DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	VALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE				
General Style = light	Lead			In Partner's Suit	CATEGORY: Green	
Reponses: Jump Raise = Preemptive	Suit	3 rd /5th		3/5	NCBO: Argentina	
Cue-Bid = limit+ raise, 2NT 4 cards limit+	NT	ATT		ATT	PLAYERS: Bianchedi – Madala - Rizzo	
New Suit = Non forcing at the 2 level	Subseq ATT			ATT	EVENT: Open	
In Balancing Position: Same	Other: 2nd from 4+ small against NT		7111	Evervi. open		
an Dawnoning Footnom Danie	9 in NT pro					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	1190(A)			SYSTEM SUMMARY	
2nd Position = 15 - 18	Lead	Vs. Suit		Vs. NT		
Responses: Systems on (bid as if 1NT opened)	Ace	AKx(+), A	X	AKx(+), Ax, AK	GENERAL APPROACH AND STYLE	
4 th Position = 10 - 14	King		XQ109x(+)	AKJxx(+), KQJx(+), KQ109		
Responses: Systems on (bid as if 1NT opened)	Queen	QJ, QJx(+		QJ10x(+), AQJx(+), KQx	Natural, 5-card Majors	
	Jack			J10, J10x(+), KJ10x(+), Jx	2•/ ▼ /•=WEAK	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			109,10x, 109x(+), H109x(+)	2 OVER 1 Responses game forcing	
Weak and natural (except 3C over 1M is dia and oM)	9	9x		H98(x)	1NT= 14+ -17HCP	
1C 2D is both majors, 1D 3C is C+S NF	Hi-X	Sx, xxS,		Sx, xSxx, Sxx	$3NT = \text{gambling in } 1^{\text{st}}/2\text{nd} \text{ and to play in } 3\text{rd and } 4\text{th}$	
2NT = 2 lowest suits	Lo-X	HxS, xxSx	, xxxxS	HxS, HxxS,		
Reopen: 10-14 6+ suit	SIGNALS I	N ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Lea	nd Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue Bid over M is other M and clubs	1 H	/lo = ENC	Hi/lo = even	Odd = ENC	2♣ Opening = strong, near Game Force - any suit,(s) any shape	
Responses: 2NT = asks for m good hand; 3♣ = pass or correct		/lo = Even	Suit pref	Even disc s/p	3NT: gambling; To play in 3rd/4th seat	
1C 2C is natural, 1D 2D is majors, 1C 3C is dia and spades	3 S/		•		Lebensohl/Rubensohl after 2-level overcall of 1NT	
1D 3D is C+S strong 1M 3M is asking stopper	1 H	/lo = ENC	Hi/lo = even	Odd = ENC	2NT Overcall = two lower unbid suits	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 H	/lo = Even	Suit pref	Even disc s/p	Specific two suiters overcalls	
X = penalty vs weak NT (if maximum hcp < 14)	3 S/	P			Gazzili	
X = (4M)(5+m) vs strong	Signals (incl	uding Trumps):	smith echo in NT	, suit preference in trumps	Bergen raises	
2♣ = MM					2NT in competition after our 1M is always limit+ 4+ cards	
2♦ = one M						
2♥/2♠ = M + m	DOUBLES					
2NT = mm						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Responses; l	Reopening)		
X = takeout through 4S; 2NT/3NT = 16-18/19-21		with classic sha		•		
CUE = asking for stopper; 4♣/4♦= ♣/♦ + M		ue of openers su				
2M-4M=mm strong, 4NT= mm weaker, 3m-4C om/M 4D MM			/13-15 with stopp	er		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	1				SPECIAL FORCING PASS SEQUENCES	
X=MM 1nt/2nt = mm; suits= NAT	SPECIAL,	ARTIFICIAL &	& COMPETITIV	E DBLS/RDLS		
·			DBL thru 4♥; after			
				onal if room and DBL penalty)		
OVER OPPONENTS' TAKEOUT DOUBLE		L through 3♥, su		•	IMPORTANT NOTES	
New suit NF; RDBL = 10+ any		BL through 4♠				
Jump Shift non-forcing			major, or first suit	by dummy		
Double Jump = Splinter; after 1M-(x) sys on and transfers			· ·	•	PSYCHICS: rare	

IJ	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	4♥	11-21 HCP	1NT/2NT/3NT: 6-10/11-12/13-15	Double check back	Over X: XX=10+ HCP			
					$2m=6-10 \text{ HCP } 3m \text{ pree}, 2 \checkmark / = GF \text{ NAT } 6+$	Walsh	After 1M (dbl) transfers			
1♦		4	4♥	11-21 HCP, 4441 or 5+ ♦	JS in om = limit+ with fit in m;					
1♥		5 (4)	4♥	11-21 HCP	1NT=NF; 2NT=4+M, inv+; 2M=6-10, 3M pree	After $1 \checkmark / 4 - 2 \checkmark / 4 : 3m = S/T$,	by PH: 2♣=9+ HCP SUPP;			
					$3 \clubsuit = 6-9 \text{ 4+M } 3 \spadesuit = 11-12 \text{ with } 3, 30\text{M} = \text{shortness; 3NT}$ = 12-15 bal 33(34) splinters with void	new M is inv+ F, 3M=blocking, 2N=general G/T	2NT always 4 cards fit limit+			
1 ♠		5 (4)	4♥	11-21 HCP			Drury fit			
INT			4♥	14+-17HCP	2♣ = STAY; 2♦/2♥/4♦/4♥= TRF; 2♠= ask max/min or ♣	After $2 : 2NT = min; 3 = max$	Lebensohl/rubensohl			
				5 card M common	2NT= 3♦; 3♣= PUP; 3♦ = 55 m GF; 3♥/♠=13(45)/31(45)	After 2NT = 3C don't like, 3D I like	Systems on over X, 2♣, 2♦ 1 major			
				6 card m possible	4♣ = 55 Ms; 4D/H Texas, 4NT = QUANT	Little Syayman/Smolen	Over 2♦/♥/♠ interfere: Cue= STAY			
2.	*	0		22+ HCP	2♦ = waiting; 2 ♥/ 2 ♠/ 2 NT/ 3 ♣ = positive 6+ in suit		X = 0-3 hcp PASS = GF			
						After 2♣-2♦-2♥ forces 2♠ to show bal 24-25 or 27+ or any hand ♥				
2♦		6 (5)		PRE 4-9 HCP	2NT = ASK, new suit = F, $4 = KC$	After 2NT: modified ogust	After overcall: $x = penalty$			
2♥		6 (5)		PRE 4-9 HCP		3♣= worst, 3♦= min 4-7	2NT = ASK same as if no interfere			
2 🛦		6 (5)		PRE 4-9 HCP		3H= max bad suit, 3S= max good suit				
						3NT AKQ				
2NT				19+-21 bal	3♣ = ask for 4 or 5 M 3♦/3♥= transfers 4♣ = 55 Ms, 3♠ = relay to 3NT, 4D/H texas	After 3♠-3NT: 4m = shows other m slammish, 4H = both m slamish 4S both min less good				
3♣/3♦				PRE	New suits = F; raises/3NT = to play, 4om = KC	After kcard, answers are 0, 1, 1+Q, 2, 2+Q				
3♥/3♠				PRE	New suits = F; raises/3NT = to play; 4♣ = KC					
3NT	*			SOL 7 card minor	Pass with $2+$ side suit stoppers; $4 \clubsuit = P/C$					
				To play in 3 rd /4 th						
4 ♣		6		PRE						
4♦		6		PRE						
4♥		6		PRE						
4 🖍		6		To play						
						HIGH LEVEL E	BIDDING			
						Five-Ace Blackwood: RKCB 1430, special K ASK				
						Cue bids				
						Splinters				
						Exclusion blackwood 0314				
						Preempt KC 01122	10)777			
						Non serious 3NT (3S is non serious if H fit and 3NT is spade control serious)				