

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Generally 8+ 5+ suit, can be lighter green, sometimes only 4 cards 1 over 1 = F1, 2/1 = NF, 2/2 = F1, 2NT = good 4 raise, jumps are fit 2 of their suit = good 3 raise, jump to 3 of their suit = mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, all system on In 4 <sup>th</sup> , 11-14 all system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 2NT jump = unusual
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Normal cuebid = Michaels, jump asks for stop Over short club, 3C = natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalties, 2C = majors, 2D = single-suited major, 2M = M + m 2NT = minors, wide ranging, 3C/D = constructive, 10-14
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, leaping/non leaping Michaels,
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors, 1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1m (X), 2m = NF 2M = fit NF, 2NT = good 4 raise After 1M (X), transfers up to 2M, 2NT = good 4 raise, 3m = fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> from bad, 4 <sup>th</sup> from honour	2 <sup>nd</sup> from bad, 4 <sup>th</sup> from honour	
NT	2 <sup>nd</sup> from bad, 4 <sup>th</sup> from honour	2 <sup>nd</sup> from bad, 4 <sup>th</sup> from honour	
Subseq	Att, low = enc.	Att, low = enc.	
Other: If we have raised partners suit, lead top from nothing			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(x..),AK(x..)	AK(x..)Ax	
King	AK(x..)KQ(x..)Kx	KQJ(x..)KQT(x..)Kx,AK(x..)	
Queen	QJ(x..)Qx	AQJ(x..)QJ(x..)KQ(x..)Qx	
Jack	KJT(x..)JT(x..)Jx	AJT(x..)KJT(x..)JT(x..)Jx	
10	Tx,T9(x..)KT(x..)QT9(x..)	(A/K/Q)T9(x..)T9(x..)Tx	
9	9x,(K/Q/J)98(x..)	9x,H98(x..)	
Hi-X	xxxx(x..),xx	xxxx(x..),xx	
Lo-X	Hxxx(x..)Hxx,xxx	Hxxx(x..)Hxx,xxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D attitude	Count	U/D attitude
Suit 2	Count	Suit preference	Count
3			
1	U/D attitude	Count	U/D attitude
NT 2	Count	Suit preference	Count
3			
Signals (including Trumps):			
A/Q asks for attitude, K for count. Suit preference in logical situations. High low = even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be off shape with majors/other major, aggressive			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: England</b>
<b>PLAYERS: Jamie Fegarty &amp; Thomas Gardner</b>
EVENT U21s
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5CMs 2/1 GF strong NT better minor 3 weak 2s
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT = gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing pass after interference over 2/1 and with competition in GF
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

