

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound 2 level overcalls, especially vulnerable (13-17 or strong suit)
Aggressive 1 level overcalls (8-17), Responses in a new suit are forcing, cuebids promise support and are forcing, raises are nf, jump raises are weak. Jump Cuebid=7-9 HCP, 4 card support
2 level overcalls are sound, usually slightly better than a full opener, or better suit quality.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 live, systems on.
11-16 balancing, range ask stayman
5-5 in unbid suits by a PH
JUMP OVERCALLS (Style; Responses; Unusual NT)
Light
Unusual 2NT=two lowest
Reopen: 13+ HCP, 6+ in the suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2m=5-5M
2M=5oM + 5 m (undisclosed). Respond: 2NT is 10+HCP, 3C=P/C
Jump cue to 3 level is stopper asks for 3nt
VS. NT (vs. Strong/Weak; Reopening;PH)
VS Strong: X=5m+4M 2C=MM 2D=M 2H=H+m 2S=S+m 2NT=mm
VS Weak: X=pen 2C=MM 2D=M 2H=H+m 2S=S+m 2NT=mm
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Cuebid of weak 2 is stopper asks for 3nt
2NT=15-18, systems on
(2M)-4m = 5+m and 5oM GF. (2D)-4m = 5+m and 5M GF (4D asks)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = MM 1NT=mm vs precision club
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at 1 level f, 2 level nf, jump shift to oM=mixed raise, 2NT=4 card limit plus

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	Top of xxx or xxxxx if raised	
NT	4 th best, top of nothing	3 rd and low or ^ as above	
Subseq	Same		
Other: K from AK against suits if five level or higher, AK tight, declarer preempted at 3+ level, we bid & raised this suit, we intend to switch to singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, A, Ax	Asks for attitude	
King	KQx, AK (see above)	Asks for count or unblock	
Queen	QJx, Q, Qx	QJT, AQJ	
Jack	J, Jx, JTx+	JTx+, AJTx+, KJTx+	
10			
9			
Hi-X	High from HX	High from HX	
Lo-X	High from XX	High from XX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Suit Preference
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Suit Preference
Signals (including Trumps):			
Trump suit preference, upside down count and attitude, reverse smith vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Converting a club response to diamonds does not promise extras			
Responsive doubles through 4H			
After a weak 2, 2NT response is a relay to 3C, 3 level bids are either gf or inv depending on the sequence			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Maximal doubles when we bid and raise, and opps compete in our suit-1			
Support doubles and redoubles through 2M-1			
A strength-showing RDBL of 1X creates a force to at least 2X or PEN Dbl			
Snapdragon double shows 4 th suit and tolerance for partner's suit.			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: American Contract Bridge League	
PLAYERS: Ilan Wolff & Nathan Finkle	
Online Youth Teams Championship 2019	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Transfer Walsh, 2/1 14-16 NT, light openings	
1♣ 2+ (11-13 (no 5♦) or -17-19 BAL or 11+ unBAL), TRF responses	
1♦ 5+ unBAL unless 4=4=4=1 or 1=4=4=4 or 11-13 BAL and 5♦	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	11-13 or 17-19 bal or clubs 11+	1D=4+H, 1H=4+S 1S=to play 1NT, 2m or invite m	After 1red, 1NT rebid=17-19, complete transfer=11-13, 2-3 of major=standard raise, 2NT = 6-3 mM, inv+ After 1S, 1nt=11-13, 2nt=17-19	Systems on over 1D and X
					1NT=11-12 2C=5+ gf, 2D=5+gf 2M=weak, 2NT=13-15 or 17-19 gf, 3C=mixed with 6 3D=weak		
1♦		4	4H	Unbalanced unless 5-3-3-2 11-13	2D=4 card lim+ 3D= mixed raise, 2NT 11-12	1NT rebid shows 11-13 with 5 diamonds	
1♥		5		Usually rule of 20, could be light 3 rd seat white	1nt=semi forcing, 2/1 FG, 2N=4+ GF, 3C= 4-card limit raise, 3H=mixed raise, 3S=10-12 splinter, 3NT=full value spade splinter	2C by opener is artificial and forcing, either 4+ clubs or 16+ hcp After 1M-1NT or 1H-1S, jump shifts are 5-5, 14-16	Gazilli off after any competition other than X
1♠					3S=mixed raise, 3NT=10-12 splinter		
1NT		N/A		14-16, sometimes semi-balanced	2S=clubs or inv., 2NT=diamonds, 3C=puppet, 3D=5-5m GF, 3M (3-1)(5-4) splinter		Normal lebensohl
2♣	Yes	0		22+ or 9 tricks, forcing	2D=gf, 2H=bust 2NT=hearts	After 2H, 2S relays 2NT, then new bids nf, 2NT = natural, to play 3X= natural, forcing	X=bust Pass=gf
2♦		5		Pre-emptive, 3-10	New suit forcing, 2NT artificial force	Ogust: 3C=bad hand bad suit, 3D=bad hand good suit 3H=good hand bad suit 3S=good hand good suit 3NT=AKQXXX	McCabe over double
2♥		5					
2♠		5					
2NT		N/A		20-21, sometimes semi-balanced			
3♣					4♦ 01122		
3♦					4♣ 01122		
3♥					4♣ 01122		
3♠					4♣ 01122		
3NT							
4♣					4♦ 01122		
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Cue style: first and second round controls up the line	
5♥							
5♠							