

BIDDING IN DEFENSE AND COMPETITION	
OVERCALLS	
General style: Natural, solid	
1st level: 5+card, (9)10+ HCP	
2nd level: 6+card, 12+ HCP	
2nd level jump: 6+card, preemptive	
3rd level: 5+card, 14+	
3rd level jump: 7+card, preemptive	
Responses to overcalls = natural, force to 2M/3m	
Cuebid in opener's suit = INV+	
Jump to 2NT after M overcall = INV 12-13 HCP	
Jump to 2NT after 1♦ overcall = INV 12-13 HCP no 4M	
1NT/2NT overcall	
15-18 HCP, (semi)balanced	
Responses same as after opening	
(1m) – 2NT = 5om5♥, solid	
(1♥/♠) - 2NT = 55 minors, solid	
CUEBIDS IN OPPTS SUIT	
(1M) – 2M = 5OM+5♣, solid; (1M)-3M = asking for stopper	
(1m) – 2m = 5Om+5♣, solid	
(1m) – 3m = 55M's	
DEFENSE against NT	
Double = 14+, with (S)BAL	
2♣ = LANDY, 44+ ♥/♠, 2♦ = 6M, 2♥/♠ = 5M4m, 2NT = 55m's	
DEFENSE AGAINST PREMPTS	
Natural	
DEFENSE AGAINST STRONG 1♣ = 16+	
Double = T/O	
1NT = both majors, 2NT = both minors	
AFTER OPPTS TAKEOUT DOUBLE	
Natural, system on	

LEADS AND CARDING			
FIRST LEAD STYLE			
	LEAD	In partners suit	
SUIT	1./2./4.	1./2./4.	
NT	1./2./4.	1./2./4.	
Broken seq.	Top from sequence	Top from sequence	
Other: Highest from sequence, low from honor			
From Hxx, we can choose any card depending on situation			
LEADS			
LEAD	Suit	NT	
Ace	AKx(...), Ax	AK(...), Ax	
King	KQ(J)x(...), Kx	KQ10(...), Kx, AKJx(x)	
Queen	QJx(...), Qx	AQJ(...), QJ(...)	
Jack	KJ10(...), J10(...), Jx	AJ10(...), KJ10(...), J10(...)	
10	Q109(...), 10x(...)	Q109(...), 109xx(...)	
9	9xx(...)	9xx(...)	
High-Low	Xx, xXxx	Xx, Xxx, xXxx	
Low-High	xXx, HxxX(x), HxX	HxxX(x), HXX	
SIGNALS AND CARDING			
	Partner's lead	Declarer lead	Discards
Suit	1. Low = positive	Low = even	1. Italian S/P
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
NT	1. Low = positive	Low = even	1. Italian S/P
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
Signals (including trumps):			
Suit preference if playing to ruff or in a situation when attitude or count does not make sense			
DOUBLES			
TAKEOUT DOUBLES			
a) 12+ HCP, 3+cards in other suits			
b) 18+ HCP, with SEB or UNB			
SPECIAL DOUBLES/REDOUBLES			
Negative double			
1m-(1♥)-double = 4♣, 1♠ = 5+♠			

WBF CONVENTION CARD	
STANDARD W-ALL	
Event: 29th European Youth Teams Championships	
Team and category: Czech Republic U26 W	
Players:	
Valerie PYSZKOVA – Nikol VACHTARCIKOVA	
Valerie PYSZKOVA – Karolina RECICAROVA	
SYSTEM OVERVIEW	
General rules and style	
1♣/♦ promise (2)3+card 12+ HCP	
1♥/♠ promise 5+card 12+ HCP	
1NT promise 15-17 HCP, balanced	
Strong bids: 2♣/2NT	
2suiter Muiderberg preempts	
2X over 1M is GF	
Inverted minors	
Major Bergen raises	
New suit jump after 6m = INV, 6c	
Repeating major by responder on second level = weak	
Repeating major by responder on third level = GF	
New suit forcing after overcall	
SPECIAL CONVENTIONS	
Ghestem Cuebids	
Two-Way-Checkback	
GAZZILLI - 1M-1NT	
Splinters, Exclusion BW 01234	
BW 1430, 5NT after BW = grand slam try	
PSYCHIES	
rare	

Opening	Num of cards	HCP	Opening description	Responses	Further bidding		
1♣/♦	BAL (2)3-5m	12-14 18-19(20)	12-14, BAL 18-19(20), BAL	1♥/♠ = 4+ HCP, 4+♥/♠; 2♥/♠ = 9-11 HCP, 6c; 3♥/♠ = 5-9 HCP, 7c 1NT = 6-10 HCP (8-10 over 1♣); 2NT = 11-12 HCP; 3NT = 13-16 HCP; Inverted Minors = 3♣/♦ = 6-9, 5+♣-♦; 2♣/♦ = 10+ HCP, 4+♣-♦; 1♣-1♦ = 6+, 5+♦ or 6-7 bal; 1♦-2♣ = 12+ 4+♣	after 1M: 1NT = 12-14 BAL; 2NT = 18-19(20) BAL; 3♥/♠ = (4)54; 4M = 6+m4M; REVERS = 16+, SE/UNB 2♣/♦ = 11-15 = SEB; 3♣/♦ = 15-17, 6card 1♣-1♦-2♥/♠ = 18-20, 5♣4♥/♠; 1♣/♦-1♥-2♣ = 18-20, 5m4♣; 1♦-2♣-2♦ = 12-14, 2NT = 18-19(20), 2♥/♠ = 4c, 15+; 3♣ = 14+, 4+♣, 3♦ = 14+, 6+card 1♣-1M-3♦ = 18-19 BAL with 4card fit, Two-Way-Checkback		
	SEB/UNB (4)5m	12-21	SEB = 5♣4x or 6♣ or 4♣4♥4♠1♦ UNB = 6♣4x, 7♣				
1♥	5+♥	12-21	mostly SEB: 5422, 5431, 6322, 6331 BAL only with 5♥332 UNB with 6♥4x or 5♥5♠/♦	1♣ = 4+ HCP, 4+♠; 2♣ = 9-11 HCP 1NT = 6-11 HCP, no fit → GAZZILLI 2♣ = 12+, GF, BAL/with fit/5+♣; 2♦ = 12+, GF, 5+card 2♥ = 3+card, 6-9 HCP; 3♥ = 4+card, 4-6 HCP; 2NT = 16+, 4+fit; 2♣ then 3♥ = 16+ HCP, 3+fit; 3NT = to play 2♣ then 3♥ = 16+ HCP, 3+fit; 3♣/♦ = Bergen raises, 7-9 HCP with shortness/10-11 HCP with no shortness 3♠/4♠/♦ = Splinter, 11-14 HCP	GAZZILLI, 1♥/♠-1NT 2♣ = 16+ BAL or SEB 12-15 5M4♣ 2♦ = 12-15 5M4♦ 2♥ = 12-15 6♥/5♠4♥ 2♠ = 18-20 5♥4♠/11-14 6♠ 2NT = GF, 17+ HCP, UNB, 55, or 6♥/♠ 3♠/♣/♥ = 15-17, 55 3♥/♠ = 15-17, solid 6♥/♠ 3NT = to play 1M-1NT-2♣-2♦ = (8)9-11, rest = natural 5-7(8)	1♥/♠ - 2♣ 2♦ = 16+ 2M = 12-15, 6M 2♥ = 12-15, 4+ 2♠ = 15+ 54 ♥+♠ 2NT = 12-15 BAL 3♠/♦/♥ = 12-15 NAT, (4)5+c 3M = solid 6c 4M = 12-14, 7c	1♥/♠ - 2NT 3NS = slam try, nat 4NS = slam try, Splinter Responder in general: Pass/4M = min NS = cuebid, max
1♠	5+♠	12-21	mostly SEB: 5422, 5431, 6322, 6331 BAL only with 5♠332 UNB with 6♠4x or 5♠5♣/♦	1NT = 6-11 HCP, no fit → GAZZILLI 2♣ = 12+, GF, BAL/with fit/5+♣; 2♦/♥ = 12+, GF, 5+card 2♠ = 3+card, 6-9 HCP; 3♠ = 4-6 HCP, 4+card; 2NT = 16+, 4+fit; 2♣ then 3♠ = 16+ HCP, 3+fit; 3NT = to play; 4♣/♦/♥ = 11-14 HCP Splinter; 3♣/♦ = Bergen raises, 7-9 HCP with shortness/10-11 HCP with no shortness			
1NT	2-4(5)♥/♠ 2-5♠/♦	15-17	15-17 HCP, BAL (5♥/♠, 6♣/♦ possible, not mandatory)	2♣ = Stayman, INV+; 2♦/♥ = transfer, 5+♥/♠; 2♠/2NT = transfer, 6+♠/♦ or INV BAL with no 4M 3♠ = Puppet Stayman; 3♦ = INV, 6♦; 3♥/♠ = slam try, 6+M; 4♦/♥ = transfer to ♥/♠ 6+cards; 5♣/♦ = to play; 4NT = quantitative	1NT-2♣-2♦-2♥/♠ = INV, 54♥♠; 2NT = INV; 3♣/♦ = GF, 4+♠/♦; 3♥ = GF 5♠4♥; 3♠ = GF 4♠5♥ NS over accepting transfer = GF, 54+ slam try or 55+		
2♣	-	(20)23+	23+ BAL GF SEB/UNB	2♦ = 4-9 HCP, A, K or QQ and better, any distribution 2♥ = 0-3 HCP, QJ, sometimes QQ 2♠ = 10+ HCP 3♣/♦/♥/♠ = nat good 6+cards, GF (AK10...)	next bidding same as after 2NT opening		
2NT	2-4♥/♠ 2-5♠/♦	(20)21-22	(20)21-22 HCP, (S)BAL	3♣ = Muppet Stayman; 3♦/♥ = transfer 5♥/♠; 3♠ = transfer with ♣ or both m's 3NT = to play; 4♣ = ask for A; 4♦/♥ = transfers to ♥/♠ with 6c	2NT-3♦/♥-accept = no fit or min, other = 3+fit max		
2♦	0	(6)8-11	MULTI 6M, mostly 6322, 6331 or 6421	2♥/♠ = P/C; 2NT = INV+, asking for min/max, INV+; 3♥/♠ = P/C; 3NT = to play; 4♣ = bid your suit via transfers; 4♦ = bid your suit directly			
2♥	5	(6)8-11	MUIDERBERG, 5♥5any	2NT = INV+, asking for suit and min/max	3♣/♦ = nat, 3♥/♠ = 5♠, min/max		
2♠	5	(6)8-11	MUIDERBERG, 5♠5m	2NT = INV+, asking for suit and min/max	3♣/♦ = nat, min, 3♥/♠ = 5♠/♦, max		
3♣/♦/ ♥/♠	7	(6)8-11	PREEMPTIVE	Natural, NS = GF, nat			
4♣/♦/ ♥/♠	8	(6)8-11					