DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Light overcalls at fav VUL
Responses natural
Cue bid: inv+, may not have support
Reopening: balancing 9+
(1x) – 1y – (p or 2x) - 2z: non forcing

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

General Style = natural (Can be light / shaped)
Responses: system on
Reopen: 11-14 bal or semi

JUMP OVERCALLS (Style; Responses; Unusual NT)

Pre-empts (can be light)
2NT = cheaper suits / Unusual

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels weak or strong
Leaping Michaels

VS. NT (vs. Strong/Weak; Reopening;PH)

Multilandy
Vs Weak: Dbl is 12+
Vs Strong: Dbl = 15+
Reopen Dbl = 9+/11+/13+ (NV vs VUL/ same VUL / VUL vs NV)
Opening values against Weak

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Natural / Dbl: take-out
Leaping Michaels
Non Leaping Michaels
NT: 14+ with stopper

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs. Str 1♣: Dbl is 4/4 / vul 5-4+ Majors / 1NT: 4/4 minors / vul 5-4+
Multilandy
Vs 2♣ Natural

OVER OPPONENTS' TAKEOUT DOUBLE

One under
Rdbl: 10+ / New Suit F1
Double Jump: Splinter

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3-5	3-5
NT	Low with interest	2-4
Subseq	ATT	ATT
Other: ATT over A; CT over K		
Smith Ecco vs NT		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx, Ax(x)	AKQT (x)
King	AK(x), Kx, KQx(x)	Kx - AKJT(x) – KQx(x)
Queen	Qx(x), QJx(x)	QJxx(x), KQTx(x)
Jack	Jx, KJT(x)	Same + AJTx(x)
10	HT9, Tx, T	Same + AT9x(x)
9	9, T9x(x), H9x(x)	Same
Hi-X	EVEN	EVEN
Lo-X	ODD	ODD

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1°	Attitude	Attitude	Odd encouraging
	2°	Count	Count	
	3°	Preference		
NT	1°	Attitude	Attitude	Odd encouraging
	2°	Count	Count	
	3°	Preference		

Signals (including Trumps): Smith Ecco
Natural carding / Discarding: Ask 3-5-7-9-2-4-6-8

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape; usually w/o 5 card suit
Off-shape OK if (16)17+ / NAT Responses
Reopening 8+ HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Competitive
Negative
Support Dbl & Rdbl
Lightner

W B F CONVENTION CARD

CATEGORY: GREEN
NCBO: ARGENTINA
PLAYERS: IGNACIO MIQUELEZ – NICOLAS TISCORNIA BIAUS
19ᵗʰ WORLD YOUTH TEAM CHAMPIONSHIPS

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2/1
1NT +14 - 17
5+M (semi-F 1NT), 4+♦, 2+♣
LIGHT OPENINGS AND OVERCALLS
NT openings may have sing (usually H) or 5c M or 6c minor
NAT wk 2
2 ♣ GF, 2NT: 20-21

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
JACOBY INV+
BERGEN MODIFIED
TWO WAY CHECKBACK
INVERTED MINORS
DRURY
MICHAELS
KOKISH
RUBENSOHL - LEBENSOHL
TEXAS TRANSFERS OVER 1NT
SCRAMBLING

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES
Responders jump in new suit (no interference): 6+ cards INV
Last train cue-bid / non serious
Lebensohl over opps 2 wk openings / Lebensohl over reverse

PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	2		10-21 PH	NAT / Inverted Minors/Jump shift inv/Jump weak	2way/ 4th suit forcing / 3rd suit forcing	
1♦	No	4		10-21 PH	NAT / Inverted Minors/Jump shift inv/Jump weak	Idem 1♣	
1♥	No	5		10-21 PH	NAT / 1 NT semiforcing / Jacoby inv+ 2NT(Note #1) Jump Shift Inv/ 3♣ 4 card support 6-9 3♦ 3 card support INV / 3♥ 0-7 4 cards 3♠ Any Splinter 3NT void ♣ / 4♣ void ♦ / 4♦ void ♠	2way/ 4th suit forcing / 3rd suit forcing / Jacoby	Drury. Jacoby.
1♠	No	5		10-21 PH	NAT / 1 NT semiforcing / Jacoby inv+ 2NT(Note #1) Jump Shift Inv/ 3♣ 4 card support 6-9 3♦ 3 card support INV / 3♥ 0-7 4 cards 3NT Any Splinter 4♣ void ♣ / 4♦ void ♦	4th suit forcing / 3rd suit forcing / Jacoby	Drury. Jacoby.
INT				14+-17	Stayman – Transfers – Puppet(Note #5) – Splinters		Lebensohl - Rubensohl
2♣	x			21+ HCP	2♦ waiting	Kokish (Note #2) Jump in Mayor (Note #3)	
2♦		5		0-10 vul dependent	Ogust(Note #4) NV/2NT NAT VUL	3NT AKQxxx	
2♥		5		0-10vul dependent	Ogust NV/2NT NAT VUL	3NT AKQxxx	
2♠		5		0-10vul dependent	Ogust NV/2NT NAT VUL	3NT AKQxxx	
2NT				19-21 HCP bal or semi bal	Puppet(Note #5) / Transfer / 3 sp forces 3nt(Note #6)	Step shows amount of cards in transfers: TRF relay = 2 cards o 3 no max / 3NT = 3 cards max / Cue bids 4 cards with max/	
3♣		6		PRE, vul dependent	New Suit Forcing	3NT AKQxxx	
3♦		6		PRE, vul dependent	New Suit Forcing	3NT AKQxxx	
3♥		6		PRE, vul dependent	Minors: Cue bid	3NT AKQxxx	
3♠		6		PRE, vul dependent	Minors: Cue bid	3NT AKQxxx	
3NT				Gambling	NAT		
4♣		7		PRE, vul dependent	NAT		
4♦		7		PRE, vul dependent	NAT		
4♥		7		PRE, vul dependent	NAT		
4♠		7		PRE, vul dependent	NAT	**HIGH LEVEL BIDDING**	
4NT				Blackwood	NAT	RKBC: 1430 / 5NT = odd KC and a void / 6x even KC and a void x	
						Cuebids can be 1st/2nd round controls.	
5♣		7		PRE, vul dependent	NAT	If opps dbl, rdbl shows 1st round control, bidding is 2nd, passing denies both.	
5♦		7		PRE, vul dependent	NAT	Keycard exclusion. Steps are: 0, 0 with Q, 1, 1 with Q, 2, 2 with Q, 3, 3 with Q	
5♥		8		PRE, vul dependent	NAT	Splinters / non serious / Last train	
5♠		8		PRE, vul dependent	NAT		

JACOBY

Left column:

1 ♥	5♥+ 10-21		2 NT	10+ hcp 4♥+
3 ♣	Minimum	3 ♦	Asks for short	
3 ♥	Bal			
3 ♠	♣			
3 NT	♦			
4 ♣	♠			

1 ♥	5♥+ 10-21	2 NT	10+ hcp 4♥+
3 ♦	Forcing Game	3 ♥	Asks for short
3 ♠	Bal		
3 NT	♣		
4 ♣	♦		
4 ♦	♠		

1 ♥	5♥+ 10-21		2 NT	10+ hcp 4♥+
3 ♥	Subminimum	3 ♠	Asks for short	
3 NT	Bal			
4 ♣	♣			
4 ♦	♦			
4 ♥	♠			

1 ♥	5♥+ 10-21		2 NT	10+ hcp 4♥+
3 ♠	18-21 Unbalanced	3 NT	Asks for short	
4 ♣	♣			
4 ♦	♦			
4 ♥	♠			

1 ♥	5♥+ 10-21	2 NT	10+ hcp 4♥+
3 NT	18-21 Bal		

1 ♥	5♥+ 10-21	2 NT	10+ hcp 4♥+
4 ♣	5M5♣+ Good Suits		
4 ♦	5M5♦+ Good Suits		

1 ♥	5♥+ 10-21	2 NT	10+ hcp 4♥+
4 ♥	6♥+ 12-15 Unbal		

1 M	5M+ 10-21	2 NT	10+ hcp 4M+	(3 ♣)	-
P	Game Forcing				
X	Shortage ♣				
3 ♦	Shortage ♦				
3M	Subminimum				
3o/M	Shortage O/M				
4 ♦	5M5♦+ Good Suits				
4 M	6M+ 12-15 Unbal				

1 M	5M+ 10-21	2 NT	10+ hcp 4M+	(3 ♦)	-
P	Game Forcing				
X	Shortage ♦				
3M	Subminimum				
3o/M	Shortage O/M				
4 ♣	5M5♣+ Good Suits				
4 M	6M+ 12-15 Unbal				

Right column:

1 M	5M+ 10-21	2 NT	10+ hcp 4M+	(3 o/M)	-
P	Game Forcing				
X	Shortage O/M				
3M	Subminimum				
4 ♣	5M5♣+ Good Suits				
4 ♦	5M5♦+ Good Suits				
4 M	6M+ 12-15 Unbal				

1 M	5M+ 10-21	2 NT	10+ hcp 4M+	(4x)	-
P	Forcing with extras				
X	Shortage X with extras				
4 M	Minimum / 4Y cuebid				

1 ♠	5♠+ 10-21		2 NT	10+ hcp 4♠+
3 ♣	Minimum	3 ♦	Asks for short	
3 ♥	Bal			
3 ♠	♣			
3 NT	♦			
4 ♣	♥			

1 ♠	5♠+ 10-21		2 NT	10+ hcp 4♠+
3 ♦	Forcing Game	3 ♥	Asks for short	
3 ♠	Bal			
3 NT	♣			
4 ♣	♦			
4 ♦	♥			

1 ♠	5♠+ 10-21		2 NT	10+ hcp 4♠+
3 ♥	18-21 Unbalanced	3 ♠	Asks for short	
3 NT	♣			
4 ♣	♦			
4 ♦	♥			

1 ♠	5♠+ 10-21		2 NT	10+ hcp 4♠+
3 ♠	Subminimum	3 NT	Asks for short	
4 ♣	Bal			
4 ♦	♣			
4 ♥	♦			
4 ♠	♥			

1 ♠	5♠+ 10-21	2 NT	10+ hcp 4♠+
3 NT	18-21 Bal		

1 ♠	5♠+ 10-21	2 NT	10+ hcp 4♠+
4 ♣	5M5♣+ Good Suits		
4 ♦	5M5♦+ Good Suits		
4 ♥	5M5♥+ Good Suits		

1 ♠	5♠+ 10-21	2 NT	10+ hcp 4♠+
4 ♠	6♠+ 12-15 Unbal		

KOKISH

2♣	2♦
2♥= forces 2♠	2♠ (forced)
2NT = Bal 25-27 (system on)	
3♣/♦ = Nat 4+ with 5+♥	
3♥ = 6+♥	

2♣	2♦
2♥= forces 2♠	3♣ = 6+♣ 2 honors / up to 8hcp
	3♦ = 6+♦ 2 honors / up to 8hcp

2♣	2♦
3♣	3♦ Ask M4

2♣	2♦
3M = 6♦ - 4M	

OGUST NV VS V

2x	2NT ASK
3♣ = subminimum	
3♦ = minimum	
3♥ = max with bad suit	
3♠ = max with good suit	

PUPPET

1NT	3♣
3♦ = No M5 (may have M4)	
3M = 5 card M	

1NT	3♣
3♦	3M = 4 card O/M

2NT	3♣
3♦ = No M5 (at least one M4)	
3M = 5 card M	
3NT = No 5 or 4 card M	

2NT	3♣
3♦	3M = 4 card O/M

2NT	3♠ (forces 3NT)
3NT	4m = 6 + o/m slam going
First step = rkcb in o/m	
4NT = to play	

2NT	3♠
3NT	4M = 5/5 minors shortage M
	4NT = 5422 inv slam
	5m = to play