | |
|----------------------------|
| 2♦ = INV+ raise, 14+ HCP |
| 2♥ = min. raise, 11-13 HCP |
-
- | |
|---------|
| 1♦-1♠-> |
|---------|
- | |
|-----------|
| 1NT = 4+♣ |
|-----------|
- then ->
- | |
|--|
| 2♣ = puppet to 2♦, sign-off in 2♦ or INV hands |
| 2♦ = ART FG |
-
- | |
|-----------------------|
| 2♣ = a) 6+♦ (11-13) |
| b) 16+, no 4-card fit |
- then ->
- | |
|----------------------------|
| 2♦ = to play against 11-13 |
| 2♥ = ART FG |
| other = INV against 11-13 |
-
- | |
|------------|
| 2♦ = 5+♣4♥ |
|------------|
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- | |
|----------------------------|
| 2♥ = INV+ raise, 14+ HCP |
| 2♠ = min. raise, 11-13 HCP |

[4] 1NT-2♣ puppet to 2♦, many hand-type then ->

pass = weak hand with ♦
 2♥ = puppet to 2♠; 4-card ♠, INV+; after 2♠:
 2NT = bal INV, 4♠
 3m = unbal INV, 4♠ +5+m

2♠ = minors
 2NT = bal INV, 4♥
 3m = unbal INV, 4♥ +5+m
 3M = FG, 5OM + 3M ("3-card Smolen")

1NT-2♦ a) transfer to ♥, 5+♥
 b) 4♥4♠+, INV+

opener accepts -> pass = weak hand with ♥
 2♠ = 4♥4♠+, INV+
 2NT = INV, 5♥
 3m = FG, 5♥ + 4+m
 3NT = FG, 5♥ + 2♠

1NT-2♥ transfer to ♠, 5+♠

opener accepts -> pass = weak hand with ♠
 2NT = INV, 5♠
 3m = FG, 5♠ + 4+m
 3NT = FG, 5♠ + 2♥

all U25

Supplementary Sheet

[1] 1♣-1R
R - red suit

1♦ promises 4+♥
1♥ promises 4+♠
(in theory, 0+ HCP, but see responses 2♦/2♥)

-> accepting transfer with 2-3 cards, otherwise:
1N = 18-20, bal
2♣ = natural 5+, 11-17 HCP, implies shortness
2♦ = nat, reverse strength or 18-20/♣
2M (jump accept) = minimum, 4-card raise
2N = distrib. INV+ raise, either 6c3M or 5c4M
3♣ = 15-17/nat, goodish suit 6+
3M (dble jump accept) = 18-20 bal, 4-card raise

2♦ promises 6+♥; either 4-7 or 12+ range
2♥ promises 6+♠; either 4-7 or 12+ range

-> accepting transfer with 2-3 cards, otherwise:
3M (jump accept) = 3+card raise, min (11-14)
3♦ = strong raise (INV+ against 4-7 range)
2N = reverse strength or better, ♣ or ♠/♦
3♣ = 15-17 HCP, goodish suit 6+

[2] 1♣-1♠

a) bal 5+HCP,
"transfer to 1NT"

b) one minor, 0-9 HCP

c) ♣ INV+

-> intending pass over 1NT or 2♣ with 5-10 HCP
-> raising 1NT to 2NT/3NT with 11-12/13-15 HCP
right-siding NT, some suit possibly unprotected
-> to play minor contract against weak NT

-> INV+ to 3NT or 5m

[3] 1♦-1♥->

1♠ = 4+♣; denies 4♠
1NT = 4♠

then ->	2♣ = puppet to 2♦, sign-off in 2♦ or INV hands
	2♦ = ART FG
	2♥ = 8-11, 6+♥
	3♥ = FG, 6+♥
	2NT = preparing sign-off in ♣
	other = distributional INV

2♣ = a) 6+♦, 11-13 HCP b) 16+, no 4-card fit

then ->	2♦ = to play against 11-13
	2♠ = ART FG
	other = INV against 11-13

2♦ = INV+ raise, 14+ HCP
2♥ = min. raise, 11-13 HCP

1♦-1♠->

1NT = 4+♣

then ->	2♣ = puppet to 2♦, sign-off in 2♦ or INV hands
	2♦ = ART FG

2♣ = a) 6+♦ (11-13) b) 16+, no 4-card fit
--

then ->	2♦ = to play against 11-13
	2♥ = ART FG
	other = INV against 11-13

2♦ = 5+♦4♥
2♥ = INV+ raise, 14+ HCP
2♠ = min. raise, 11-13 HCP