

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Overcalls lightish (7-17 HCP), jump raise preemptive
New suit forcing
Cuebid= forcing raise
Over Michaels/Unusual 2N= Lower of 2 cuebids = Limit+
In lower of 2 suits
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct=15-18 Systems on (Note 8)
Balancing 11-14 Natural Responses
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall in a suit is preemptive and weak
2NT= 5-5 in the two lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels (Note 1)
VS. NT (vs. Strong/Weak; Reopening;PH)
VS STRONG = Meckwell (Note 3)
VS WEAK = Cappiletti (Note 4)
Anything including 13 is considered weak
Defenses only on in direct seat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT= 15-19, 2NT opening systems on
X= takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ HCP
Jump raise = Preemptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, Axxx(+), AKx(+)	AK, AKx(+)	
King	KQ, KQx(+)		
Queen	QJx, QJT, QJTx(+), Qx	QJx(+), QJ, KQ109x(+)	
Jack	QJx, Jx	QJx	
10	109x(x), 10x	1098x(+)	
9	9x	KJ9x,	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo-Hi = Even		Low = encouraging
Suit 2	Lo= like		High= discouraging
3			
1	Lo-Hi= Even		
NT 2	Lo= like		
3			
Signals (including Trumps):			
Rare trump suit preference when it is deemed necessary			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light with very good shape			
New suit = 1 round force			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 2H (Note 10)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Zacharia Posternak, Marley Cedrone
EVENT (Open/Women/Senior/Transnational)
2020 WBF U16 Online Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 Card Majors
Longer minor. 1D if 3-3
2/1 is Game Forcing
Limit Jump Raises over Majors
1st and 2nd seat openings strict rule of 20
NAMYATS + 2C forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C opening: artificial, almost game
2D opening: 11-16 HCP 5+H 4S
2H opening: 4-10 6+ H
2S opening: 4-10 6+ S
4C opening: 7+ solid H, 15+ HCP
4D opening: 7+ solid S, 15+ HCP
3NT opening: 8+ broken C/D, 4-12 HCP
Michaels Cuebids (Note 1)
Lebensohl after 2D+ overcall of 1N, Direct X of pre-empt, and over opener reverse. (Note 9)
Negative Doubles to 3S
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Major may be 4 cards in 3rd/4th seat
Double Jump in new suit = Splinter if minor over major
PSYCHICS: Rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	12-21 HCP	Single Raise = Invite+, Weak Jump Shift	XYZ (Note 2) ,4th suit game force Reverse by opener forcing	2N over takeout X = weak raise
1♦		3	3♠	12-21 HCP	Single Raise = Invite+, Weak Jump Shift	As above	As above
1♥		5/4	3♠	12-21 HCP	Double Raise = Invite, 2NT= Game forcing with 4 card support, Weak Jump Shift	XYZ (Note 2) ,4th suit game force Reverse by opener forcing	2N over takeout X= Invite + raise
1♠		5/4	3♠	12-21 HCP	As for 1♥	As for 1♥	As for 1♥
INT				15-17 balanced	(Note 8)		Lebensohl (Note 9)
2♣	©	6		Strong Artificial Force 22+ TP Or 8 ½ Tricks	Controls (A=2, K=1) 2♦=0=1 2♥=2 2♠=3 ...	2N by opener = 22-24 balanced, 2N sys on 3N by opener= 25-27 balanced	Natural
2♦	©	6		11-17 HCP 5+♥ 4♠	2M signoff, 2N asks shape 4♣= xfer to 4♥,4♦= xfer to 4♠	2D-2N; Note 5	Natural
2♥		6		4-10 HCP	2N= Ogust (Note 9) ,New suit forcing		Natural
2♠		6		4-10 HCP	2N= Ogust (Note 9) ,New suit forcing		Natural
2NT				20-21 HCP balanced	(Note 8)		Natural
3♣		7		4-10 HCP			Natural
3♦		7		4-10 HCP			Natural
3♥		7		4-10 HCP			Natural
3♠		7		4-10 HCP			Natural
3NT	©			4-12 HCP, broken 8 card minor	4♣= Pass/Correct, 5♣= Pass/Correct,	Correct to 4/5♦ with a ♦ suit	Natural, 5♣= Pass/Correct,
4♣	©			15+ HCP, Solid 7+ card ♥	4♦= artificial slam try	4NT=1430 ♥ Trump (Note 6)	Natural
4♦	©			15+ HCP, Solid 7+ card ♠	4♥= artificial slam try	4NT=1430 ♠ Trump (Note 6)	Natural
4♥		8		4-10 HCP			Natural
4♠		8		4-10 HCP			Natural
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						1430 Blackwood, 3014 Blackwood for clubs (Note 6)	
5♥						Exclusion (Note 7)	
5♠							