

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Constructive, cueing opponents suit shows good support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 immediate
11-14 balancing
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: 15-18
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, Unusual NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Weak NT – X = Penalty, 2C = both Majors, 2D = one major, 2H/S = Suit + minor, 2N = both minors
Strong NT – X = single suit, 2C = Club and higher, 2D = diamond And major, 2H = Both MajorsX
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles, Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors, 1N/2N = minors, rest natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ and penalise two suits

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th	4th	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	For unblocking	
King	AK, KQx(x)	KQJ(x), KQxxx	
Queen	QJx(x)	KQT(x), QJ(x)	
Jack			
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	COUNT	ATT
Suit 2	COUNT		
3	SP		
1	ATT	COUNT	ATT
NT 2	COUNT		
3	SP		
Signals (including Trumps): UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Constructive, generally promises 4 other major in case of major doubles			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg X till 4H			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: BRIDGE FEDERATION OF INDIA</b>
<b>PLAYERS:</b>
WORD YOUTH CHAMPIONSHIP (OPEN U26)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 Game Forcing, 1N semi-forcing, Constructive, 2C Strong
Third hands and pre-empts can be light/4 card Major openings
Possible
New Minor Forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C = ART, 22+ or game in hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
When game reached in unfavorable vulnerability, or Balance of
Points established and game is reached
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 HCP	Inverted Minor , Jump raises are weak , Reverse Flannery , 1C - 2D = Limit Raise	4 <sup>th</sup> suit forcing , Reverses , Jump shifts , 1C - 1X - 3C = 15-17 HCP & 6+ C	
1♦		3	4H	11-21 HCP	Inverted Minor , Jump raises are weak , Reverse Flannery , 1D - 3C = Limit Raise	4 <sup>th</sup> suit forcing , Reverses , Jump shifts , 1D - 1X - 3D = 15-17 HCP & 6+ D	
1♥		5	4D	11-21 HCP	1H - 1NT = Semi-forcing , 1H - 2H = 6-9 HCP Jump raises are weak , 1H - 2NT = Bal GF	4 <sup>th</sup> suit forcing , Reverses , Jump shifts , 1H - 1X - 3H = 15-17 HCP & 6+ H	Drury ; Jumps are fit showing
1♠		5	4D	11-21 HCP	1S - 1NT = Semi-forcing , 1S - 2S = 6-9 HCP Jump raises are weak , 1S - 2NT = Bal GF	4 <sup>th</sup> suit forcing , Reverses , Jump shifts , 1S - 1X - 3S = 15-17 HCP & 6+ S	Drury ; Jumps are fit showing
INT				15-17 HCP	Stayman , Jacoby transfer , 1NT - 4C/4D = Transfer to H/S	Super acceptances 1NT - 2C - 2NT = 5 card major	
2♣	✓			22 + HCP or 16+ & 9+ winners	Kokish relay , 2D = Waiting		
2♦		6		5-10 HCP	2NT = Enquiry New suit is F1	After 2NT enquiry , any new suit is feature showing	
2♥		6		5-10 HCP	2NT = Enquiry New suit is F1	After 2NT enquiry , any new suit is feature showing	
2♠		6		5-10 HCP	2NT = Enquiry New suit is F1	After 2NT enquiry , any new suit is feature showing	
2NT				20-21 HCP	Puppet stayman , Jacoby transfer		
3♣		6		5-10 HCP	New suit is F1		
3♦		6		5-10 HCP	New suit is F1		
3♥		6		5-10 HCP	New suit is F1		
3♠		6		5-10 HCP	New suit is F1		
3NT		7		Any solid minor , 7+ cards			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC 1430	
5♥							
5♠							