DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
Style: Aggressive 1level, semi-aggressive 2 level	OI ENIN	Lead		In Partner's Suit			
Responses: same level forcing, 2level up to 14 NF	Suit	Cuit				1	
Over 1M: 2NT 12+ 4c+, 2 of their suit 10+ with 3c fit or 14+ any,	or 14+ any. Suit NT		2/4	3/low		3/low 2/4	
3 of their suit 8-11 4c fit, jump in new suit natural preemptive	IN I			2/4		2/4	
			2/4	2/4			
				leads vs NT (asking for unblock $$			
		ow in p	partner's 5+card s	uit if unsupported	l (against	t NT)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS		1		1		
15-18 live, 12-16 reopening if they open 1M, 11-14 if they open	Lead			Vs. Suit		Vs. NT	
1m	Ace			AKx+ Ax+		AKJT+	
1NT unusual by passed hand	King			KQx+, AK		AKx+, KQx+	
	Queen		QJ+		AQJT+, KQJT+, KQT9+		
HIMD OVED CALL C (CA-L. D H IVE)	Jack			JT+		QJx+, AJT+, KJT+, JT+ HT9+, T9+	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			HT9+, T9+,			
aggressive preempts (could be 5card)	9		9x (H98+ rare	e)	_ `	98+ rare)	
2NT shows lower two suits 2D shows majors over 1c	Hi-X		Xx	. 1 t C	xXx, x		
2D snows majors over 1c	Lo-X		odd odd	3rd from even, lowest from		HxxX, HxxXx, HxX	
Reopen: intermediate 10-13	SIGNAL	S IN C	ORDER OF PRICE	ORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			ner's Lead	Declarer's Lead		Discarding	
2D is always majors, 2C nat overcall, direct cue bid 2M is	1	rev a	ıttitude	rev count		rev attitude	
Major+minor 5+/5+, jump cue asks for stopper	Suit 2	rev c	count	s.p.		original count	
After direct cue bid 2NT shows some interest, 3m pass or correct	3	s.p.		1		8	
(1C)-3C preempt	1		attitude	rev count		rev attitude	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	rev c	count	s.p.		original count	
vs strong: dbl 15+ (5m4M if passed hand), 2c majors, 2d one major, 2M	3						
M+m, 2NT							
minors	Signals (i	ncludii	ng Trumps): S.P.				
vs weak: same							
vs mini: dbl 14+ rest same not weak							
further dbls show points, even over transfer	DOUBLES						
when they overcall 1NT over 1m: transfers, dbl pen, when opening 1d 2 cl							
is majors or fit							
when they overcall 1NT over 1M: dbl pen, 2NT inv+ with fit							
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)			OUBLES (Style; 1		- 0/		
over 3M: (3H)-4H=S+m GF (forcing pass established), over 3m: 4m majors, (3C)-4D diamonds+Major gf	semi aggressive, jump to 2M is 5card 5-9, cue bid forcing to 2NT over 1m and forcing to game over 2M						
over 2M: 3M stopper ask, 4m is m+oM 5+/5+ and is GF		8					
VG A DEVELOCAL CEROALC OPENINGS : 1. A.							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	CDE CLAS	. A Thr	TITICIAL 0 CO	MDECHOUSE	DI G/DE	TC	
vs 1c strong: dbl majors, 1NT minors, after a suit bid 2c is good raise	SPECIAL	L, AK	TIFICIAL & CO	MPETITIVE D	BLS/RD	LS	
over 2C: dbl majors, 2nt minors	Lightner doubles, game try doubles						
OVER OPPONENTS' TAKEOUT DOUBLE	Support dbls and rdbls over 1 major and 1 diamond						
	(1x)-1M-(1x)	(dbl)-ro	dbl shows Hx in N	/I and 8+			
rdbl strength, 2/1 F1	Dbl of splinters suggests sacrifice						
		After 1c-(dbl)-rdbl dbls are t/o, similar for all forcing sequences after responsive					
	dbl						

			CADS AND SIGN	ALS	
OPENIN	G LEAD	OS STYLE			
		Lead		In Part	ner's Suit
Suit		3/low		3/low	
NT		2/4		2/4	
Subseq		2/4		2/4	
			asking for unblock		
	ow in pai	tner's 5+card	suit if unsupporte	d (against	NI)
LEADS		77 C '		17 NO	7
Lead		Vs. Suit AKx+ Ax+		Vs. NT	
Ace King		KQx+, AK			KQx+
Queen		OJ+			+, KQX+ +, KQJT+, KQT9+
Jack		JT+			AJT+, KJT+, JT+
10		HT9+, T9+		HT9+,	
9		9x (H98+ ra			98+ rare)
Hi-X		Xx	/	xXx, x	
Lo-X			en, lowest from		HxxXx, HxX
		odd	, 	1	,
SIGNAL	S IN OR	DER OF PR	IORITY		
		's Lead	Declarer's Lea	ıd	Discarding
1	rev atti	tude	rev count		rev attitude
Suit 2	rev cou	ınt	s.p.		original count
3	s.p.				<i>g</i>
1	rev. att	itude	rev count		rev attitude
NT 2	rev cou	ınt	s.p.		original count
3					
Signals (i	ncluding	Trumps): S.P			
			DOUBLES		
			; Responses; Reo		
			5card 5-9, cue bid	forcing to	2NT over 1m and
forcing to	game ov	er 2M			
CDECIA	ADES	DICILI CO		DI COR	F. C.
SPECIA	L, AKTL	FICIAL & C	OMPETITIVE I	BLS/RD	LS
Lightner	doubles,	game try doul	oles		
Support d	bls and r	dbls over 1 m	ajor and 1 diamon	d	
(1x)-1M-	(dbl)-rdb	l shows Hx in	M and 8+		
		ggests sacrific			

W B F CONVENTION CARD CATEGORY: U26 NCBO: Greece PLAYERS: Ioanna-Aikaterini Pollatou - Any SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 FG C 2+ D 4+, usually 5+ unless 4441club INT 14-16 except NV vs Vul 1st-3rd 10-13 SPECIAL BIDS THAT MAY REQUIRE DEFENCE non vul 2D: weak both majors, 2M weak 5+ vul 2D: weak only multi 5-8, 2M weak 9-12 NT NV vs Vul 1st-3rd: 10-13 SPECIAL FORCING PASS SEQUENCES MPORTANT NOTES PSYCHICS: rare

OPENIN	ART IFIC	MIN. NO. OF CARD S	NEG.D BL THRU						
G	IAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		2		natural or balanced (no 5 card other suit)	natural level 1, 2C = inverted minors 10+, 2D 5 spades and 4 hearts 5-9, 2M is inv, 3M is natural weak distributional	After 1C-1D 1M shows unbalanced hand, 2way checkback, 4th suit forcing, lebensohl over reverse and 2M over reverse F1			
1♦		4		usually 5+ unless 4441club	2C=5+ FG, 2D=3+D INV+, 2M=6M INV	2way checkback, 4th suit forcing, lebensohl over reverse (after 1H opening as well)			
1♥		5		11+ at NV	2C=0+ FG, 2D 5+ FG, 2M 5-9, 2NT any invite with fit or 12-14 4333, 3C bergen 6-9, 3D 10-13 any splinter GF, 3M pre, above VOID splinters even 3nt, 4M-1 good 4M	1M-2NT: 3C: a) Short C b)Not accepting game invite c)17-19 balanced, 3x short, 3M min, 3NT bal choice of games	drury		
1 ♠		5		11+ at NV	bid	1M-3C: 3D ask range, 3oM ask short GF 1M-3D: next step ask	drury		
1NT				14-16 or 10-13 NV vs V 1-3 Regularly has 5M, 6m, 5422	2C=stayman, 2X=transfer, 3C=5M ask 3D= FG minors, 3M=short (13)(45) FG When 10-13, 2NT is natural, 3D, 3M, 4M to play, 4C hearts, 4D spades	After stayman 3C relay	1NT(10-13)-(x penalty)- rdbl two suiter with clubs, 2C clubs or two suiter without clubs		
2♣	ART	0		22-23 BAL or FG	2D=waiting, 2M=good suit often 6c	2C-2D-2N=22/23; 2C-2D-2H-2S-2N=24+			
2 ♦ NV	ART	0		4+4+Majors 0-10	2M to play, 2NT ask, 3C nat NF, 3D invite with both M, 3M to play, 4C transfer to the best, 4d pick	2D-2NT: 3♠: very min, can be 44, 3♠: 5+♥ 4♠ ok hand -> 3♥ to play, 3♥: 4♥ 5+♠ ok hand -> 3♠ to play, 3♠: 5♥ 4♠ great hand, 3NT: 5♠ 4♥ great hand, 4♠: 5♠ 5♥ great hand, 4♦: 6♥ 4♠ great hand, 4♥: 6♠ 4♥ great hand			
2 ♦ V	ART	0		5-8 multi weak in a major, 5+	2M p/c, 2NT ask, 3C: H F1, 3D: S F1, 3M p/c, 4c bid your suit with transfer, 4D bid your suit	2D-2NT: 3C max with H, 3D max with S, min with H, 3S min with S.			
2M NV		5+		weak 0-10 aggressive	2NT ask rest nat F1	3C: bad suit/bad points, 3D: good/bad, 3H: bad/good, 3S: good/good			
2M V		5+		weak 9-12 (8.5-11.5)	2NT ask rest nat F1	3C: any short, 3D: 6M4m, 3M: bal min, 3oM: 64 nat, 3NT: bal max, 4x void			
2NT				(19)20-21	3C stayman, 3red transfer, 3S bid 3nt sth in minors, 4C: both majors, Texas	After transfer bidding 3M shows fit			
3C				aggressive preempt	New suit forcing (without jump)				
3D 3H				aggressive preempt	New suit forcing (without jump)				
3♠				aggressive preempt	New suit forcing (without jump)				
3NT	ART			gambling, 3rd/4th seat wide	4c pass correct, 4d asks short, 4M nat, 5c p/c				
4♣	Ì			preempt	, 9				
4♦	Ì			preempt					
4♥				preempt					
4♠				preempt					
4NT				minors					
5♣				preempt		HIGH LEVEL BII			
5♦				preempt		14-30 key card blackwood, exclusion blackwood. After response to blackwood first availabl step asks for trump queen, 2nd available steps asks for kings			
5♥						After response to kings, ask again for a specific king.			
5♠						If not enough space last train, if two bids available ma	ay suggest sth in specific suit		
						P0D1, P0R1 I in minor is optional key card blackwood-> next step don't accept, above 14-30			