DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LI					
Level 1: 8+points, 5 + cards		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Level 2: if under the opponents suit= 10+ points and 5+cards, if	Suit		= promise a high	The highest card of the hand		
higher less than 10 points and 6+cards			card=2 cards of		PLAYERS: LENTZA-SOKOL	
			op of nothing		EVENT (Open/ <b>Women</b> /Senior/Transnational)	
	NT		promise of a	The highest card of the hand	d	
		_	r 4+ cards of the			
ANT OTTER CATT (and talk talk talk talk talk talk talk talk		suit.			GY/GERDA C GYD CA CAN	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Natural 15-17 HCP normal distribution	Lead	Vs. Suit	C.1	Vs. NT	CENIED AL ADDDO A CILIAND CENTE	
	Ace	1-2 cards o		King and 1-2 more cards	GENERAL APPROACH AND STYLE	
	King	is ace or K,	he suit, the other	K,Q,J,10	SAYC, 5 cards of majors, 4 cards in Diamonds minor, inverted minors, Bergen raises at first and second position, Drury on 3 <sup>rd</sup> 4 <sup>th</sup> position, Michaels, 2D/H/S=weak.	
	Queen	Solo card o		Q,J,10		
			or promise 10	J, 10, 9	RCK:1430	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		mise a higher	10, 9,8,7		
o omi o renomblo (otyte, responses, Unusual 141)	10	card	mise a mgnei	10, 7,0,7		
Weak if suit, unusual if NT	9	Top of noth	ning	Top of nothing	<b>1</b>	
Reopen: weak	SIGNALS IN	_		170k or noming	1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct que bid=Michaels, 3+cards of the partner's suit. In case of repeating que bid=asks for a stop to bid NT		ll card enc	Becarer 5 Ees	Lavinthal	3nt gambling	
repeating que ord-usiks for a stop to ord ivi	Suit 2 Sma	Suit 2 Small card enc				
		ll card enc				
		ll card enc				
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Sma	ll card enc				
vs NT : Capelletti	3 Small card enc					
•	Signals (includ	ling Trumps):	•	•		
	S		DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	yle; Responses; I	Reopening)		
Double: opening hand, promising 2- cards of bidding suit, 4-4-3 of the other suits  Que bid if opp bids major suit: opening hand over 15 HCP, 4cards in	natural					
the other major						
NT bid: level 1=16-17 HCP includes stop in bidding suit. Level 2:						
17-19 HCP includes 2 stops in bidding suit						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
natural	SPECIAL, Al	RTIFICIAL &	COMPETITIV	E DBLS/RDLS		
OVER OPPONENTS' TAKEOUT DOUBLE	,				IMPORTANT NOTES	
New suit: 8+ points and 5 cards suit						
Redouble: 8+ HCP and 4 cards in an unbidden major, includes stop						
in bidden suit						
NT: 10-11 HCP, stoppers in bidding suit in level 2. Opening hand in						
level 3 including 2 stops in bidding suit						
					PSYCHICS:	

	AL	OF					
OPENING	TICK IF ARTIFICIAI	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 &		2+		Opening hand 12+HCP, 2+ clubs	1NT: 6-10 HCP, no 4 cards major		
1 ♦		4+		Opening hand 12+HCP, 4+ diamonds	2 diamonds: Inverteded minors 10+ HCP, 4+ diamonds, no 4 cards major		
1♥		5+		Opening hand 12+HCP, 5+ hearts	Bergen raises		
1 🏟		5+		Opening hand 12+HCP, 5+ spades	Bergen raises		
INT				15-17 HCP, normal distribution	Stayman, transfers in majors and minors 2 ♠= transfer to ♣ 3 ♣= transfer to ♦		
2*	V			23+ HCP or 3 ½ losers	2 diamonds: relay 2 hearts, spades: 8+ HCP, 5 cards of hearts 2nt: 8+ HCP, normal distribution		
2♦		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards diamonds 3 Diamonds: weak hand, 3+ diamonds		
2♥		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards hearts 3 hearts: weak hand, 3+ diamonds		
2 🏟		6+		Weak, 6-10 HCP	2nt: relay, opening hand 14+HCP, 2 cards spades 3 spades: weak hand, 3+ spades		
2NT				20-22 HCP, normal distribution	Stayman, transfers		
3 <b>.</b>		7+		7 clubs, 6-10 HCP	3nt: 2 clubs, stops in every suit		
3♦		7+		7 diamonds, 6-10 HCP	3nt: 2 diamonds, stops in every suit		
3♥		7+		7 hearts, 6-10 HCP	3nt: 2 hearts, stops in every suit		
3 <b>A</b>		7+		7 spades, 6-10 HCP	3nt: 2 spades, stops in every suit		
3NT				7-8 solid minor, 7-10 HCP	4 clubs: pass or correct. No stops in majors		
<b>4</b> ♣		8+		8 clubs, 6-10 HCP			
4♦		8+		8 diamonds, 6-10 HCP			
4♥		8+		8 hearts, 6-10 HCP			
<b>4</b> ♠		8+		8 spades, 6-10 HCP			
5 <b>.</b>		9+		9 + clubs, 6-10 HCP		HIGH LEVEL B	IDDING
5♦		9+		9+ diamonds, 6-10 HCP			
5♥		9+		9+ hearts, 6-10 HCP			
5♠		9+		9+ spades, 6-10 HCP			