DEFENSIVE AND COMPETITIVE BIDDING		I	EADS AND SIG	GNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYI					
Natural		Lead			ner's Suit	CATEGORY: SENIOR GREEN	
1NT 16-19	Suit	Odd Eve	n	Odd E	/en	NCBO: REUNION	
Two suits GHESTEM	NT	Odd Eve	n	Odd E	/en	PLAYERS: PALMIERI Jean Luc 3535541	
						REU&500060	
1♣ - Cue Bid 2♦=5♥ - 5♠; 2SA = 5♦-5♥, 3♣ = 5♦ - 5♠	Subseq	Attitude				HAMEL Patrick 475013	
1 ♦ Cue Bid $2 ♦ = 5 ♣$ - $5 ♠$ ; $2SA = 5 ♣$ - $5 ♥$ , $3 ♠ = 5 ♥$ - $5 ♠$						REU&500009	
1 <b>∨</b> - Cue Bid $2$ <b>∨</b> = $5$ <b>♦</b> - $5$ <b>♦</b> ; $2$ SA = $5$ <b>♦</b> - $5$ <b>♦</b> , $3$ <b>♦</b> = $5$ <b>♦</b> - $5$ <b>♦</b>							
1♠ - Cue Bid $2$ ♠= $5$ ♥ - $5$ ♣; $2$ SA = $5$ ♦ - $5$ ♣, $3$ ♣ = $5$ ♦ - $5$ ♥							
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Other:	•				71	
In 2 <sup>nd</sup> 16-19H Texas if opening 1M, Stayman and Texas if 1m						71	
In 4 <sup>th</sup> 9-13 Idem or 6x4y if opponent bid two suits						71	
	LEADS					SYSTEM SUMMARY	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Lead	Vs. Suit		Vs. NT	1		
Preempt or GHESTEM	Ace	Ask with	a big	Ask wi	th a small	GENERAL APPROACH AND STYLE: two over one	
-	King		Odd Even		/en	5 cards Major	
	Oueen				th a small	1 NT 15-17	
Reopen:	Jack					2♣ Forcing limited or strong	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	10					2♦ Multi	
Direct GHESTEM	9					2♥ - 2 suits 5♥ and 5 in other suit Weak	
Jump to play 3NT	Hi-X					2♦ - 2 suits 5♦ and 5 in winer Weak	
Jump to play 5111	Lo-X					Two suits overcall: GHESTEM	
	_	S IN ORDER O	FPRIORITY			Unserious 3NT	
VS. NT (vs. Strong/Weak; Reopening; PH)	SIGNAL	SIGNALS IN ORDER OF PRIORITY  Partner's Lead Discarding				SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
X = 4 Major at least 5 Minor	Suit 1		Odd Even	Loud	Direct if urgency	1NT forcing	
2♣ = Landy (2 majors)	2	Odd Even	Smith		Direct if digency	1141 folenig	
2 → = Multi (1 Major 6 cards)						Overcall about 1NT	
$2 \checkmark . 2 \spadesuit = 5 + M - 4 + m$	NT 1	Ask or Odd Ever	n Smith			4.	
2NT = Two minors	7	l lost of our Eve			Direct if urgency	<del>                                  </del>	
	-				Birect if digency	TAME OF A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
		1				INT after pre-empting (double, cue-bid, jump, NT)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Signals (i	including Trumps	):			3♣ - Int $4T = K - C$ $4♥ = C - P$	
						Int 4K = K - P	
Natural	Smith: Big to confirm the lead					$3 \blacklozenge = \text{Int } 4T = T - C \qquad 4 \blacktriangledown = C - P$	
						Int 4K = T - P	
						3 ✓ - Int $4$ T = T - P $3$ ♦ = to play $4$ ♦	
						Int $4K = K - P$ $4 \checkmark = 2$ suits $4 \checkmark - 4$	
						3 - Int  4T = T - C $4 = to play$	
						Int $4K = K - C$ $4 \stackrel{\bullet}{\bullet} = 2$ suits $\stackrel{\bullet}{\bullet} - \stackrel{\bullet}{\bullet}$	
			DOI DI T	C		III 4K − K − C 4₱ = 2 Suits ₱ -▼	
VIC A DESCRIPTION AS CONTRACT OF THE CONTRACT			DOUBLES	3			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 * or 2 *	m : ***	IIII DOLINI SE	7. I. D.	D :		- I DANGE OF THE	
1♦ = two majors, 1NT = two minors		UT DOUBLES (S	Style; Responses	s; Keopeni	Psychic : RARE but Possible		
Others natural	Classical						
OVER ORDOVENIES E VEGETE	_						
OVER OPPONENTS' TAKEOUT DOUBLE							

		,					
75	F	OF					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣,1♦		3		Best Minor	INVERTED minor fit, 2 ♥ = 4 cards ♥ - 5 ♠ less than 8 PH Other jumps natural + fit	2nd responder's bid (double 2):  2♣ = artificial (2♠ relay) limit or weak in ♠  2♠ = artificial Forcing to game	
1♥,1♠		5			1NT Forcing, 2/1natural Forcing to game Fit=8-10, jump fit= limited 4 cards	2SA, trial bid Other, natural slam interest	2.= Inverted Drury (always fitted) 1NT (semi forcing) 7-11
					2NT regular or not 16+, fit no limit, slam interest Other jump=natural + fit, slam interest 3NT regular 13 - 15, fit (forcing), 4 Splinter	Look for second fit Unserious 3NT on forcing, fitted bids	
INT					Stayman 9 levels – Transfer Majors and minors	Rubensohl	
2.4	х	0		Strong but limited Or Forcing to game	2 ♦= No Ace 2 ♥ = 1 Ace Red; 2 ♠ =1Ace Black 2NT = 2 Aces 3 ♣=1A1K Id 3 ♦,3 ♥,3 ♠ = 1A1K Color Rank Mixed	Natural, on 2NT stayman, trsfrt (rectify fitted)	
		0		) (I V TV			
2 •	X	0		MULTI	2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2		
2♥	Х	5		2 suits 5♥ and 5cards in other suit Weak	2♠ or <b>2NT</b> = Relay		
2 🏠	Х	5		2♠ - 2 suits 5♠ and 5 in minor Weak	2NT Relay for Minor		
2NT				20-21H, 5 cards major Possible	Stayman, Transfer (rectification is fitted)		
3♣,3♦		(6) 7		Constructive (vul) or weak			
3♥,3♠		(6) 7		weak			
3NT	X			Strong minor by 7 / 8			
<b>4</b> ♣	X	2 suits		7 ♥ 4 ♠ or 6 ♥ 5 cards in minor	$4 \leftarrow = $ ask with $4 \land , 4 \lor $ to play, $4 \land $ to play	4NT= Blkw ♥-5♣= +4 cards ♠ and fit ♣ or •	
4 •	X	2 suits		7♠ 4♥ or 6♠ 5 cards in minor	4 <b>v</b> = to play $4$ <b>v</b> or change for $5$ ♣ or $5$ ♦, $4$ ♠ to play	4NT= Blkw <b>♦</b> -5 <b>♣</b> = +4 cards <b>♥</b> and fit <b>♣</b> or <b>♦</b>	
4♥		7+		For play			
4 <b>^</b>		7+		For play			
4NT	X			Preempt with 2 minors			
5♣		8+		Preempt		HIGH LEVEL BIDDING	
5♦		8+		Preempt		BW 41-30	
5♥		8+		Preempt			
5♠		8+		Preempt			