

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally 8+ 5+ suit, can be lighter green, sometimes only 4 cards
1 over 1 = NF, 2/1 = NF, 2/2 = F1, 2NT = good 4 raise, jumps are fit
2 of their suit = good 3 raise, jump to 3 of their suit = mixed raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, all system on
In 4 th , 11-14 all system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 2NT jump = unusual
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Normal cuebid = Michaels, jump asks for stop
Over short club, 3C = natural
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties, 2C = majors, 2D = single-suited major, 2M = M + m
2NT = minors, wide ranging, 3C/D = constructive, 10-14
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, leaping/non leaping Michaels,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
After 1m (X), 2m = NF 2M = WJS NF, 2NT = good 4 raise
After 1M (X), transfers up to 2M, 2NT = good 4 raise, 3m = fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad, 4 th from honour	2 nd from bad, 4 th from honour	
NT	2 nd from bad, 4 th from honour	2 nd from bad, 4 th from honour	
Subseq	Att, low = enc.	Att, low = enc.	
Other: If we have raised partners suit, lead top from nothing			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(x..),AK(x...)	AK(x...)Ax	
King	AK(x..)KQ(x..)Kx	KQJ(x..)KQT(x..)Kx,AK(x..)	
Queen	QJ(x..)Qx	AQJ(x..)QJ(x..)KQ(x..)Qx	
Jack	KJT(x..)JT(x..)Jx	AJT(x..)KJT(x..)JT(x..)Jx	
10	Tx,T9(x..)KT(x..)QT9(x..)	(A/K/Q)T9(x..)T9(x..)Tx	
9	9x,(K/Q/J)98(x..)	9x,H98(x..)	
Hi-X	xxxx(x..),xx	xxxx(x..),xx	
Lo-X	Hxxx(x..)Hxx,xxx	Hxxx(x..)Hxx,xxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D attitude	Count	U/D attitude
Suit 2	Count	Suit preference	Count
3			
1	U/D attitude	Count	U/D attitude
NT 2	Count	Suit preference	Count
3			
Signals (including Trumps):			
A/Q asks for attitude, K for count. Suit preference in logical situations.			
High low = even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be off shape with majors/other major, aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Jamie Fegarty & Thomas Gardner
EVENT U21s
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5CMs 2/1 GF strong NT better minor 3 weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT = gambling
SPECIAL FORCING PASS SEQUENCES
Forcing pass after interference over 2/1 and with competition in GF
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		33 minors open 1C	1X = natural, 1NT = NF up to 10, 2C = 10+ 4+C, 2D/H/S = WJS, 2NT = bad raise, 3D/H/S = weak	After 1NT 2-way checkback Leb after reverse 1m – 2m, next step = weak NT, other = nat	Jumps to 2M = fit NF, 1m (X), 2NT = good 4 raise
1♦		3		44 minors open 1D	1X = nat, 1NT = semi-forcing, 2C = GF nat	1C-1M-3D=18-19 4M 1D-1S-3H = 18-19 4M	
					2D = 10+ 4+D, 2H/S = W, 2NT = weak, 3C = INV	1m 1X 2NT = 18-19 bal	After 1M (X), transfers to 2M
1♥		5		5+ 10+ HCP	1S = nat, 1NT = semi-forcing can have 3H, 2C/D = Nat GF, 2S = WJS, 2NT = GF 4H, 3m = Bergen	1M – 2NT – 3C = min, 3D = bal, 3H/S/NT =C/D/M shortage	Jumps = fit, 2NT = good 4 raise
1♠		5		5+ 10+ HCP			As passed hand, 2C/D = Drury
INT				15-17, may have 5CM/6cm,	2C = stayman, 2D/H/S/NT = C/D/H/S, 3C = puppet	After 2D/H, break with 4M, after 2S/NT	2NT = max 4 card raise
				Rarely a singleton	3D = minors GF, 3M = slam try, 4C/D = H/S	Complete with Hxx or better	After interference, X=T/O /values
2♣	X			22-24 BAL or any GF	2D = neg/waiting, 2M = 8+ 5+ decent suit, 3m = 8+ 6+m, good suit	Kokish, 2NT = 22-23, 2C-2D-3C-3D is staymanic	2NT = Leb, jump to 4C/D = H/S
2♦		5		0-9, may be 5 cards green	2M = nat, NF, constructive, 2NT = enquiry, 3C = F1, 3M = GF, 4C = keycard	Feature responses to 2NT, after 4C we bid 0, 1 no Q, 1 Q, 2 no Q ...	After 2X (X), XX = values, bids = NF natural
				Generally leadable			
2♥		5		0-9 may be good 5 cards green	2S = nat, NF, constructive, 2NT = enquiry	Feature responses to 2NT, after 4C we bid 0, 1 no Q, 1 Q, 2 no Q ...	If they overcall, X = penalties
				Generally leadable	3m = nat F1, 3 jump = nat, GF 4C = keycard		
2♠		5		0-9 may be good 5 cards green	2NT = enquiry, 3C/D/H = nat F1, 4C = keycard		
				Generally leadable			
2NT				20-21, semi-balanced	3C = 5 card puppet stayman, 3D/H = H/S, 3S = Minors, 4X = slam try 2 suits up	After 3C, 3D = at least 1 4M, break transfer To side suit with 4M	X = T/O, bids = natural
3♣		6		0-9 6C	4D = key card, 3X = natural F1		
3♦		6		0-9 6D	4C = keycard, 3M = natural F1		
3♥		6		0-9 6H	4C = keycard, 3S = natural F1		
3♠		6		0-9 6S	4C = keycard		
3NT				7 solid minor, little outside	Pass with stops, 4m = P/C, 4M = to play		
4♣		6			4NT = RKCB, other = natural		
4♦		6			4NT = RKCB, other = natural		
4♥		6		Pre-emptive can be stronger 4th	4NT = RKCB, other = cue		
4♠		6		Pre-emptive can be stronger 4th	4NT = RKCB, other = cue		
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB = 14/30, next step asks for Q, 2 nd step asks for kings, cue specific kings	
5♥						EKCB	
5♠						DOPI ROPI if interference over RKCB.	