

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level=5+ cards, ; 2-level=5+ cards; Aggressive style
Wide range 5-18 (can be light)
NEW SUIT=F1; CUE=SUPPORT (3 CARDS)
JUMP RAISE=PRE; FIT JUMPS
1M-2NT=GOOD 4 CARD RAISE
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup>/4<sup>th</sup> Live:</b> 15-18- HCP; SYSTEM ON
<b>Reopening:</b> 11-14 HCP (11-16 HCP over 1M); SYSTEM ON (Range ask over 1M)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter:</b> PREEMPTIVE, 0-9
<b>2-suiter:</b> Unusual NT shows 5+/5+ in lowest two unbid suits (At least close to opening strength if Vul)
<b>Reopen:</b> INTERMEDIATE; 2NT=19-21 BAL
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BIDS (5+/5+, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>MULTI-LANDY:</b> 2♣=♥+♠; 2♦= ONE MAJOR
2♥= ♥+m; 2♠= ♠+m; 2NT= ♣+♦; 3X= PRE
DOUBLE=PENALTY
PASSED HAND X=5+m, 4M
AFTER 1m-(1NT)-? USE THE ABOVE; 1M – (1N) - ? (SEE NOTES)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT (then LEBENSOHL - FASS)
(WK2)-2NT=16-19 (SYSTEM ON)
4NT=TWO PLACES TO PLAY
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
OVER 1♣=2+: 2♣=NAT; 2♦=MICHAELS
OVER 1♣/2♣=STRONG: X=MAJORS; 1NT/2NT=MINORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RAISES PRE; JUMP FITS; 2NT=GOOD RAISE OR BETTER 4 CARD RAISE; RDBL=10+ (forcing to 2 of opener's suit or penalty)
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LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> or else lowest	Same	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from poor suit)	Same	
Subseq	Rev Attitude	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for rev att	Ace asks for rev att	
King	King asks for count	King asks for count/unblock	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxSx	HxS HxxS HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=ODD	Rev Attitude
Suit 2	Hi/Lo=ODD	S/P	
3	S/P		
1	Low = ENCRG	Hi/Lo=ODD	Rev Attitude
NT 2	Hi/Lo=ODD	S/P	
3	S/P		
Signals (including Trumps): Reverse attitude and count, reverse Smith v NT			
Suit preference in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
EMPHASISE MAJORS, MINORS UNCLEAR			
CUE-BID=F to S/A			
MAY BE LIGHT (9+), OFFSHAPE OKAY AT HIGHER LEVELS			
DOUBLES GENERALLY TAKEOUT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPPORT DBL/RDBL TO 2 LEVEL ONLY, INCLUDING ♦			
1NT (X=PEN) XX=5 card suit			
XX BY 1NT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>GREEN</b>
<b>NCBO:</b>	<b>ENGLAND</b>
<b>EVENT:</b>	<b>JUNIORS U26</b>
<b>PLAYERS:</b>	<b>Athena CHOW</b> <b>Hanna TUUS</b>
<b>SYSTEM SUMMARY</b>	
5-CARD MAJORS (semi-F 1NT); 2/1 FG	
1♣=2+♣	
1♦=4+♦ (4 only when specifically 4441)	
3 WEAK 2s	
1NT OPENING: 15-17	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
BERGEN RAISES: 1M: 3♣=11/12, 4+M;	
3♦=7-10, 4+M ;	
3M=3-6, 4+M	
1M (x) ? = transfers from 1N	
1m (2M) ? = transfers from 2N	
2-WAY REVERSE DRURY: 1M-2♣=9-11, 3M	
1M-2♦=8-11, 4+M	
1m-1♥-2♥: 2♠=RELAY; 1m-1♠-2♠: 2NT=RELAY	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When forced to certain level, PASS is stronger option and is	
FORCING.	
<b>IMPORTANT NOTES</b>	
WE DO NOT PASS WHEN UNCLEAR	
<b>PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT</b>	

OPENING	ART	Min No	Neg Dbl Thru	ATHENA CHOW & HANNA TUUS; ENGLAND; JUNIOR U26			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	4♣	Natural or BAL 11-14/ 18-19	1M=4+M; 1NT=8-10 HCP; 2♣=5+♣, 10+; 2X=6+X, 4-9; 2NT=5+♣, 0-5; 3♣=5+♣, 6-9; DBL JUMP=IJS (9-11)	AFTER 1♣-1M-1NT: 2♣=FORCES 2♦; 2♦=GF CB; 2♣-2♦-2N=FORCES 3♣ AFTER REVERSE: 2M=5+M; 2NT=LEB	FIT JUMPS 1♣ (2M) ? = transfers from 2N
1♦		5 unless 44(4♦)1	4♣	Natural or BAL 11-14/18-19	1M=4+M.; 1NT=5-10 HCP; 2♦=4+♦, 10+; 2M=6+M, 4-9; 2NT=4+♦, 0-5; 3♣=6♣, 9-11; 3♦=4+♦, 6-9; DBL JUMP=IJS (9-11)	AFTER 1♦-1M-1NT: 2♣=FORCES 2♦; 2♦=GF CB; 2♣-2♦-2N=FORCES 3♣ AFTER REVERSE: 2M=5+M; 2NT=LEB	FIT JUMPS 1♦ (2M) ? = transfers from 2N
1♥		5	4♣	Rule of 19	1NT=5-12; 2♣=4+♣, FG; 2♦=4+♦, FG; 2♥=6-9, 3♥; 2♠=6♠,5-9; 2NT=4+♥, 13+; 3♣=11-12, 4♥; 3♦=8-10, 4♥; 3♥=3-6, 3♠=any singleton, 9-11 3NT=spade void, 9-11; 4♥; 4X=VOID	1♥-1♠/1NT-2♣ = NAT or 16+, 3m=5-5, <16; 1♥-2NT: 3♣= ANY MIN; 3♦=NON-MIN, BAL; 3♥=♣ SPL; 3♠=♦ SPL; 3NT=♠ SPL; 4X=good side suit; 5X=EKCB	FIT JUMPS 2♣=9-11, 3♥ 2♦=8-11, 4+♥ 1♥ (x) ? transfers from 1N
1♠		5	4♥	Rule of 19	1NT=5-12; 2♣=4+♣, FG; 2♦=4+♦, FG; 2♥=5+♥, FG; 2♠=6-9, 3♠; 2NT=4+♠, 13+; 3♣=11-12, 4♠; 3♦=8-10, 4♠; 3♥=6♥, 9-12; 3NT=4♠, 12-15; 3♠=3-6, 4♠; 4X=VOID	1♠-1NT-2♣ = NAT or 16+, 3X= 5-5 <16; 1♠-2NT: 3♣= ANY MIN; 3♦=NON-MIN, BAL; 3♥=♣ SPL; 3♠=♦ SPL; 3NT=♥ SPL; 4X=good side suit; 5X=EKCB	FIT JUMPS 2♣=9-11, 3♠ 2♦=8-11, 4+♠ 1♠ (x) ? = transfers from 1N
1NT				15-17 HCP, MAY INCLUDE 5M, RARELY SINGLETON	2♣=STAYMAN, 2♦/2♥/2♠/2NT=TRF 3♥=13(54); 3♠=31(54), 4♦/♥=TRF SMOLEN	1NT-2♣-2♦-2M=5+/4+ Majors 1NT-2♠/2NT: 2NT/3♣=NO FIT; 3♣/♦=FIT	1NT-(2X/3X)-DBL=8+, T/O 2NT THRU 3X=TRF
2♣	Yes	0		23+ BAL OR ANY FG HAND	2♦=RELAY; 2♥=KOKISH; 2♠/3♠/3♦=good suits	2♣-2♦-2NT=23-24 BAL	
2♦	Yes	6 (5)		5-9 HCP,	2NT==feature ask 2♥, 2♠=NF, otherwise new suit F1		
2♥	Yes	6 (5)		5-9 HCP	2NT==feature ask 2♠=NF, otherwise new suit F1		DBL=PEN
2♠	Yes	6 (5)		5-9 HCP	2NT==feature ask New suit F1		
2NT				20-21 HCP	3♣=STAYMAN, 3♦/3♥=TRF, 3♠=MINOR STAYMAN, SMOLEN 4♣/4♦/4♥/4♠=2 UNDER SLAM TRIES	XFER THEN NEW SUIT=CUE	2NT-(3X)-DBL=T/O
3♣		6		Pre-emptive	3X F1; 3NT=T/P		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P		
3♥		7 (6)		Pre-emptive	3♠ F1; 3NT=T/P		
3♠		7 (6)		Pre-emptive	3NT=T/P		
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=SHORTAGE ASK	3NT-4♦-4M=SPL, 4NT=22(27),5m=om SPL	
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 ACES		
5♣		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		7		Pre-emptive		ROMAN KEYCARD BLACKWOOD (1430); VOIDWOOD;	
5♥		7		Pre-emptive		KING ASK (bid lowest king); NON-SERIOUS 3NT	

5♣

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Pre-emptive

CUE BID FIRST/SECOND ROUND CONTROLS EQUALLY