

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light overcalls on 1-level (8-15 HCP)
Decent overcalls on 2-level (10-17 HCP)
Cue = 10+, 2NT after 1M 10+ with 4card support
(1x) – 1Y – (p) – 1Z = NF
(1x) – 1M – (p) – 1NT = 9-12
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
In direct position 15-18, system on
(1m) p (p) 1NT 11-14, (1M) p (p) 1NT 12-16
(1x) p (1y) 1NT is nat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
(1m) 2NT = 5om + 5♥
(1M) 2NT = 5-5 ♣/♦
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M) 2M = 5oM + 5♦, (1M) 3M = 5oM + 5♣
(1♣) 2♣ = natural
(1m) 2♦ = 5-5 ♥/♠
(1m) 3m = 5om + 5♣
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = majors, others natural
With passed hand: Dbl = 5+ m, 4M
2NT = both minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl takeout, cuebid = 2-suiter
After (2x) dbl (p) we play Lebensohl
(2x) 2NT = 15-18, system on, (2x) p (p) dbl can be lighter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1NT = minors, Dbl = majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers over 1♣ / 1M (x)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	Attitude when bid	
NT	Attitude	1/3/5	
Subseq	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, KQ(x)	KQ(x)	
Queen	AQJ(x), QJ(x)	QJ(x)	
Jack	KJ10(x), J10(x)	KJ10(x), J10(x)	
10	K/V109(x), 109(x)	K/V109(x), 109(x)	
9	9x	9x	
Hi-X	Sx	Sx	
Lo-X	xxS, xxSx, xxxxS	xSx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2	Low = even	Suit preference	Suit preference
3	Suit preference		Low = even
1	Low = enc	Suit preference	Low = enc
NT 2	Low = even	Low = even	Suit preference
3	Suit preference		Low = even
Signals (including Trumps): UDCA			
Sometimes suit preference in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Almost every double is take out			
Can be light with shape, light reopening			
Responsive doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl, rdbl			
1♣ – (1♦) - x = 4/5 ♥			
1m – (1♥) - x = 4/5 ♠, if 5♠ then <10 HCP			

W B F CONVENTION CARD
CATEGORY: U21
NCBO: Netherlands
PLAYERS: Xavier Friesen & Ronald Goor
EVENT : 19 <sup>th</sup> World Youth Teams Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ 2+ NF
1♦ is 5+ or 4441
1♥/♠ = 5+
1NT = (9)10-13 1 <sup>st</sup> NV, (11)12-14 2 <sup>nd</sup> NV, 9-14 3 <sup>rd</sup> NV.
1NT = 15-17 in other positions
2♣ = weak in ♣ or any GF
2♦/♥/♠ = weak
Transfers after opponents overcall
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = weak in ♣ or any GF, NF
1NT = (9)10-13 1 <sup>st</sup> NV, (11)12-14 2 <sup>nd</sup> NV, 9-14 3 <sup>rd</sup> NV.
10-13 or 9-14 can be frequently unbal (1444/5431)
1♣ – 1♦ = 0-6 any, nat, 7-10 44MM or no 4-card major
1♣ – 2♦ = 6-9 5♥4♠
(1♣) 2♣ = natural
(1m) 2♦ = majors
(1m) 2NT = om + ♥
(1m) 3m = om + ♠
(1M) 2M = oM + ♦
(1M) 3M = oM + ♣
(1M) 2NT = minors
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Aggressive Preempts when NV
3 <sup>rd</sup> seat opening can be 4M and light
PSYCHICS: Rare

OPEN ING	TICK IF ARTI FICIAL	MIN · NO. OF CARDS	NEG · DBLT THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	4♥	2+♣ any 4432 possible 5♦ 17-19 BAL possible 10+ HCP	1♦ any 0-6, nat, 7-10 44MM or no 4-card major 1M 6+, may bypass 4+♦, 1NT 7-10 BAL 2♣ 4+♣ 10+, 2♦ 6-9 5♥4♣ 2M invite, 2NT invite, 3x preemptive	1♣ - 1♦ - 1NT = 18-20 bal 1♣ - 1♦ - 1♥ = 12-14 bal or nat unbal 1♣ - 1♦ - 1♥ - 1NT = 44MM < inv	2x fit jump
1♦		4	4♥	5♦ or 4441 10+ HCP	1NT nat, 2♣ GF with ♣ or bal 2♦ 3+♦ 10+, 2M invite, 2NT invite, 3x preempt		2x fit jump
1♥		5		5+♥ 10+ HCP	2♣ GF with ♣, bal or 13+ ♥-fit, 2♦ 5+ ♦ GF, 2♠ invite 2NT 9-12 with 3+♥, 3m invite, 3♥ preemptive	1♥-1NT-2♣ is any 15-17 or nat	Drury, 2♠/3m fitjump
1♠		5		5+♠ 10+ HCP	2♣ GF with ♣, bal or 13+ ♠-fit, 2♦/♥ 5+ ♦/♥ GF 2NT 9-12 with 3+♠, 3m invite, 3♥ invite, 3♠ preemptive	1♠-1NT-2♣ is any 15-17 or nat	Drury, 3x fitjump
INT				15-17 balanced (9)10-13 1st NV 12-14 2nd NV 9-14 3th NV If weak frequently unbal	2♣ stayman, 2♦/♥ transfers, can be 4M invite 2♠ range ask, weak ♦ or minors 10-13 NT: 2NT 4441 any, 3x/4x = TP 15-17 NT: 2NT Puppet Stayman, 3x = 4441x, 4♣/♦ transfer ♥/♠	Transfers after 1NT - 2♣ - 2x	Transfer Lebensohl
2♣	*			Weak 5+ ♣ or every GF, NF	2♦ relay, new suit NF		
2♦		5		Weak 5+ ♦, 5-10 HCP	2NT = inquiry, new suit NF		
2♥		5		Weak 5+ ♥, 5-10 HCP	2NT = inquiry, new suit NF		
2♠		5		Weak 5+ ♠, 5-10 HCP	2NT = inquiry, new suit NF		
2NT				21-22 (20-21 1 <sup>st</sup> NV) May have 5M/6m Occasionally singleton	3♣ puppet, 3♦/♥ transfers, 3♠ minors 4♣/♦ transfer to M, 4♥/♠ SI ♣/♦		
3♣		6		Preemptive	3M = NF if nv, 4♦ slam try		
3♦		6		Preemptive	3M = NF if nv, 4♣ inv or slam try		
3♥		6		Preemptive	3♠ NF if nv, 4m cue		
3♠		6		Preemptive	4m cue		
3NT	*			Solid 7-crd minor	4♣/♦ to play	HIGH LEVEL BIDDING	
4m				Preemptive	4NT Optional Blackwood	RKC 1430, cues, specific king asks, DOPI, 5NT pick a slam.	
4M				Preemptive		Last train, Non-Serious 3NT, Optional Blackwood in competition	
5m				Natural		Often 4♣ in competition is ST for major	