

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
(8-15)Sound often light with good suit
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2nd position 15-18 → system on
4th position 11-14 → system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 5+
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
2C: 5-5 majors
2D: 6+M
2H: 5H+4m
2S: 5S+4m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dlb: T/O up to 4H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dlb: Majors
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4th best	4th best	
NT	4th best	4th best	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace or AKx (not bare)	AKQ+,AKJ+	
King	KQ or AK bare	KQJ+,KQ10+	
Queen	QJ+,Qx	QJ10+,QJ9+	
Jack	J10+, Jx, HJ10	HJ10,J109	
10	109+, 10x, H109+	109+, H109+,10x	
9	9x,98+	98+	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit preference	
3	Suit Preference		
1	Attitude	Count	Suit Preference
NT 2	Count	Suit preference	
3	Suit Preference		
Signals (including Trumps): Standard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Distributional or any strong hand			
Responses: non jump 0-7, 8-10 jump, 12+ cue			
Reopening: Distributional no extras			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DLB&RDLB			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: Canada
PLAYERS: Casper&William
EVENT 19 world youth championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION
14-16 1NT
1430 RKCB
Standard leads and discards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1c 16+ artificial
1d 11-15 2+
2c 11-15 4M and 5clubs or 6+ clubs
2d 11-15 4-4-1-5 minus 1 card
1NT 14-16
3NT gambling AKQxxxx in minor no outside A or K
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
1C - 1NT Systems off except stayman
PSYCHICS: rarely / never

OPEN ING	TIC K IF AR TIF ICIAL	MIN. NO. OF CAR DS	NEG. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0		16+ art 17+ if bal	1D: 0-7 1M: 8+ 5+cards 1NT: 8+ balanced GF 2c: 5+ GF 2d: 5+ GF 2M&3m: singleton 4-4-4-1 GF 2NT: 5-5 minors GF	1D[1] 1H[2], 1S[3] 1NT[4] 2C[5], 2D[6] 2NT[7] 2H[8], 2S[9], 3C[10], 3D[11]	after interference Pass=0-4, Dlb=5-7, other Bid=8+
1♦		2	4H	11-15	2D: 11+hcp 4+	XYZ 2C puppet to ♦; Inv ART or to play in ♦ 2D GF ART, 2M to play 2NT puppet to 3C 3 level suit slam Inv	none
1♥		5	4H	11-15	Bergen: 3C 10-12hcp 4+ support, 3D 7-9hcp 4+ support 2NT: 13hcp+ 4+support bal SPL: Double jump shift 12hcp+ 4+ support singleton in bid suit 3NT: SPL 12+hcp 4+ support 3S: SPL 10-11 hcp 4+support	2NT [14] XYZ 2C puppet to ♦; Inv ART or to play in ♦ 2D GF ART, 2M to play 2NT puppet to 3C 3 level suit slam Inv 1H-3S-3NT asking	Reverse Dury 1M-2C 10+hcp 3 card supp 2D 11+, rebid major weak
1♠		5	4H	11-15	Same as above 3H: SPL 10-11	Same as above	same as 1H
INT				14-16 bal	2C Stayman (8+ HCP) 2D&2H transfers, 2S Minor transfer 3C 6+ inv; 3D 6+ inv, 3H 3-1-(54); 3S 1-3-(54) 4D/4H Texas Transfer (6 card, 10 HCP), 4S 6-5 minor 4NT Quantitative; 4C Gerber (0/4, 1, 2, 3)		systems on over Dlb and 2C
2♣		5		11-15, 5♣+4M or 6♣	2D Asking 8+ 2M 5+ 7-12 hcp	2C-2D- responses 2H: 4 2S: 4, 3C: 6+	
2♦	yes	0		11-15 singleton or void in ♦	2M NF 2NT asking shape GF 3M Force one round 3m Force one round	2NT[12]	
2M		6		5-10 Hcp preemptive	2NT asking 3M: non forcing	2NT[15]	
2NT				20-21 Bal	3C puppet Stayman; 3D/3H Transfer (5 card, 0+ HCP); 3S Minors and Relay, 4C Gerber (0/4, 1, 2, 3); 4D/H Texas Transfer; 4NT Quantitative;		systems on over Dlb and 3C
3m		6		preemptive	3M 12+ hcp (5)6+, 3NT to play, 5m to play		
3M		7		preemptive	3NT to play, 4M to play		
3NT	yes	7		Gambling	4C pass or correct to 4D 4D slam try		
4x		(7)8		Preemptive		HIGH LEVEL BIDDING	
						1430, 1430 exclusion, quantitative invites Tab[16], Cab[17] Compressed Cab[18]	

1. 1C-1D
 - 1H 5 card suit 16-19
 - 1S 5 card suit 16-19
 - 1nt bal 17-19
 - 2C 5 card suit 16-19
 - 2D 5 card suit 16-19
 - 2H 5 card suit 22+
 - 2S 5 card suit 22+
 - 2nt bal 22-24
 - 3C 6 card suit 22+
 - 3D 6 card suit 22+
 - 3nt 25-27
 - 4nt 28-30
2. 1C-1H
 - 1S 5 card suit 16-19
 - 1nt 17-19
 - 2C 5 card suit 16-19
 - 2D 5 card suit 16-19
 - 2H Asking [16]
 - 2S 5 card suit 22+
 - 2nt bal 22-24
 - 3C 6 card suit 22+
 - 3D 6 card suit 22+
 - 3nt 25-27
 - 4nt 28-30
3. 1C-1S
 - 1nt 17-19
 - 2C 5 card suit 16-19
 - 2D 5 card suit 16-19
 - 2H 5 card suit 16-19
 - 2S Asking [16]
 - 2nt bal 22-24
 - 3C 6 card suit 22+
 - 3D 6 card suit 22+
 - 3nt 25-27
 - 4nt 28-30
4. 1C-1nt
 - 2C Major ask
 - 2D 5 card suit 16-19
 - 2H 5 card suit 16-19
 - 2S 5 card suit 16-19
 - 2nt bal 22-24
 - 3C 6 card suit 16-19
 - 3D 6 card suit 22+
 - 3nt signoff 17-19
 - 4nt quantitative
5. 1C- 2C
 - 2D 5 card suit 16-19
 - 2H 5 card suit 16-19
 - 2S 5 card suit 16-19
 - 2NT Balanced 17-19
 - 3C club support
 - 3D 6 card suit 22+
 - 3H 5 card suit 22+
 - 3S 5 card suit 22+
 - 3nt 22-24
6. 1C-2D
 - 2H 5 card suit 16-19
 - 2S 5 card suit 16-19
 - 2NT Balanced 17-19
 - 3C 5 card suit 16-19
 - 3D support
 - 3M 5 card suit 22+
 - 3nt 22-24
7. 1C-2nt
 - 3C preferred minor
 - 3D preferred minor
 - 3H 6+ nat
 - 3S 6+ nat
 - 3NT to play

8. 1C-2H(?)
 - 2S Asking [13]
9. 1C-2S
 - 3C asking [13]
10. -1C-3C
 - 3D asking [13]
11. -1C-3D
 - 3H asking [13]
12. 2D-2nt
 - 3C 5-4-3H-1
 - 3D 5-4-3S-1
 - 3H 4-4-4-1 min
 - 3S 4-4-4-1 max
 - 4C 5-4-4-0 min
 - 4D 5-4-4-0 max
13. - First step: 8-10
 - Second step 11-13
 - Third step 14+
14. 1M-2nt
 - 3m singleton/void
 - other major singleton/void
 - rebid suit 6+ min
 - 3nt 6+ max
 - other major singleton/void
 - rebid game to play 11-13
15. 2M-2nt
 - 3C Bad suit, Bad points
 - 3D Good suit, Bad points
 - 3H Bad suit, Good points
 - 3S Good suit, Good points
 - 3nt AKQ in suit, Max Points

16. 1C-1M-2M
 - 1st No top honor, 5+ trump
 - 2nd 1 top honor, 5+ trump
 - 3rd 2 top honors, 5+ trump
 - 4th 1 top honor, 6+ trump
 - 5th 2 top honors, 6+ trump
 - 6th 3 top honors, 5+ trump
17. - 1st no control
 - 2nd Qxx or xx
 - 3rd Kxx or x
 - 4th Ax
 - 5th AK or void
18. - 1st no control
 - 2nd Kxx or x
 - 3rd Axx or void