

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive 1level, semi-aggressive 2 level
After overcall 1Major 2/1 non forcing up to 14, cue bid 10+ with 3 trumps or 14+ any, 2NT 12+ 4card fit, 3 of their suit mixed raise
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 live, 12-16 reopening if they open 1M, 11-14 if they open 1m
1NT unusual by passed hand
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
aggressive preempts
2NT shows lower two suits
2D shows majors over 1c
Reopen: intermediate 10-13
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2D is always majors, 2C nat overcall, direct cue bid 2M is Major+minor 5+/5+, jump cue asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs strong: dbl 5m4M or 6D, 2c majors, 2d one major, 2M M+m, 2NT minors
vs weak: same but dbl penalty
vs mini: dbl 14+ rest same not weak
further dbls show points, even over transfer
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
over 3M: over 3H-4H=S+m GF (forcing pass established), over 3d: 4d majors
over 2M: 3M stopper ask, 4x is x+M 5+/5+ and is GF (forcing pass established if opps compete)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1c strong: dbl majors, 1NT minors, after a suit bid 2c is good raise
over 2C: dbl majors, 2nt minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
rdbl strength, further dbls for t/o, 2/1 F1

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+ Ax+	AKJxx,AKQXX,Ax	
King	KQx+, AK	AKx,KQxx,Kx	
Queen	QJ+	KQTx+,KQJx+	
Jack	JT+	JT+	
10	HT9+, T9+,	HT9+, T9+	
9	9x (H98+ rare)	9x (H98+ rare)	
Hi-X	xxX, xxXx, xxxX	xXx, xXxx	
Lo-X	HxxX, HxxXx, HxX	HxxX, HxxXx, HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	rev attitude	rev count	rev attitude
Suit 2	rev count	s.p.	original count
3	s.p.		
1	rev. attitude	rev count	rev attitude
NT 2	rev count	s.p.	original count
3			
Signals (including Trumps): Smith echo in NT, high by both in 2nd tricks likes the lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
semi aggressive, jump to 2M is 5card 8-10, cue bid forcing to 2NT over 1m and forcing to game over 2M			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner doubles, game try doubles			
Support dbls and rdbls over a major			
(1x)-1M-(dbl)-rdbl shows Hx in spades and 8+			
Dbl of splinters suggests sacrifice			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Greece</b>
<b>PLAYERS: Kapiris Dimitrios // Soumplis Michael</b>
JUNIOR // World Bridge Team Championships 2023
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5cD or 4441 , 1c 2+
2/1 FG
5cM
8-11 weak
2D trash multi 0-7
14-16 NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Trash multi 0-7
<b>SPECIAL FORCING PASS SEQUENCES</b>
when game is established
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠		2	4H	may have 4D if bal	natural level 1, 2C = inverted minors 10+, 2x invitational, 3M is natural weak distributional	2way checkback, 4th suit forcing, lebensohl over reverse	
1♦		5	4H	5d or 4d441	2C=4+ FG, 2D=4+D INV+, 2M=6M INV, 3C=6c INV	2way checkback, 4th suit forcing, lebensohl over reverse (after 1H opening as well)	
1♥		5	4H	11+	2m=FG, 2H=5-9 3H, 2S=6s INV, 2N=10-14 with fit, 3C= 6-9 4c fit, 3D= mini splinter 9-11GF 4c fit, 3NT = diamond splinter, 4D = good 4H bid, rest splinters	After 2NT 3C =any minimum or club splinter 3S= very minimum Last train after splinters,	drury
1♣		5	4H	11+	similar to 1h, 3NT is H splinter, 4H good 4S bid, and 3H is invite nat	After Bergen 3oM asks for short, 3D asks for min/max, rest short, after 3d next step relay	drury
1NT				14-16 Regularly has 5M, 6m, 5422	2C=stayman, 2X=transfer, 3C=Minors to play 3D= asking for 5c M 3M=short (13)(45) FG	1N-2C-2X-3C=relay.	1NT-(x penalty) everything trf 1NT-(2x art)-dbl=cards further dbls are t/o, 2NT lebensohl
2♣	ART	0		22-23 BAL or FG	2D=waiting, 2M=good suit often 6c	2C-2D-2N=22/23; 2C-2D-2H-2S-2N=24+	
2♦	ART	(5)6		1st - 2nd position: 6card Major 0-7hcp 3rd: natural	2NT=asking, 2H/2S/3H/3S pass or correct 4C=forcing partner to transfer his suit 4D= asking p to bid his suit 4H and 4SP Natural	after 2NT: 3C= H and minimum 3D= H maxx 3H= S maximum 3S= S minimum	
2♥		(5)6		8-11 6H may have any distribution and poor suit quality 3rd position: natural	3C=inv with 2card fit 3D=inv with 3card fit 2NT= asking	after 2NT: 3C= is 6331 3D asking ,3D= 6322 3H=6H4C, 3S= 6H4D, 3NT= 6H4SP Level 4 is 6511 or 652	
2♠		(5)6		8-11 6SP may have any distribution and poor suit quality 3rd position: natural	3C=inv with 2card fit 3D=inv with 3card fit 2NT= asking	after 2NT: 3C= is 6331 3D asking ,3D= 6322 3H=6S4C, 3S= 6S4D, 3NT= 6S4H Level 4 is 6511 or 652	
2NT				19-21	3C=stayman, 3D/H=transfer, 3S= transfer to 3N with one or both minora, 3N=to play	after a transfer the acceptance shows fit	
				Regularly has 5M, 6m, 5422	4C=Majors 5-5+, 4D/H=C/D transfer	after 2N-3S-3N: 4m=slam try in m, 4M=short with both minors (5-4+)	
3♣		6		aggressive preempt	New suit forcing (without jump)		
3♦		6		aggressive preempt	New suit forcing (without jump)		
3♥		6		aggressive preempt	New suit forcing (without jump)		
3♠		6		aggressive preempt	New suit forcing (without jump)		
3NT	ART			gambling	4c pass correct, 4d asks short, 4M nat, 5c p/c		
4♣				preempt			
4♦				preempt			
4♥				preempt			
4♠				preempt			
4NT	ART			minors			
5♣				preempt			
5♦				preempt			
5♥						14-30 key card blackwood, exclusion blackwood. After response to blackwood first available step asks for trump queen, 2nd available steps asks for kings. optional rkcb. After response to kings, ask again for a specific king.	
5♠						If not enough space last train, if two bids available may suggest sth in specific suit POD1, POR1	

