

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1M: 8-17, 5+ cards. 1D: 8-19, 5+ cards. 2m: 10-19 NV, 12-19 V, 5+ cards. 2M: 10-17 NV, 12-17 V, 5+ cards
Reopening: maximums reduced by 3HCP each, all subsequent bidding 'pretends' the overcall had 3 extra HCP
Responses: non-jump new suit = 8-11 5+ cards, jump new suit = 12-16 5+ cards, 1NT = 8-11 no fit, 2NT = 12-14 no fit
Raises: single = 6-9 3 cards, double raise below game = 6-9 4+ cards, cue = 3+ cards 10+. In competition 2NT shows 4 cards and 10+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-(bad)18 bal. may be offshape.
reopening: 11-14 bal. may be offshape.
Responses are system on
4 th live shows remaining 2 suits, longer in lower-ranked suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single jump: 6+ cards in suit, 6-10 (similar to weak two).
Responses are as with weak twos (See flipside)
Larger jumps are similar to an opening of that call, as with responses
Unusual NT: Lower two unbid suits.
Reopen: 13-15, 6+ suit if suit. 2NT reopening is 19-20 bal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct/reopening minor cuebid: 5/5 majors 6-11 or 16+
Direct/reopen major cuebid: 5/5 other major and minor 6-11 or 16+
2NT response is an invitation in either major, otherwise natural
Jump cue bid is a stopper ask with a long suit.
VS. NT (vs. Strong/Weak; Reopening;PH)
Both strong and weak: X = pen, 2C = 5/5+ majors, 2D = single suiter
2M = 5/5+ M+m, 2NT = 5/5+ minors
Same in reopening or as a passed hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out doubles up to 4H. Double of 4S is a general value-show
Non-leaping Michaels over 3M (i.e. 4m shows 5/5+ m and other major). Cue-bids of minors show 5/5 majors. Jump overcalls are stronger than non-jump. 3NT overcall of 3x is 17-21 (semi-)bal.
Lebensohl (Note 1) over T/O double of weak two. 2NT is 16-18 bal
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C: X = C+H, 1D = D+H, 1H = H+S, 1S = S+C, 1NT = D+S
2C = C+D. X and NT are reversed over negative 1D response.
As above over 2C opening and 2D response just one level higher
Stronger hands pass first, and jump overcalls are single suit preempts
OVER OPPONENTS' TAKEOUT DOUBLE
XX shows no fit 9+ and sets up forcing pass to 2S.
New suits are forcing at 1-level but NF at 2-level. Major raises are still on (e.g. 1S-(X)-3C). 2NT bids show a limit or better raise.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , overleads	If raised, low from H	
NT	2 nd /4 th , overleads	2 nd /4 th	
Subseq	Low from H	Low from H	
Other: Overlead interior sequences			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)/ Ax/A	""	
King	KQ(+)/ Kx/K	""	
Queen	QJ(+)/ Qx/Q	AQJ(+)/""	
Jack	KJT(+)/JT(+)/Jx/J	""	
10	T9(+)/KT9(+)/QT9(+)/Tx	""/AT9(+)	
9	9x/9	""	
Hi-X	Sx/xSx(+)	""	
Lo-X	HxS/HxxS(+)	""	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Low=even	Odd encourage
Suit 2	Low=even	S/P	Even Hi=Hi suit
3 S/P			Even Lo = Lo suit
1	As above for all		
NT 2			
3			
Signals (including Trumps): S/P in trumps when possible.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Solid (12+) in immediate seat, lighter (9+) in reopening. Offshape if 18+			
Non-jump response, 0-7. Single jump response 8-11. Cue response in a minor shows both majors and 10-11, or 12+. It is forcing 1 round.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles of raises up to 4S show equal rank unbid suits with 9+HCP. If new suit, then shows 4 cards in that suit with 6+.			
Support doubles/redoubles after 1x – 1M interference by 4 th seat up to 2M			
1-level redoubles by opening side show 9+ without a fit, forcing pass to 2S			
Redouble by advancer shows no fit and 12+			
Double of final NT contract asks to lead doubler's suit or dummy's first suit if no doubler's suit.			
Negative doubles show unbid major(s) up to 4H			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: AUSTRALIA
PLAYERS: Tomer LIBMAN – Sebastian LANGDON-MACMILLAN
EVENT 18 th World Youth Teams Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Force. 5-card majors, better minor. 1NT semi-forcing
Generally solid openings and pre-empts, except in third seat at non-vul.
Weak twos
1NT = 15-17, can have 5M or rarely 6m322, sgl honour
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Over a multi 2D: X = 13-15 bal or 22+, 2M = 17+ T/O of the M, 2NT = 16-18 bal, 3NT = 19-21 bal.
Over RCO 2's: first X = values, second X = T/O, later X = pen
1m – 2M, 1C – 2D or 1H – 2S: 0-7, 6-card suit
SPECIAL FORCING PASS SEQUENCES
1x – X – XX, up to 2S. 1x-(1NT)-X, up to 2S. If we have shown an invitational or better sequence (Jacoby 2NT or 2/1 GF, cue raise etc.)
IMPORTANT NOTES
PSYCHICS: rarely when responding to pre-empts with a fit

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Open 1C with 3-3 or 4-4 in Minors unless 2 more D hons	1D/H/S = 4+ cards, 6+ points. 1NT = 6-9 no 4M, 2D = 0-7 6+cds 2C = 5+ cards, 10+pts. 2/3NT = 11-12/13-15 no 4M, 3C = 5+cd 5-9	1NT rebid is 12-14 bal, 2NT rebid is 18-19 bal. after both, new minor forcing	after overcall, 1NT=8-10 with a stopper.
1♦		3	4H	Open with 11-20HCP at 1-level	1H/S as above. 1NT = 6-11 no 4M, 2C = 4+cards, 12+, 3D = 5+cd 5-9	where opener shows 3c support, or	cue after overcall: 10+ raise
				Unless 3 rd seat green may be lighter for lead-direction	2D = 4+cards, 10+pts. 2/3NT as above. 1m-2M = 0-7 6+cards 1S as above, 1M-1NT = 6-11 no fit, 2/1 = 4+cds, 12+pts, 2M =	4-card other major if not. Opener reverses are 18+. After any suit agreement, 4NT is RKCB	3 cards if M, any length if m X of 1NT overcall = 8+ any new suit after 1NT overcall is natural NF
1♥		5	4H	May have 4 cards for major if 4441	6-9 3cM, 2NT = 12+ 4cM, 3C = 6-9 4+M, 3D = 10-11 4+M, 3M = 0-5 4+M, 3NT = 4333 13-15, 4-level bids spl		
1♠		5	4H				
INT		N/A		15-17 balanced, can have 5M or 6m or singleton honour	2C = simple stayman, 2D/H/S/NT are transfers to H/S/C/D, 4D/H =>4H/S 3C = puppet stayman, 3H/S = 13(54)/31(54) GF, 4C = 5/5+ M GF	1NT-2C-: 2D = no 4M, 2H = 4H, 2S = 4S no 4H. 1NT – 2D/H/S/NT -: break	Lebensohl (Note 1) completing trf shows supp
2♣	X	0		23+ balanced or any game force	2D = waiting bid, 2NT = 8+ bal. other bids are natural, show 8+pts	transfer = max+4cards	X/XX suggests defense, suit
					and a good suit	1/2NT – 3C-: 3D = 4M (then 3H/S =	suggests offense, pass no pref
2♦		5		6-10 points, will be more solid when vulnerable or in second seat.	new suit = natural F1, 2NT = Enquiry, jump new suit is preempt all raises preemptive	4S/H), 3H/S = 5H/S, 3NT = no 4M. 2C – 2D – 2NT = 23-24 bal	penalty doubles of overcalls all raises preemptive, new suit
2♥		5		seat. Is more random in third seat at green.	as above	2D/H/S – 2NT -: 3C = min/weak suit, 3D = min/good suit, 3H = max/weak suit,	natural F1, 2NT system on
2♠		5			as above	3S = max/good suit, 3NT = max/solid suit	
2NT		N/A		20-22 balanced, may be 5422	3C = puppet stayman, 3D/H/4D/H = transfer to 3H/S/4H/S. 4C = 5/5+ majors	2NT-3D/H-: break transfer = max+4cards	X of 3C = puppet stayman completing trf shows supp
3♣		6		5-9 points, as above on style	new suit = natural F1, new suit jump is preempt, 3NT to play	3x – new suit -: raise with three cards,	as over weak twos
3♦		6			all raises preemptive	3NT with scattered values, return to x	
3♥		6			as above	with values in mostly x.	
3♠		6			as above		
3NT	X	N/A		7+-card solid minor, no outside A or K	4/5C pass-or-correct, 4NT = bid 6NT with 8, 4H/S to play	3NT-4/5C-4/5D = Solid D suit	penalty doubles, C at all levels is pass or correct
4♣		7		5-9 points, as for weak two on style	4H/S to play, 4NT RKCB, all raises preemptive		as over weak twos
4♦		7			as above		
4♥		7			4S to play, then as above		
4♠		7			4NT RKCB, all raises preemptive		
4NT	X			Specific Ace Ask	5C = no aces, 5x = ace of x, 5NT = AC, 6C = AC + another, 6D = A(D+M)		DOPI/ROPI (see below)
5♣		8		As for weak two on style.		HIGH LEVEL BIDDING	
5♦		8				4NT RKCB: 5C = 1/4 KC, 5D = 0/3 KC, 5H = 2/5KC no Q trump, 5S =	
5♥		8				2/5KC w/Q, 5NT = even KC with a void, 6x = odd KC w/ void in x,	
5♠		8				6 trump = odd KC w/ void above trump.	
						Subsequently next step at 5-level is trump queen ask, 5NT is K ask.	
						Below game, 1 st or 2 nd round controls. Only 1 st above game.	
						DOPI/ROPI over interference to asking bids (X/XX is 0-step, P is 1 st -step)	