

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Cue = good 3 card raise. 2NT = good 4-card raise New suit = forcing at one-level and three-level, constructive non-forcing at two-level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd , 10-15 in protective, 16-18 in sandwich System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be wide ranging especially opposite a passed hand. Unusual 2NT – two lowest unbid suits, constructive-plus Reopen: 13-16, six-card suit. 2NT is 18-20.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids. Wide-ranging when showing both majors, constructive-plus otherwise. Now 2NT = INV+ enquiry. Jump cue - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalties 2♣ = 4+♥ 4+♠ Same after partner opens 1♣ or 1♦ and RHO overcalls 1NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = takeout. After weak 2, Lebensohl after partner doubles 2NT = 15-18, 2M-3M stop ask, 2M 4X leaping michaels,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ 2NT good raise after 1M New suit = forcing Jump in new fit jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd with no	3 rd and 5th	
NT	honour, Top of doubleton,		
Subseq	low from Hxx		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Usually has king		
King	Shows queen, denies ace unless AK doubleton	Strong Kings	
Queen	Shows J, no K	Ever KQ or QJ	
Jack	Shows 10, no Q		
10	Shows 9, no J		
9	9x		
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encourage	High = even	High = encourage
Suit 2	High = even	Suit preference	High = even
3	Suit preference		
1	As vs suit		
NT 2			
3			
Signals (including Trumps)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles where raising partner to 2M is possible. Game try doubles if no room for trial bid			

W B F CONVENTION CARD
CATEGORY: U21 NCBO: England PLAYERS: Theo and Sam Anoyrkatis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5-card majors, 2/1 GF, 3 weak 2s
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	A R T ?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥		1M can have longer ♦ if below GF values Inverted Minors 2♦/♥/♠ = weak (4-8)	NT rebids can have four-card major. 2 way checkback if the response was 1M. 1♣:1M, 1N:2♦ = to play (5+diamonds)	Cue bid is a good raise Inverted 2♣ even after intervention Support doubles and redoubles in obvious situations
1♦		4	4♥		2♣ = GF, 3♣ = INV 9-11 Inverted minors, 2♥/2♠ = weak 2NT 10-11 balanced	Reverses after 1♦:2♣/♦ don't show extras 4 th suit forcing to game 2 way checkback if the response was 1M. 1♦:1M, 1N:2♦ = to play	Cue bid is a good raise Support doubles and redoubles in obvious situations
1♥ 1♠		5	4♥		1NT = "semi-forcing" 5-11 2♠ over 1♥ = weak 2NT = 4 trumps GF 3X = invitational (9-11) except 1♥-3♠ 3M = invitational with 3+card support 1♥-3♠/4♣/♦ and 1♠-4♣/♦/♥ splinter Jumps to above 5M are exclusion blackwood	Over 1NT, bid 2m on balanced 14. 1♥:2m, 2♠ doesn't show extras (but 3-level reverses do). Over Jacoby:3♣ shows any minimum (11- 14), 3♦ shows 15+ with no singleton 3♥/♠/NT shows a singleton or void ♣/♦/M respectively, 4m shows 5-5. 4 th suit forcing to game	In competition, 2NT = good 4-card raise, cue = good 3-card raise. New suit = forcing Jump in new suit fit jump 2 way Dury
1NT		-	4♥	15-17	Stayman, transfers, 2♠ = clubs, 2NT = diamonds, 3X = natural slam-try	We break a major suit transfer with most hands with 4 card support. We break a minor suit transfer (by bidding 2NT/3♣) if we have Q+ in that suit Transfer to a minor then new suit = natural, 5-4 at least and a slam try	X = takeout, lebensohl, if 3 possible bids 2X weak, 3X forcing 2NT the 3X INV. After 1NT-X everything is natural
2♣	yes	-		23-24 balanced or gf	2♦ = negative, 0-8 All else positive	2NT over 2♦ = 23-24 2♣-2♦-2♥ is a Kokish relay and partner is forced to bid 2♠	
2♦ 2♥ 2♠		5		4 th 10-14, to play	2NT Ogust New suit non-forcing at two-level, forcing at three- level	3♣ bad hand, bad suit, 3♦ bad hand, good suit, 3♥ good hand, bad suit, 3♠ good hand, good suit	
2NT		-		20-22	Stayman, transfers to M at 3 level, 3♠ minors, 4NT quant, 4X = nat slam try; transfer then 4nt = keycard		X = takeout
3♣ 3♦ 3♥ 3♠		6		preempt	New suit = forcing		
3NT	yes	-		running minor, no more than a queen outside	4/5♣ pass or correct, 4M to play.		
4♣/♦/♥/♠		6		preempt	4NT RKCB		
4NT		-					
5♣/♦		7		preempt		HIGH LEVEL BIDDING RKCB 1430, 5NT king ask (bid the king you have or the king you don't) 3NT non serious slam try when we've agreed a major suit fit	