

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level can be light, occasionally 4 cards
2 level usually sound (opening strength or good 6+ cards)
New suit NF CONST. Jump in new suit natural, invitational
Cuebid is INV+ in overcaller's suit or GF in another suit
After (1X)-P-(1Y), 2X and 2Y are natural
Over a could-be-short 1m opening, 2m overcall is natural.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
NV 1 st /2 nd /3 rd : shows 5+m/4+M in unbid suits, 8-17 HCP
Otherwise 15-18 HCP, systems on.
11 to 16 reopening, systems on with 2♣ size ask STAY
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. Can be very light NV and wide-ranging opposite PH
Reopening are intermediate, good suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue of natural 1m is 5-5+ in majors, 2NT ask
Direct cue of 1M is 5oM+5m. 2NT ask, 3♣ P/C for m
Direct cue of potentially short 1m is natural
Jump cue is stopper asking
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=MM, usually 5-4+
2♦=M, usually 6+ card suit
2M=5M+4m
2NT=mm
vs any 3 rd seat NV or range w/ max <16 or min <13): X PEN 15+
vs strong: X shows unspecified 4+M and 5+m longer m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X is T/O, then lebensohl over weak 2
Major cue is stopper asking
2M-4m=5-5+ in m+oM GF, 2♦-4♣=5-5+ in ♣+M GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣, 1♦=♦+♥, 1♥=♥+♠, 1♠=♠+♣, 2♣=♣+♦, 1NT=♦+♠
X=♣+♥, 1♣-P-1♦-1NT=♣+♥, 1♣-P-1♦-X=♦+♠
Over 2♣, X=majors, NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
TRFs after 1M (X) and (1x) 1M (X)
New suit 1 level forcing, 2 level nonforcing
2NT limit+, 4+card support. 1M (X) 3M-1 mixed

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /low	3 rd /low, att if supported	
NT	4 th	4 th , attitude if supported	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	Requests unblock	
King	KQ, AK at 5+level, Ax	AK, KQ	
Queen	QJ, Qx	QJ or KQT9	
Jack	JT, Jx	JT	
10	T9, Tx	T9	
9	9x		
Hi-X	Xx	Xxx, xXxx, Xxxx, xXxxx	
Lo-X	xxX, xxXx, xxxX, xxXxxx	xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	CT	ATT	CT
3	S/P	S/P	S/P
1	ATT	CT	ATT
NT 2	CT	ATT	CT
3	S/P	S/P	S/P
Signals (including Trumps):			
Upside down count and attitude, standard present count			
Trump S/P when we can afford it			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light style (10+) with appropriate shape.			
ELC doubles when converting ♣ to ♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles through 2M-1.			
Maximal doubles.			
Snapdragon doubles (after 1X-1Y-1Z, X shows 5+ cards in unbid suit and tolerance for partner's suit.)			
After 1X-1Y-X, XX shows a doubleton in partner's suit.			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: USA
PLAYERS: Cyrus HETTLE- Daniel SONNER
EVENT: 2019 Youth Online Team Championships
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Meckwell Lite Precision
We open all 11 and some 10 counts, particularly NV. We may open lighter in third seat, including an occasional four-card major.
1NT is 10-13 in first and second seat NV, 14-16 otherwise.
Aggressive preempts at favorable. Wideranging jumps opposite passed hands. 5 cards common.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
NV 1 st /2 nd /3 rd : 1NT overcall shows 5+m/4+M in unbid suits, longer m than M, 8-17 HCP
2♦ open is Precision (11-15 HCP, 3415, 4315, 4405, or 4414)
1♦-(P)-2♥ is 5+♠, 4+♥ less than invitational
1♦-(P)-2♠ is 5+♠, 4+♥, invitational
SPECIAL FORCING PASS SEQUENCES
1NT(weak)-(X)-P is forcing
1♣ (strong)-(bid)-X(6-7)-(bid) is forcing
Pass-double inversion in certain high level competition
IMPORTANT NOTES
PSYCHICS: Infrequent, no particular tendencies

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√			16+ or strong trick-taking potential, artificial	1♦=ART 0-7, 1♥=ART 8-11 GF, 1♠=5+♠ 12+ HCP, 1NT=5+♥ 12+HCP, 2m=6+, 12+HCP, 2♥=14+ BAL, 2♠=WJS, 2NT=12-13BAL, 3♣/♦/♥/NT=(4441) 12+HCP, 3♠=ART running suit without side controls	1♣-1♦ then 1M=F, 4+M, could be canape with 5m or (4441); 1NT=17-19- BAL; 2m=5+m; 2♥=GF relay with ♥ or 24+ BAL; 2♠, 3m=NAT GF, 2NT=21+-23 BAL	1♣-(1Y) then P=0-5 HCP or trap pass, X=6-7 HCP, all else GF. 1♣-(2Y)-X=6-7 HCP or 8+BAL no stopper in Y
1♦	√	Occ. 1 w/ high honor, usually 2	7♥	(10)11-15, and 14-16 BAL 1 st 2 nd NV	1NT=8-11, 2m=nat F1, 2♥=5+♠, 4+♥ less than inv, 2♠=5+♠ 4+♥ inv, 3♣=weak 55m, 3♦=weak preemptive	1♦-1M-1NT=14-16 at 1 st 2 nd NV. After 1♦-1M-1Z, 2♣ is ART PUP to 2♦ with INV or to play, 2♦ is ART GF.	
1♥		5	7♥	(10)11-15, and 14-16 BAL 1 st 2 nd NV	1NT=5-12 semiforcing, 2♣=2+♣ GF, 2NT=4+♥ GF, 3♣=mixed, 3♦=limit	1♥-1♠-1NT=14-16 at 1 st 2 nd NV. After 1♥-1♠-1NT, 2♣ is ART PUP to 2♦ with INV or to play, 2♦ is ART GF. 1♥-1NT-2m-2♠=ART PUP to 2NT, INV in a minor	2♣ by PH=LR in ♥. JS by PH = NAT INV with ♥ support
1♠		5	7♥	(10)11-15, and 14-16 BAL 1 st 2 nd NV	1NT=5-12 semiforcing, 2♣=2+♣ GF, 2NT=4+♥ GF, 3♣=nat inv, 3♦=nat inv		2♣ by PH=LR in ♠. JS by PH= NAT INV with ♠ support
INT			-	10-13 HCP 1 st 2 nd NV	2♣=STAY, 2♦=GF STAY, 2NT=WK mm, rest to play		1NT-X then P=PEN or one-suited, XX=scramble, 2Y=Y+a higher suit
			2♠	14-16 HCP otherwise	2♣=STAY, 2♦/2♥=TRF, 2♠=size ask/♣, 2NT=♦, 3♣=puppet STAY, 3♦=55+mm GF, 3♥=31(45), 3♠=13(45), 4♣=Gerber, 4♦/4♥=TRF	1NT-2♦/♥-2♥/♠ then=second TRFS; 1NT-3♣-3♦=no 5 Major; 3♥/♠=5	Systems on over X, 2♣; lebensohl over else
2♣		6	7♥	11-15 HCP	2♦=ask, 2M=NF CONST, 2NT=PUP to 3♣, to play 3♣ or GF 2-suited, 3♣=PUP to 3♦, to play or GF one suited, 4♦=RKCB for ♣, else NAT	2♣-2♦ then 2♥=4-card M, 2S=max	X=NEG
2♦	√	0	-	11-15 HCP, 3415, 4315, 4405, or 4414	2M=to play, 2NT=ASK, 3♣=to play, 3D/H/S=NAT, INV	2♦-2NT then 3♣=any MIN. with MAX 3♦=4414, 3♥=4315, 3♠=3415, 3NT=4405	X/XX=PEN. 2♦-(X)-P is forcing, asking for further description
2♥		5	-	Weak, could be 5 NV, generally good suit when vul	2♠=ask. Fav: 2NT=5-card then 3♣ asks further, 3♣/3♦/3♥=bad/good/average 6-card. 2NT=♠, new suit F. 4♣=Preempt RKCB (01122)	All but fav: 2♥-2♠ then 2NT=bad suit bad hand, 3♣=good/bad, 3♦=bad/good, 3♥=good/good	2♥-(X) then 2♠=ASK, XX=relay to 3♣ P/C, 2NT=♥ raise with ♠ cards, 3m=♥ raise with m cards
2♠		5	-	Weak, could be 5 NV, generally good suit when vul	2NT=ask. Fav: 2S-2NT-3♣=5-card then 3♦ asks further, 3♦/3♥/3♠=bad/good/average 6-card. New suit F. 4♣=Preempt RKCB (01122)	All but fav: 2♠-2NT then 3♣=bad suit bad hand, 3♦=good/bad, 3♥=bad/good, 3♠=good/good	2♠-(X) then 2NT=ASK, XX=relay to 3♣ P/C, 3Y=♠ raise with Y cards
2NT				19+ to 21-, balanced (semibalanced freq.)	3♣=Muppet Stay, 3♦/3♥/4♦/4♥=TRF 3♠=ST with one or both minors	2NT-3♣ then 3♦=4 card M, no 5 card M 3♥=no 4 or 5 card M, 3♠=5♠, 3NT=4♥	
3♣/♦		6	-	Weak			
3♥/♠		6	-	Weak			
3NT	√		-	Solid 7+ m. No outside A/K 1 st +2 nd seat; 2 side suits stopped 3 rd , 4 th seat	4♣=pass/correct for m, 4♦=shortness ask, 4M=to play, 5♣/6♣=pass/correct for m, could be weak		
4♣/4♦		7	-	Weak		HIGH LEVEL BIDDING	
4♥/4♠		7 1 st +2 nd 6 3 rd +4 th	-	Weak 1 st and 2 nd , wideranging 3 rd and 4 th		Nonserious 3♠/3NT. Cuebids between 3 and 4 of trump suit show first or second round control. 4T+1 is 1430 kickback RKCB. Unusual jumps when trump has been agreed are exclusion RKCB, 01122 responses. Jump to 5M in competitive auction is control-asking in their suit	
5♣/5♦		7	-				