

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-18 HCP, 1 level, (6+ HCP NV, 8+ vul at the 1 level)
Transfer advances between the opponents cue bid and 2M, 2NT = 4+ support over a major unless 1m (1M) p 2NT = natural
New suits are forcing after pass from responder, competitive after a bid by unpassed hands
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT (15.5-18 HCP) and stop in opponent's suit, see 1NT opening for responses and continuations
4th seat 11-14, responses see 1NT opening
Passed hand in sandwich, unusual NT (two lowest unbid suit)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (0-9 HCP) with sufficient point, 2NT = ask, Swedish responses
2NT = unusual NT (lowest unbid suits), 4th seat natural (2N = 19-21)
Reopen: Distributional
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue = stopper ask
Direct cue = Michaels
1C/1D/1H - 4C/D/H, too good to bid 4M (then 4M is p/c)
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty (16+) when weak (13-15 or lower). If they run, one t/o double then penalties, forced to 2H
X vs (14-16+NT) = long minor 7+HCP
2C = MM (2NT nat), 2D = one major (2NT enc), 2H/2S = 5M4m (2N = enc, 3C = p/c, 3D = good 3 card raise), 2NT minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping / non-leaping Micheals (forcing), 2x-3x stopper ask, (2D)-4D = majors
(3c)-4D = diamonds and a major, 3m-(4m) majors, (3M)-4m = NAT
(3x)-3N - (4C range enq, 4D sign off in a suit, 4M/5m slam try, 4NT, any two suiter)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C: X = MM, 1NT,2NT,3NT = minors, 2D majors 55 (1NT UCB)
2C: X = majors, 2/3NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (x), transfers, 1S is nat F1, XX = clubs

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	3rd/5th	
NT	2nd/4th	2nd/4th	
Subseq	2nd/4th		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x+),	AKxx, AKxxx	
King	KQx(x+), KQJx(x+)	KQJ10(x), AKQ10 (Strong)	
Queen	QJx(x+), QJ10(x+)	KQ10x(x), QJ10x(x)	
Jack	J10x, HJ10x(x)	J109x, J108x	
10	109(x+), H109(x)	1098x, H109x	
9	9x, 9, H98x	H98x, 9x,	
Hi-X	Xx, xXxx	xxxx	
Lo-X	Hxxx, xXx	Hxxx, xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Att
Suit 2	SP	SP	Count
3	Att	Att	SP
1	Count	Count	Att
NT 2	SP	SP	Count
3	Att	Att	SP
Signals (including Trumps): Lo-hi = even / encouraging			
Standard suit preference in trumps			
Reverse smith peters (peter for a switch, by both leader and defender)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At least an opening hand, unless shapely			
X followed by a 2NT rebid shows 19-21, with system ON			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Action doubles by pre-empters			
Game try doubles after 1M-2M			
Lightner doubles, lead directing doubles, support re-doubles and doubles, x of a splinter asks for lower ranking suit unless competing the auction			
SOS redoubles when they penalise partner's overcall			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Daniel Winter // Liam Sanderson
EVENT Junior World Championships 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 15-17 NT, 2/1 GF
Weak only multi, constructive 2H/S
Transfers over a short club
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Multi 2D
Transfer over a 1C openings
Transfers after 1 level overcalls
Transfers after 1M double
SPECIAL FORCING PASS SEQUENCES
2/1 GF auctions
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+ clubs, natural clubs or any balanced hand w/o 5cM	1D/1H=4+H/S, 1S = No 4cM, 1NT = GF 5+D, 2C = GF 5+C, 2D = 5S4+H 5-8 HCP, 2H/S = 4-8 HCP 6 cards, 2NT=0-5 HC 6+C, 3C = 6-9, 5+C	Completing transfer shows a wk NT, 1NT=18-19 (3 way checkback), 2NT rebid 9 card raise, 3M 18-19 bal, 4 card support, mini splinters 13-15	1C (1R) 1N nat, 1C (1R) x = trf
1♦		4	4H	Unbalanced, 4+ cards	1M/ 1N = nat, 2C = GF nat, 2D = 10+ HCP, 4+D, 2NT = 0-5 HCP raise, 3D = 6-9 4+D	1D-1M: transfer responses to 2D, (2D shows D+H non reverse) 2NT = 9 card raise, 1D-2D-2H any min, any other bid GF, 2N gf 4+H	1D-(1H)-X=4S, 1S= 5+ spade, transfer rebids off after any overcall, 2NT still a weak raise after intervention.
1♥		5	4D	5+ H	1M-2M constructive, 3C = 3 card limit, 3D = 4 card limit,, 1M- 1NT = wide ranging, 1M-2C = 2+ clubs	1M-2M-2S any long suit trial, specific splinter game trys	Transfers after 1M (x) and 1H (1S) show either 0+ and 6 cards or 9+ and 5+ cards
1♠		5	4H	5+ S	1N-3M = mixed 3M+1 any splinter, double jump = void and support 2NT = 12+ 4 card support	1M-3M+1-3M+2 = splinter ask Swedish responses to 1M-2NT, 4L = strong 2 suiter	PH: Two way drury, after which 2NT is any GF In comp, 3M-1 is mixed
INT		n/a	4H	15-17 HCP - may contain 9 minor cards, or a singleton K/A	2C = stayman, 2D/2H/2S/2N transfers, 3C = 5cM ask, 3D GFmm, 3H/S fragments, 4M 2 under transfer	Smolen; Break to 3C shows 3 card max raise, 2NT any max with 4 card support; Completing shows fit; 3D-3M linked minor support	Rubensohl over intervention Trf to their suit shows the minors and a singleton in their suit, if their suit is a major / if a minor shows the majors. After pen double, xx f card suit, x of art bid values, after which first dbl from either hand is t/o.
2♣	x		4H	22+ HCP or 9+ playing tricks or any game forcing hands	2D waiting, 2H/2S 7+, 5+ cards, concentrated honours	2C-2D-2H forces 2S, 24+HCP bal or any heart hand where bids are transfers. 3C 6+ hearts, 3D 4+ spades, 3H 4+ clubs, 3S 4+ diamonds	X / XX over intervention shows 0-5HCP, new suit positive, over higher
2♦	x	5		5+M, 4+ HCP	2M/3M/4H p/c, 2NT enquiry, 3C/3D nat, F1, 4C transfer to your major, 4D bid your major	2D-2NT: 3C= H + min, 3D= S + min, 3H= H+ Max, 3S= S+max. Cue continuations 4C poor man's key card	2D - (X) Pass is suggestion (good 5 or six), XX is relay to 2H, 2H is p/c (2M) -X P/c (m/NT) – X Pen
2♥		6		8-11 constructive, 6+M 1st and second, wider ranging 3/4th (5+M, 4-12)	2NT enquiry, 2S over 2H constructive, 3m F1, double jumps are splinters	Swedish responses (3C min, 3D max no spl, 3H/3S/3NT max with splinter up the line) 4C is poor man's key card	In competition, new suits show a fit and are more lead directing, x = pen
2♠							
2NT				20-21 bal or semi bal	3C = Reverse Muppet Stayman, 3D/H= GF trf, 3S = mm, 4C/D/H/S = 2 under slam try, 4NT quant, 5NT quant,	3C-3H = no 4/5cM, 3C-3N = 5H; Completing transfers shows fit; Intermediate bid shows fit	
3♣		6		Pre-empt, 3-10 HCP	New suit F1	4D is poor man's key card	
3♦		6		Pre-empt, 3-10 HCP	New suit F1	4C is poor man's key card	
3♥		6		Pre-empt, 3-10 HCP	New suit F1	4C is poor man's key card	
3♠		6		Pre-empt, 3-10 HCP	New suit F1	4C is poor man's key card	
3NT				Gambling, 7 solid or better, no K or A outside	4C pass or correct		
4♣		6		Pre-empt, 3-10 HCP			
4♦		6		Pre-empt, 3-10 HCP			
4♥		6		Pre-empt, 3-10 HCP			
4♠		6		Pre-empt, 3-10 HCP			
4NT	x			Specific ace ask	5C no ace, 5D/H/S specific ace, 5N two aces,, 6L lowest ace of 2		
5♣		6		Pre-empt, 3-10 HCP			
5♦		6		Pre-empt, 3-10 HCP			
5♥		6		Pre-empt, 3-10 HCP			
5♠							
HIGH LEVEL BIDDING							
14/30 RCKB, exclusion 3041, Italian style cue bidding, 5S quant invite to 7, 5NT always pick a slam							

5♠		6		Pre-empt, 3-10 HCP		