

SPECIAL DOUBLES (Describe)
 Negative \rightarrow 2♠

SIMPLE OVERCALL
8 to 16 HCP
 Cuebid is: One-Round Force

JUMP OVERCALL
 Preemptive

OVER OPP'S TAKEOUT DOUBLE
 New Suit Force 1-level
 Other 2NT = Limit Raise or
Better over Majors & Minors

OPENING PREEMPTS

	<i>Sound</i>	<i>Light</i>
3-bids	<input type="checkbox"/>	<input type="checkbox"/>

Psychics: Very Rare

DIRECT NT OVERCALLS
 1NT 15 to 18 HCP
 2♣ = Stayman
 Other Other Systems Off
 Unusual 2 NT = 2 Lower Unbid

OVER OPPONENT'S NT
 2♣ shows ♣ 2♦ shows ♦
 2♥ shows ♥ 2♠ shows ♠

VS. OPP'S OPENING PREEMPTS
 Dbl. Is Takeout Takeout
 Wk. 2s Wk. 3s
 2 NT/ Weak 2 = 16-19 HCP Bal.

DIRECT CUEBID
 Two Suits Michaels
(5-5) or Longer
 Natural In either suit if
opponents have bid 2 suits

SLAM CONVENTIONS

Gerber Over 1 NT & 2 NT openings, responses, rebids
 Blackwood Grand Slam Force
 After Interference over 4♣ or 4 NT Double = O,
Pass = 1, Next Suit = 2, Etc.

Defenses vs. Opp's Conventions SOS Redoubles

DEFENSIVE CARD PLAY

Opening lead vs. SUITS: 4th best
 K Q x Q J x J 10 x 10 9 x K J 10 x K 10 9 x Q 10 9 x
 A K x x x x x x x x x x x x x

Opening lead vs. NT: 4th best
 A K J x A Q J x A J 10 9 A 10 9 8 K Q J x K Q 10 9
 K J 10 9 K 10 9 8 Q J 10 x Q 10 9 8 J 10 9 x 10 9 8 x
 x x x x x x x x x x x x

A high discard encourages; low discourages.

Names _____ Pair # _____
WBF WORLD JUNIOR INDIVIDUAL

Strong Forcing Opening: 2♣

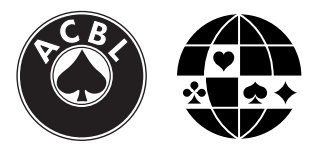
NOTRUMP OPENING BIDS
 1 NT 15 to 17 HCP 2 NT 20 to 21 HCP
 2♣ Non-Forcing Stayman 3 NT 25 to 27 HCP
 Transfers: Jacoby for majors over 1, 2 and 3 NT (on over dbls.)
 2♠ forces 3♣ (for signoff in either minor)
 1 NT - 3♣/3♦ Is Game Invitational; 1 NT - 3♥/3♠ Is Slam Invitational

MAJOR OPENINGS
 Normally Five-Card Majors
RESPONSES:
 2 NT = Forcing Raise (Jacoby)
 Double Raise = Limit (10-12 pts.)
 Double Raise = Preemptive Over Double

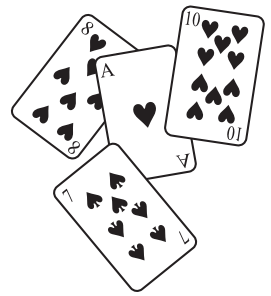
MINOR OPENING
 Length Promised

	4+	3+
1♣	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES:
 Double Raise = Limit (10-12 pts.)
 Double Raise = Preemptive Over Double
 1 NT/1♣ or 1♦ 6 to 10 HCP
 2 NT/1♣ or 1♦ 13 to 15 HCP
 3 NT/1♣ or 1♦ 16 to 17 HCP



**Be Courteous -
 Opponents May Just
 Be Friends We
 Haven't Met Yet!**



Describe 22+ Balanced Points or 9+ Tricks
 2♣ STRONG Conventional Response 2♦ Artificial,
May be waiting lacking a good suit

5 to 11 HCP Normally a good 6 card suit

2♦ WEAK RONF

2♥ WEAK Conventional Response: 2 NT if maximum

2♠ WEAK requests feature