

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		
2NT=GF 3+supp, cue-bid: INV 3+ supp	Subseq	Hi=denying honour	Hi=denying honour		Cathegory: U25		
Reopening: jumps = 10-13, good 6+suit	Other:				Players: Other combinations (Botur-?)		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd/4th Live: 15-18 mostly bal; responses = system on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE		
	Ace	A, Ax(+), AK(+)	A ask for attitude		1♣ = 11-20(22), 2+; transfer responses		
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 1NT; 2/1 FG 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♣ = strong; bal 23+/ 9 tricks in M / 9,5 tricks in m		
1-Suited: weak	9	H109, 9x	Same		2♦ = 6+M (5M seldom); any side 4-card allowed		
2NT=minors	Hi-x	Xx	Same				
	Lo-x	xxX	Same		M=MAJor, m=minor		
	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		
Vs. nat 1x: Michaels	Suit:1st	att: Lo=enrcg	count: Lo=even	Roman	TRF resp. to 1♣ opening: 1♦/♥= 4+ ♥/♦; 0+ HCP		
Vs. nat 2m: 2NT=55 om+M; 3m=55 both M	2nd	count: Lo=even	SP: Lo=lower suit		ART responses after 1♦-1M		
(1x)-3x ask for stopper, usually w/ running suit	3rd	SP: Lo=lower su					
	NT: 1st	att: Lo=enrcg	count: Lo=even	Roman	Opp's overcall to our 1♦/1M: transfers up to 2x-1		
Vs. NT(vs. Strong/Weak; Reopening;PH)		2nd	count: Lo=even				
Weak:		3rd	SP: Lo=lower su		1♥-1♣ 0-4 ♠ 5-11, 1♥-1NT 5+ ♠ 5+		
X=PEN; 2♣=54+M; 2♦=6+M;	Signals :						
2M=5M4+m; 2NT=55m; 3x = PRE							
Strong:							
same as vs. weak NT	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		2nd pos. = 11+; 17+/own suit; 19+ bal					
Lebensohl after (2M)-X-(p), (2x)-3x asking for stopper	cue-bid response = F to suit agreement or 2NT						
cue (2x)-4x, (3x)-4x = Michaels				SPECIAL FORCING PASS SEQUENCES			
(2M)-4NT = minors							
Vs. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			X on our artificial bid: pass denies stopper		
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♥ or 5♠4+m;	Competitive-X (1x)-X-(2/3x)-: X = T/O;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
2♥=6♠ or 5♥4+m; 2♠=one m; 2NT = both m				3rd pos. NV - light openings			
Vs. 2-way 1♣: 2♣=44+♥♠; 2♦=6M; 2M=5M4+m				4th pos. – 2D/2H/2S – 11-15 6-card suit,			
OVER OPPONENTS' TAKE OUT DOUBLE					Psychics: rare		
X overcall to our 1x: transfers up to 2x-1							
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 strentgh/♦ 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♣= nat/♣ >17; 2M=4-supp 11-14; 2oM nat >17; 2N=distrib.INV+ 3+supp	
				(21-22 only if 3-suited)	2♥=6+♠, 4-7/12+; 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/ 4♣=SPL;	1♣-1♠-> [3]: 1N=♣; 2♣ = 6♦11-13/16+; 2♦=♥; 2♥=supp,14+; 2♠=supp,11-13	
					3NT to play	1♦-2♣ -> 2♦ = 5+♦; 2♥= 4441♠; 2♠=supp♣,14+	
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, supp
				3rd pos: (4)5+M, weak (6+HCP) poss.	After 1♠: 1NT=F1; 2♥= GF 5+♥;	1♥-2♥: 2♠ non-spezif.F, 2NT/3m short suit game-try	
					2♣=2+♠ GF; 2♦=5+♦ GF; 2M=7-10; 2NT=16+ 4+M; 3♣= 6-10 4+supp;	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♣	(14)15-17 bal, 5M possible	2♣=STA, 2♥/♥/=TRF♥/♠; 2♠=TRF♠; 3♠=TRF♦ wk or strong; 3♦=nat INV		
					4♠=Gerber; 4♥/♥ =TRF ♥/♠		
2♣	X	0	--	23+bal /	2♠=waiting; 2♥=2nd negat (usu < King); 2♠/NT=positive ♥/♠; 3m=positive m	2♣-2♦: 2♥ relay to 2♠ (Kokish) = ♥ or 25+bal	
				9+ playing tricks M / 9,5+ tricks m			
2♦	X	0	2♠	4-11, 6M (very good 5M possible)	2♥/3♥/4♥ = P/C; 2♠=pas/2NT/3♠; 2NT=ask; 3m/♠=nat F; 4♠=asking TRF	2♦-2NT-: 3♠=MAX; 3♦=min ♥; 3♥=min ♠	
				in 4th seat nat. 6Card 10-13			
2♥	X	5	--	5-11, 5♥ 4+m	2♠= nat NF; 2NT ask; 3m =nat, nF;	2♥-2NT-3m -> 3♠ = nat,FG	
				in 4th seat nat. 6Card 10-13	3♥=PRE; 3♠ = nat,INV; 4♠/4NT= P/C		
2♠	X	5	--	5-11, 5♠ 4+m	2NT=ask; 3m=nat, NF;	2♠-2NT-3m-> 3♥=nat,FG	
				in 4th seat nat. 6Card 10-13	3♥=nat INV; 3♠=PRE; 4♠/4NT = P/C		
2NT		--	3♠	21-22 bal, 6m/5M possible	3♠=puppet STA; 3♦/♥= TRF ♥/♠; 3♠ =5♠4♥; 4♠=Gerber; 4♥/♥ =TRF ♥/♠	2NT-3♠-: 3♦=4M; 3M=5M; 3NT=w/o 4+M	
3♣		6	--	nat, pre	NAT		
3♦		6	--	nat, pre	NAT		
3♥		6	--	nat, pre	NAT		
3♠		6	--	nat, pre	NAT	High Level Bidding	
3NT	X	--	--	gambling, solid minor		14-30 RKCB; Gerber; Exclusion RKCB; Quantitative 4NT, 4♠ RKCB for ♥, optional minorwood	
4♣		7	--	nat, pre		Cuebids: 1st or 2nd round	
4♦		7	--	nat, pre		DOPI	
4♥		7	--	nat, pre		ROPI	
4♠		7	--	nat, pre			
4NT	X	--	--	wild, both minors			
5X		8	--	nat, pre			

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