

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level = <18 HCP, 5+ crd, may be very light
2-level = 10-18 HCP, at least good 5 crd, aggressive
1/1 = F1
2/1 = NF
2/2 = NF
3/2 = GF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17/18, responses as if 1NT opening
4 th Live: 15-18 w/o passed hand
4-5 in unbid suits w/ passed hand
Reopening: 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
2-level: wk, 5+ crd
3-level: wk, (5)6+ crd
2NT = unusual
Leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m - 2∅: Majors, 5+5+; 1M - 2M: Highest unbid suits, 5+5+
Jump cue: Highest and lowest unbid suit, 5+5+
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs weak NT: X = Penalty, 2X = multi landy
Vs strong NT: X = 5m + 4M, 2X = multi landy
Vs Nat NT overcall: 1m - (1NT): x = PEN 2m = MM, 2om = om + ♣
1M - (1NT): x = PEN, 2m = m + oM
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO, 3X = 15+ with at least good 5 crd
2/3NT = 15+ with stopper
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣: X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1X - (x) - xx = TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	1/3/5 (Att if supported)	
NT	2nd/4th with att	1/3/5	
Subseq	2nd/4th through declarer, att through dummy		
Other: with Hx, H is led. With xxx vs suit, highest can be led.			
If count is known (esp. when leading partner's suit), attitude leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)/ Ax(+)	AK(+)/ Ax(+)	
King	AK(+)/KQ(+)	AKJ10x(+)/KQ(+)	
Queen	QJ(+)	QJ(+), KQT9(+)	
Jack	KJ10(+)/J10(+)	KJ10(+)/J10(+)/AJ10(+)	
10	109(+)/(K/Q)109(+)	109(+)/(A/K/Q)109(+)	
9	H9x/9xx	H9x	
X	Hx/HSx/HxxS	Hx/HSx/HxxS	
	xS(x)/xxxS(+)	xS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Lo-Hi = even	Lo = ENC
Suit/NT 2	Lo-Hi = even	Suit preference	Suit preference
3	Suit preference	Lo = ENC	Lo-Hi is even
In general, count signals are more prevalent defending against NT, whereas attitude signals are more occurring against suit contracts			
Signals (including Trumps): Lavinthal when giving a ruff			
When declarer draws his (high) trumps, suit preference is played preferably			
Smith in 2nd trick vs NT, low = enc for leader, high = enc for partner			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light (10+) balanced or strong (17+) either balanced/offshaped			
After 2X-(X)-p, lebensohl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL			
SOS RDBL			
Lightner DBL			

W B F CONVENTION CARD
EVENT: World Youth Juniors Championships 2023
NCBO: Netherlands
PLAYERS: <u>Youp Caris</u> & <u>Pim Dupont</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-crd Major, transfer responses over 1♣
2/1 GF
Resp jump to 2/3X = INV, 6+ crd
1NT: (9)10-13 HCP if NV 1st/2nd seat, 9-14 if NV 3rd seat, 14-16 if NV 4th seat or if V
(9)10-13(14) NT may be off-shape (check on the back)
Gazilli after 1M - 1X
1st hand green / 3rd hand: Very light preempts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers over 1♣
(9)10-13 HCP 1NT opening when NV
Others conventions
XYZ
SPECIAL FORCING PASS SEQUENCES
After power XX, or after penalty pass below game, x = T/O
After 1X-(2suiter)-3Y=inv+-(game)
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
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OPENING	ART	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	10+ HCP, every BAL hands or	Transfers, 1NT = 8-10 bal, Inv minors	1NT rebid = 17-19 bal, no 4-crd support	XYZ continues
				5crd ♦ 17-19, or UNBAL 5+♣	jump = INV, 6+ crd	Accept transfer to M = "weak" bal	Switch after 1m-(1♠)
1♦		4	4♥	10+ HCP, 5+ crd unless	Inv Minors, jump = INV, 6+ crd, 2♣ GF relay	XYZ	XYZ continues
				4441 w/ singleton ♣			Switch after 1m-(1♠)
1♥		5	4♦	10+ HCP, maybe 4-crd in 3rd	2♣ GF relay, 2/1 GF, 1NT 5-11, jump = INV, 6+ crd	XYZ, Gazilli	XYZ continues
					2NT = 10-13 + fit, 2-way drury		Two-way Drury with PH
1♠		5	4♥	10+ HCP, maybe 4-crd in 3rd	Like after 1♥		Switch after 1♥-(1♠)
1NT NV 1/2/3				(9)10-13 HCP (9-14 if 3rd seat) (1444) / 5-crd M / 6-crd m / (13)(45) / (14)(35) / 22(72) ok	After 1st/2nd hand 1NT: 2♣: asks majors, weak or INV, 2♦: GF asks, 2NT: Bal Inv, Other: To Play After 3rd hand 1NT: All is to play		Transfer Lebensohl
1NT V / NV 4		-	-	14-16 HCP May contain 5-crd M / 6-crd m	Stayman, 2♥/2NT = transfer, 2♠ = range ask or ♣, 3♠ = asks / shows 5-crd M, 3♦ = inv w/ 6crd M, 3♥/♠ = 31(54)/13(54)	Smolen	Transfer Lebensohl
2♣	X	0	-	Always strong	2♦ = relay	2♥ = NAT or 24+ bal	
						2NT = 22-23	
2♦	X	5	-	Wk ♦, can be 5-crd in 1st/3rd NV	2NT strong	3♦ = min bal, 3X = max, short, 3N = max bal	
2♥	X	5	-	Wk ♥, can be 5-crd in 1st/3rd NV	2NT strong	3♠ = min w/ any short, 3♦ = max, short m	
						3M = min bal, 3OM = max short, 3N = max bal	
2♠	X	5	-	Wk ♠, can be 5-crd in 1st/3rd NV	Like after 2♥		
2NT		-		20-21 HCP	Puppet Stayman, Transfers, 3♠ = minors		
3♣		5		Preempt	3♦ asks for 3-crd M, 3X = 5+ crd, F1, 3NT to play	3♣ - 3♦ // 3M: 3-crd OM	
3♦		5		Preempt	3M = 5+ crd, F1, 3NT to play		
3♥		5		Preempt	3♠ = 5+ crd, F1, 3NT to play		
3♠		5		Preempt	3NT = to play		
3NT	X	-		Gambling	4♣ = p/c, 4♦ asks	4♥/♠ = short, 4NT = short om, 5m = bal	

4m		6		Preempt		
4♥		6		Preempt		HIGH LEVEL BIDDING
4♠		6		Preempt		RKCB 1430, Last Train, Mixed Controls, Serious 3(M+1)
4NT	X	-		Specific Ace Ask	5♣ = 0 aces, 5X = ace of X, 5NT = ace of ♣	Quant 4NT, DOPI, DOPE
5♣-5♠		7		Preempt		