





DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-16(17)HCP, natural, standard
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18)HCP, usually with a stopper, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣-2♦ = 5♠+5♦/♥ Unusual 2NT Reopen: 8+HCP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
natural
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-landy: x=5m+4M 2♣=both M, 2♦=one M (usually 6 cards) 2♥=5♥+4m, 2♠=5♠+4m, 2NT=both m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural, Lebensohl, Leaping Michaels: (2♦)-4♣ = 5♣5M, (2♦)-3/4♦ = 55M, (3♣)-4♦ = 5♦5M, (3♣)-4♣ = 55M (2M)-4♣ = 5♣5oM, (2M)-4♦ = 5♦5oM, (2M)-3/4M = 55m
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids (after 1♥/♠), 1♦-2♦ = 5♠+5♣/♥
OVER OPPONENTS TAKEOUT DOUBLE
xx=10+
New suit and jump shifts natural, not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	Standard	
NT	4 th	Standard	
Subseq	Standard	Standard	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x...)	AKJ(x...), AKQ(x...), AK109(x..)	
King	KQ(x...), Kx	KQ(x...), Kx	
Queen	QJ(x...), Qx	QJ9(x...), Qx	
Jack	J10(x...), KJ10(x...)	J10(x...), AJ10(x...), KJ10(x...)	
10	109(x..), K109(x..), Q109(x..)	K109, Q109(x..), 109(x...)	
9	9(8x..)	9(8x..)	
High-X	Discourage	Discourage	
Low-X	Encourage	Encourage	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1 st	Att; H-L disc		H-L disc
Suit: 2 nd	Att; H-L disc		H-L disc
3 rd			
1 st	Att; H-L disc		H-L disc
NT: 2 nd	Att; H-L disc		H-L disc
3 rd			
Signals (including Trumps): H-L disc (Att)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, 12+			
Could be light - based on shape, especially in green vs. red			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative x, support x/xx, SOS xx, DOPI, ROPI			

W B F CONVENTION CARD
   
CATEGORY: Green
NCBO: Slovakia
PLAYERS: Boris <u>Köröš</u> - Michal <u>Vodička</u>
EVENT: European Youth Teams Championship 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF semi-forcing 1NT carding: udca, discards: H-L disc Weak two
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
Forcing pass after GF established
IMPORTANT NOTES
3 rd hand openings might be out from description
PSYCHICS: seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	x	2	3♠	(11)12-21 HCP, only two clubs when 4432	Suit=5+HCP, 4-card, 1NT=5-10, 2♣=inverted minors, 2NT=11-12	Natural and standard bidding, 2-way Checkback, Kickback RKCB		
1♦		4	3♠	(11)12-21 HCP, 4+♦	Natural, 2♦=inverted minors, 2NT=11-12	Natural and standard bidding, 2-way Checkback, Kickback RKCB		
1♥		5	3♠	(11)12-21 HCP	Natural, 2NT=GF with 4+fit (Jacoby), Splinters, 3NT=13-16, 3card fit, balanced	1♥-1♠-2♣ =12-15, 5♥4♣/16+ 1♥-1NT-2♣ =12-15, 5♥4♣/16+ (Gazzilli)	Drury	
1♠		5	3♠	(11)12-21 HCP	Same as after 1♥	1♠-1NT-2♣ =12-15, 5♠4♣/16+ (Gazzilli)	Drury	
1NT				(14)15-17 HCP, might have 5M/6m, possible minor singleton	2♣ Stayman, 2♦/♥ transfers, 2♠ transfer/invite, 2NT transfer to ♣, 3♠ puppet, 4♦/♥ Texas, 4NT Quantitative		Lebensohl	
2♣	x	0		22+ HCP or any GF	2♦ - waiting, 2NT 8+, any 4333, 2♥/♠ natural	Kokish after 2♦		
2♦	x	5		(0)5-10 HCP, (5)6♦ In vul usually 6 cards	2♥/♠=NF, 2NT=inv+asking, 3♣=NF	2♦-2NT-3♣ (min, 5♦)/3♦ (min, 6♦)/3♥ (max, 5♦)/3♠ (max, 6♦)		
2♥	x	5		(0)5-10 HCP, (5)6♥ In vul usually 6 cards	2♠=NF, 2NT=inv+asking, 3♣/♦=NF	2♥-2NT-3♣ (min, 5♥)/3♦ (min, 6♥)/3♥ (max, 5♥)/3♠ (max, 6♥)		
2♠	x	5		(0)5-10 HCP, (5)6♠ In vul usually 6 cards	2NT=inv+asking, 3♣/♦/♥=NF	2♠-2NT-3♣ (min, 5♠)/3♦ (min, 6♠)/3♥ (max, 5♠)/3♠ (max, 6♠)		
2NT				(19)20-21 HCP, might have 5M/6m	Puppet, 3♦/♥/♠ transfers, 4♦/♥ Texas transfer, 4NT Quantitative	2NT-3♣- 3♥=no 4/5 M, 3NT=5♥		
3♣		6		Natural, PRE				
3♦		6		Natural, PRE				
3♥		(6)7		Natural, PRE				
3♠		(6)7		Natural, PRE				
3NT								
4♣		(6)7		Natural, PRE				
4♦		(6)7		Natural, PRE				
4♥				To play				
4♠				To play				
4NT								
5♣				To play				
5♦				To play				
							HIGH LEVEL BIDDING	
							Cue bids, Splinter bids, Serious 3NT(3♣ after ♥ fit) , Kickback (1430/5), Exclusion Blackwood (0314/5), DOPI (1430/5), ROPI (1430/5), 5NT pick a slam	