

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Standard Overcalls at the one level. Weak Jump Overcalls.
Michaels Cue Bid
Competitive support jumps as pre-emptive raises.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1N overcall in 2 nd seat = 15-18, with systems on, i.e. stayman & transfers. 1NT overcall in 4 th seat is protective 10-14, i.e. 1C-P-
P-1N = 10-14 protective. Systems as over our NT Opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump Overcalls
Unusual NT will usually show 5-5, 6-5 and 6-4 occasionally.
Over our WJO's we have competitive raises i.e. 3 card trump support.
Very moderate values.
Reopen: Shade the standard values once again.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels – Weak (6-9) or strong (14+)
Jump cue = stopper ask, usually with solid minor
VS. NT (vs. Strong/Weak; Reopening;PH)
2c majors 4-4+ , everything else natural
Double for penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over 3x, Natural. 3N=16-18 with suit stopped. Dbl = 15+ in second seat,
In 4 th seat values are shaded. Overcalling of any suit is natural
12+ 5 card suit, we shade values in 4 th seat to defend from Pre-empts.
Over 2 level pre – 2N = 16-18 and solid stop.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dble = Majors.
1nt = minors 2nt = minors(more shape)
Overcalls/Jump overcalls may be light
OVER OPPONENTS' TAKEOUT DOUBLE
Values are stretched – natural acol.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	MUD, Top of doubleton	Natural	
NT	4 th best	Natural, MUD	
Subseq	3rd off an honour	Natural	
Other: Our leads are generally instinctive in certain scenarios, normally 2 nd and 4 th from length, but we deviate if we feel the defence requires this.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A,AK,Ax,Axx(x)(x)	AKQ10, AKJ10, AK	
King	KQx(x),Akxx(x)	KQJx, KQ10, AKx, etc	
Queen	Q, QJ, QJ10(x)(x)	QJ10x, AQJ10, QJ9x(x)	
Jack	J, J10, J109, Jx	J109(x)(x), J10, J109	
10	10, 10x	109,1098x(x)	
9	9, 9x	9875,	
Hi-X	Even	2 nd and 4th	
Lo-X	MUD	MUD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd =Enc Even =SP	Standard Count	Odd =Enc Even =SP
Suit 2	Odd =Enc Even =SP	N/A	N/A
3	N/A	N/A	N/A
1	Odd =Enc Even =SP	Standard Count	Odd =Enc Even =SP
NT 2	N/A	N/A	N/A
3	N/A	N/A	N/A
Signals (including Trumps):			
Standard Count Hi-lo = Even, lo-Hi = Odd,			
Discards: Odd = encouraging, even = suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
Most doubles are take out up to 4♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive dble by opener shows 15+			
Support doubles and escape redoubles over our 1NT.			
System on over 1NTX , XX forces 2♣			

W B F CONVENTION CARD
Junior Camrose, Wales 2010
CATEGORY: Junior
NCBO: Republic of Ireland
PLAYERS:
BOYD, Richard (IRELAND)
O'ROURKE, Michael (IRELAND)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<i>Acol Style</i>
12-14 NT Opening with Stayman and
Transfers, Gerber over NT Openings.
5 card Majors, Better Minor
RKCB1430.
3 weak twos
2♣ Opening = 23+
2NT = 20-22 with stayman,transfers to majors, Gerber.
Suit Quality Overcalls generally obeyed (SQ test).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Cuebids
Unusual NT
Forth Suit Forcing & New Minor Forcing
4NT Direct Ace Ask
Inverted Minor Raises
Lebensohl FANS– Interference over 1nt, reverses and defence to weak 2's
SPECIAL FORCING PASS SEQUENCES
In opponents' sacrificing scenarios.
IMPORTANT NOTES
How much wood could a woodchuck chuck if a woodchuck could chuck wood?

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	Yes	3	4♦	Better Minor	Inverted Minors, 3♣=decent raise in m(6-9), 3N = 13-15, 2♣ = 10+ stopper ask, 2NT=Pre, Jump shifts on, RKCB 1430		
					All other bidding is standard Acoll.		
1♦	Yes	3	4♦	Better Minor	Inverted Minors, 3♦=Decent Raise in m (6-9), 3N = 13-15, , 2♦ = 10+ stopper ask 2NT=Pre, Jump shifts on, RKCB 1430		
1♥		5	4♦	5 card Majors	2h (5-9), 3h (10-12) invite, 4h pre, 2NT Jacoby		
1♠		5	4♦	5 card Majors	2s (5-9) 3s invite (10-12) 4s pre, 2nt Jacoby		
INT		2		12-14 NT Openings (can't be opened with 5 card Major.)	stayman, transfers, gerber.		
2♣	Yes	0	Yes	23+	2♦=relay, else natural 2h/2s 5trumps 7+	Always game forcing except 2c-2d-2n	
2♦	Yes	5	Yes	Weak 5-10	2nt = Ogust		
2♥	Yes	5	Yes	Weak 5-10	2nt = Ogust		
2♠	Yes	5	Yes	Weak 5-10	2nt = Ogust		
2NT		1		20-22 balanced generally	stayman, transfers, gerber.		
3♣		6	Yes	Pre-empt	Raise as pre-emptive any other suit forcing		
3♦		7	Yes	Pre-empt	Raise as pre-emptive any other suit forcing		
3♥		7	Yes	Pre-empt	Raise as pre-emptive any other suit forcing		
3♠		7	Yes	Pre-empt	Raise as pre-emptive any other suit forcing		
3NT	Yes	0		Gambling with no outside stop in the side suits	4♣ = Pass or correct if unsuitable for 3N.		
4♣		8		Pre-empt – Solid club suit with little outside values	RKCB 1430 over our 4 level pre-empts.		
4♦		8		Pre-empt – Solid diamond suit with little outside values	RKCB 1430 over our 4 level pre-empts.		
4♥		8		Pre-empt – Solid ♥ suit with little outside values	RKCB 1430 over our 4 level pre-empts.		

