

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
Vul	NV
2 level – 5+(6) cards 10+ HCP	2L – 5+(6) cards 7+ HCP
1 level – 5+ cards 8+ HCP	1L- 5+ cards 6+HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> /4 <sup>th</sup> = 15-18 bal – SYSTEM ON	
PASSED HAND = The other 2 suits	
PASS OUT = 11-14 HCP bal – system on	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak – 5-9 HCP 5+cards, intermediate in 4th position	
2NT – lowest two unbid suits 5+/5+ 9+HCP (4 <sup>th</sup> = 19-21 bal)	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Cue = MAJORS / Other Major and a minor 55, 9+ HCP	
Jump = STOPPER ASK – usually a running minor	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
X = pen vs weak / 5m4M vs strong	
2C = 4+/4+ majors	
2D = one major	
2H/S = 5+H/S and 4+ minor	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
X = t/o up to 4S	
3NT = nat / 4NT = Two suiter	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
X= Majors / NT = minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
2NT = 10+ good raise 3+ cards (over 1L)	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4 <sup>th</sup>	3/5 <sup>th</sup>	
NT	2/4 <sup>th</sup>	2/4 <sup>th</sup>	
Subseq	2/4 <sup>th</sup>	2/4 <sup>th</sup>	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKxx	
King	AKx(xx)/ KQx(xx)	AKQ10(x)/ KQJ10(x)	
Queen	KQx(xx)/ QJx(xx)	QJ10(x)/ KQ10x	
Jack	J10x(xx)	J109(xx)/J108(xx)	
10	109x(xx)/H109(xx)	H109x/1098(xx)	
9	H98x/9x	H98x/9x	
Hi-X	Xxxx/xx/Hxxxx	Xxxx/xx	
Lo-X	Hxxx/Hxx	Hxxx/Hxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Attitude
Suit 2	SP	SP	Count
3	Attitude	Attitude	SP
1	Count	Count	Attitude
NT 2	SP	SP	Count
3	Attitude	Attitude	So
Signals (including Trumps):			
Standard, suit preference in trumps, count signals are lo-hi=even, hi-lo=odd			
Attitude signals are hi-lo=even, lo-hi=odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style = aggressive when reopening, otherwise sound			
2NT = relay (Lebensohl) when game is in the picture			
Else 2NT = two places to play			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1X-(P)-1M- 2Z x =support, 1X-(P)-1Y-(x)- xx = support			
Game try doubles after 1M-(P)-2M-intervention			

W B F CONVENTION CARD	
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:	
<b>NCBO:</b>	
<b>PLAYERS:</b> Sam ANOYRKATIS / Daniel Winter	
JUNIOR	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
15-17 NT	
5cM	
3 Weak twos	
2/1 GF	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
N/A	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After we have bid constructively to game	
After 2c opener or 2/1 GF	
At game level, after 2/1	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Rare</b>	

