DEFENSIVE AND COMPETITIVE BIDDING

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

1 level 8-18; 2-level 10-18; Depending on vulnerability

Reopening: Slightly weaker

Responses: After 1M overcall, TRF from 2 in OPPT's suit to 2M-1

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

2ⁿᵈ 15-18, responses = system on

Reopening: 1NT = 11 – 15, 2NT = (18) 19 - 20

Sandwich: 1NT = 15-18

JUMP OVERCALLS (Style; Responses; Unusual NT)

Direct: weak, 6-10, Reopen: Intermediate, about 11-14

(1X) 2NT=lowest unbid suits, (1X) 3♣ = highest unbid suits

(1♦) 3♣ = natural, (1♦) 3♦ = MM (5+5+)

(1♣) 2♦ = MM(5+5+), (1♣) 3♣ = weak ♣

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

(1X) 2X = outer unbid suits

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

X= Penalty, 2♣ = mm (5+4+), 2♦ = M

2♥/♠ = 5+♥/♠ + 4+♣♦, 2NT= mm (5+5+)

Balancing: System on

VS 1NT overcall: X= Penalty, 2♣ = MM if 1♣♦ opening,

2♦ = one major, 2♥/♠ = 5 + ♥/♠ + 4+♣♦ if 1♣ opening

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

(non-) Leaping Michaels, e.g. (2/3♠) – 4♣ = ♣ + ♥ (5+5+)

(2/3♣♦) - 4♣♦ = Majors (5+5+)

After X transfer-Lebensohl(see next page)

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

X = clubs, 1 level natural, 1NT/2NT = ♥+♣/♠+♦

2 level = Either the suit or 2 higher suits

OVER OPPONENTS' TAKEOUT DOUBLE

XX = points, after 1M from 1NT to 2M – 1 is transfer

1♣ (X) 1♦/♥ = transfer to ♥/♠ 4-5 or 6 inv, 1♠ = ♦

1♣ (X) 2♦/♥ = 6 in ♥/♠ weak or strong

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	1/3/5
NT	2/4 & Attitude	1/3/5
Subseq	2/4 (Rusinow, J from QJX)	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A for attitude	AK(+), AQ109
King	K for count, K from AK	KQJ/10(+),AKJ10(+)
Queen	QJ(x), Qx	AQJ(+), QJ10/9(+), KQ109X
Jack	(K)J10(+), Jx	(H)J10(+), Jx
10	(H)109(+), 10x	(H)109(+), 10x
9	(HH)9(x), 9x	H9x
Hi-X	HxX, HxxxX	HxxX, HxX
Lo-X	xxX, xxxxX	xX, xXx, xXxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Attitude	Count	Direct
Suit	2	Count	S/P	S/P
	3	S/P		Count
	1	Attitude	Smith	Lavinthal
NT	2	Count	Count	Count
	3	S/P	S/P	

Signals (including Trumps): In trump suit Suit Preference,

VS NT: Smith, low encouraging from both side

VS Suit: Lead K from AK then switch shows a singleton

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Solid take-out double, usually with unbid major(s)

Balancing could be light

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Snapdragon Double: good forth suit and tolerance for partner's suit

support double/redouble (under 2M mandatory)

after X/XX for points, first X = T/O, then penalty

X = invitation if double if it is the only available bid

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Germany

PLAYERS: Stig Jesse GER35259&Yuan Tian GER50956

EVENT: 19th World Youth Teams Championships, U31

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5542, 1NT= (14)15-17, frequent up/downgrades

1♦ = good 4+ suit or unbalanced

Transfer-walsh and lots of competitive transfers (see next page)

Two-way checkback in almost every 1X – 1Y – 1Z

No Two-way checkback after 1♣ - 1♠ -1NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ = 2 +♣, longer ♦ possible; Responses= transfers

1♦ = 5+♦ or unbalanced 4+♣ or 4+♦ good suit

2♣ = the strongest opening

2♦ = Weak2 in ♥/♠, 5 card suit possible

2♥ = 5-10, (4)5/4++ in both Majors

2♠ = 5-10, 5+♠, (4)5+ in a minor

3NT = Gambling, with a long minor suit

SPECIAL FORCING PASS SEQUENCES

in GF sequences, after X/XX for points

IMPORTANT NOTES

Good/bad 2NT in many competitive sequences

Direct is bad, except for ♣ direct is good

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		a) 11-22 NAT, 4+ b) 11-14 BAL, no 5♥/♠, no good 4♦ c) 18-19 BAL, no 5♥/♠, no good 4♦	T-Walsh: 1♦ = ♥; 1♥ = ♠; 1♠ = BAL or 4+♦; 1NT = 10-11; 2♣ = 10+, 5 + ♣; 2♥♠ = 4-8, 6 + ♥♠; 2NT = 11-12 BAL, 3♣ = PRE, 6 + ♣, 8-	1♣-1♥-1NT = 12-14 BAL, 2 in ♥/♠ 1♣-1♥-1♠ = 11-17, 3 in ♥/♠ 1♣-1♥-2♣ = ♣ + ♦ (5+4+)/ FG w/ ♣/ 4 in ♥/♠ 18-19BAL/ 18+ 3 in ♥/♠ 1♣/♦ - 2♣/♦ - 2♥ = 12-14 BAL 1♣/♦ - 2♣/♦ – 2♦/♠ = any shortness	1♣ (1♦/♥) X = Transfer 1♣ (1♥) 1♠ = 0-3♠ 1♣ (1♦) 2♥ = 6+♥♠, 5-8
1♦		4		10-22, good 4+ suit or unbalanced	1NT = 6-10; 2♣ = 10+, 4+♦, 2♥♠ = 4-8, 6+♥♠; 2NT/3♣ = NAT, INV. 3♦ = PRE, 6 + ♦, 8-		
1♥		5		10-22, 5+♥	1NT= 4-11, SF (4-7 w/ fit possible); 2♣ = GF, might be short; 2♦ = 5+ FG, 2♥/♠ = 7+ - 10-, 2NT = 10-13 + Fit; 3♣♥ = NAT, INV; 4♣♥ = SPL 3/4♥/♠ = PRE; 3NT= good PRE to 4♥/♠	1♥/♠ - 2NT 3♣ = Slam Interest 3♦ = INV 3♥/♠ = MIN	1♥/♠ - 2NT- 3♣ - 3♦ = Relay 3♥ = 6M, 3NT = BAL Other = shortness	2♣ = Drury, INV + 3 + in ♥/♠ 1♥ - 2♣ - 2♦ = 12 -14 2♥♠ = MIN Other = NAT, INV+
1♠		5		10-22, 5+♠			
1NT		-		(14)15-17 Off shape possible Frequent up/downgrades	2♣ = Stayman; 2♦/♥= Transfer; 2NT = mm; 2♠ = INV w/o 4card ♥/♠ or ♣/♦ weak or (31)(54); 3♣♦ = NAT, INV; 3♥♠ = 4144/1444	1NT - 2♣ - 2♦ - 2♥ = MM weak; 1NT - 2♣ - 2♥ - 2♠ = INV5-5; 1NT - 2♥ - 2♠ - 3♥ = FG 5-5;	Transfer Lebensohl: X = T/O; 2-level to play; 2NT = any weak/ INV+ ♣ 3♣ = INV + 5+♦ 3♦ = INV + 5+♥ 3♥ = INV + 5+♠ 3♠ = asks Stopper Transfer to opponents' suit= Stayman
2♣	×	-		a) SF in ♥♠ b) any FG c) 22+ BAL	2♦ = Relay; 2♥♠= 5+♥♠ with 2+ top honors (AKQ); 2NT= mm, at least 1 top honor per suit; 3♣♦ = Semi-Solid 6+♣♦	2♣ - 2♦ - 2♥ = PUP to 2♠ 2♣ - 2♦ - 2♥ - 2♠ - 2NT = 24-25+ BAL 2♣ - 2♦ - 2NT= 22-23 BAL	
2♦	×	-		5-10, 5 + in a Major	2♥♠ = P/C; 2NT= asks suit quality and MIN/MAX; 3♥♠ = P/C; 4♣ = transfer to your suit; 4♦ = bid your suit; 4♥♠ = to play	2NT Ogust: 3♣ = min ♥; 3♦ = min ♠; 3♥ = max ♠; 3♠ = max ♥;	
2♥		4		5-10, both majors(5+4+)	2NT = Asks length & MIN/MAX, new suit forcing	2♥-2NT: 3♣♦ = longer ♥/♠, 3♥ = 5/5 in MM min, 3♠ /3NT = 55 in MM MAX + ♣/♦ short	X = Penalty
2♠		5		5-10, 5+♠, (4)5+ in a minor	2NT = Ask length & MIN/MAX, 3♣ = P/C	2♠ - 2NT: 3♣/♦ = MIN 4+ in ♣/♦ 3♥♠ = 5 card ♣/♦ MAX	
2NT		-		20-21, Off shape possible Frequent up/downgrades	3♣=Muppet; 3♦/♥ = ♥♠ Transfer; 3♠ relay; 3NT = 5♠4♥ 4♣♦♥♠ = ♥♣♠♦, to play or Slam Interest	After 3♣: 3♦ = one or both 4-card M; 3NT/♠= 5-card ♥/♠; 3♥= no 4+ M	RKCB after Preempt: 0/ 2+, 1-, 1+, 2-,
3♣		6		Depending on vulnerability and shape. 3rd seat wide-ranged	RKCB after Preempt: 4♣ = RKCB ♦♥♠; 4♦ = RKCB ♣		
3♦		6					
3♥		6					
3♠		6					
3NT	×	-		Gambling	♣ = P/C		
4♣		7(6)		Preemptive			
4♦		7(6)				**HIGH LEVEL BIDDING**
4♥		7(6)				RKCB (14, 03, 2w/o, 2w); mixed Cuebids; Spiral Scan
4♠		7(6)				4♣♦ is invitational RKCB, 4♥♠ = deny, from 4♥♠ (14, 03, 2w/o, 2w)
4NT		-		Both minors		4♠ is RCKB for ♥ wherever possible
5♣		8(7)		Preemptive		Nonserious 3♠/3NT in clear Spots, 5NT pick a slam
5♦		8(7)				
5♥		8(7)				
5♠		8(7)				