

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Overcall at the 1 level shows generally 8+ points and 5 a card suit 2 level overcall shows normally 6 cards and 10 points
Cue bid raises are strong
Michaels, Unusual no-trump
Mixed Raises: 1X-1M- (anything less than 2X) – 3X = Mixed Raise Showing about 6-9 pts and scattered values & 4M
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 – bad 18 all system on (11-14 in protective)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak showing 6 card suit (can be 5 at green) 2NT (direct) = 2 lowest ranking suits (at least 5-5)
Reopen: Intermediate (12-16)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Non-jump cue bid is Michaels (5-5 in majors or 5-5 in unbid major and an unspecified minor) Jump cue = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2C = Majors (at least 5-4) 2D = Single suited Major overcall 2H/S = bid major (at least 5) and a minor (at least 4) 2NT = Unusual No Trump
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X= Takeout (after X, 2NT is Lebensohl forcing the X bidder to bid 3C (FADS)) Leaping Michaels (or non leaping over 3 level pre empt): Over 2D: 4D = 55 H/S, 4C = C & major (all forcing) Over 2M: 4C = C & other Major (all forcing) 2X – 3X asks for a stop
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over str 1C: X = Heart overcall; 1D = Spade overcall; 1H = Red suits or Blacks; 1S = Majors or Minors; 1NT = H & C or S & D 1C-2X = Natural and weak or 3-suiter without Over 1C – P – 1D: X = Spade overcall; rest as above
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = good raise
XX = 9+ points Transfers after 1M (X)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from honour, 2 <sup>nd</sup> from bad suit	4 <sup>th</sup> from honour, 2 <sup>nd</sup> from bad suit	
NT	4 <sup>th</sup> from honour, 2 <sup>nd</sup> from bad suit	4 <sup>th</sup> from honour, 2 <sup>nd</sup> from bad suit	
Subseq	U/D Attitude	U/D Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKQx; AKJx(+)	
King	KQ; AKx(+)	AKQ; AKJ; KQJ; KQTx(+)	
Queen	QJ; KQx(+)	QJTx(+); KQJx(+); KQTx(+)	
Jack	JT9(x)(+); JTx; Jx	JT9(x)(+); Jx	
10	T9(x)(+); Tx	T9(x)(+); Tx	
9	9x	9x	
Hi-X	xSxx; Sx	xSxx; Sx	
Lo-X	HxxS	HxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D ATT	COUNT	U/D ATT
Suit 2	SUIT PREF	SUIT PREF.	COUNT
3			SUIT PREF
1	COUNT	COUNT	U/D ATT
NT 2	U/D ATT	SUIT PREF.	COUNT
3			SUIT PREF
Signals (including Trumps):			
K lead asks for Count. A or Q lead asks for Upside Down Attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Should be about 11+ points (depending on shape) showing 2 or less of opener's suit. In protective can be far less sound (but must still have the correct shape) If it is clear, 2NT can be 2 places to play after a double in competition			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>NCBO: England</b>
<b>PLAYERS: Liam and Jamie Fegarty</b>
YOUNGSTER U21
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors (2+ club) Stong No Trump (15-17 HCP) 3 Weak 2s
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT = Long Running Minor (Gambling)
<b>SPECIAL FORCING PASS SEQUENCES:</b>
<b>IMPORTANT NOTES:</b>
<b>PSYCHICS: Rare</b>
<b>IMPORTANT NOTES</b>

