DEFENSIVE AND COMPETITIVE BIDDING						
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)						
8 HCP+, may be weaker if very unbalanced or fav vul						
New suit \rightarrow forcing						
Reopening: natural 8/17						
Sometimes with 4 cards at the 1st level						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)						
2 nd : 15 ⁺ -18 with a good stopper						
4 th : 9+/13 on 1m 13+/16 on 1M						
If the opening suit is a minor, then stayman and transfer						
16 de constitución de la const						
If the opening suit is a major, everything is transfer						
Reopening: 13+/16 HCP, may be w/o stopper						
JUMP OVERCALLS (Style; Responses; Unusual NT)						
Weak, 0-10 NV 5-10 V						
2NT: Both weaker suits						
3NT: gambling 1X 3X : ask for stopper except 1C 3C						
Reopen: 2M : natural 11-14, 6 cards						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)						
Michael's cue bids						
1M(3C) = 5M' 5D 1M(2M) : 5M' + 5C						
1m (2D) = both majors (2NT)=weaker suits (3C)=others						
1C (2C) : natural						
VS. NT (vs. Strong/Weak; Reopening; PH)						
Strong : X=5m/4M, 2C = majors, 2D=6+M, 2H/S=5H/S+4m ⁺						
Reopening=same						
Weak : X strong, 2C = majors, 2NT = minors, other = transfer						
Reopening=same						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)						
(2M)X-2NT=GF						
(2M)3M = minors						
(2M)3M = minors (2M) 4m=5m+5oM						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors 1C - 1D X = TO						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors 1C - 1D X = TO OVER OPPONENTS' TAKEOUT DOUBLE						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors 1C - 1D X = TO						
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors 1C - 1D X = TO OVER OPPONENTS' TAKEOUT DOUBLE						

LEADS AND SIGNALS										
OPENING LEADS STYLE										
		Lead		In Partner's Suit						
Suit		3rd/5th (2nd with 4 small)		3rd/5th or ATT if fit						
NT		4th the best		3rd/5th or ATT if fit						
Subseq		Attitude/ 3rd and 5th		Attitude/ 3rd and 5th						
	d/5th ag		ams/ King lead							
LEADS										
Lead		Vs. Suit		Vs. NT						
Ace		AK + anything		AK(xx) AKJx (att)						
King		AK KQ(xx) AKx(xx)		KQJ(xx) AKJ10(x)						
		KQJ(xx)		KQ10(xx) (ask for						
				unblocking)						
Queen		QJ(xx) Qx			KQ10x KQ9x					
T 1				AQJx QJx(x) QJ9x (att)						
Jack		J10(xx) KJ10(xx) Jx		J109 J108 HJ10						
10		109(xx) Q10	19(xx) 10x	H109x AQ109 1097x 10xx						
9		9x	37	<u>9xx</u> H						
Hi-X		Xx xXxx HxXx		xXxx Xxx xXxxx xxxXX HXx						
Lo-X		xx(xx)X HxXx HxX HxxxX		HxxX(x) HxX						
SIGNAI	S IN O	RDER OF P	RIORITY							
		r's Lead	Declarer's Lea	ad	Discarding					
1	high e			high enc						
Suit 2	std cou			std count						
3	std cou				std count					
1	low en			ig std count						
NT 2	std cou			std count						
3	3		std count							
Trumps :	reverse	count needed	, or preferential	(high ca	ard for high suit)					
			•	~~~	~ /					
			DOUBLES							
TAKEO		URLES (Styl	e; Responses; l	Reoneni	ng)					
		g special, cons		copen	"6 <i>1</i>					
Reopening double after 1x (-) - : 8+ 1x (X) - : 1x (7 or -) 2x : 4M 8-10 or a bit less with 5M 3x :5M 8-10										
1x (x) = .1x (7.01 - 7) 2x .400 - 10.01 a UILIESS WITH 500 500 8 - 10										
SPECIAL ADTIFICIAL & COMPETITIVE DDI S/DDI S										
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1X (-) 1M (1X/2X/3X) X =(unbalanced hand + 3M) or 18H+										
TX (-) TM (TX/2X/3X) X = (unbalanced hand + 5M) of T8H+ XX to play in NT										
X to play in N1 X transfer after an overcall										

	WBF CONVENTION CARD
CATEC	ORY: Green
NCBO:	
	RS: BONIN Louis GUICHET Thomas
	: European U26 Championship
	European 020 Championsmp
	SYSTEM SUMMARY
GENER	AL APPROACH AND STYLE
0.00000000000000000000000000000000000	D 5+ or 4441
5 th major	
14-16 N	
	r 21+/23 bal
2010	only weak
	only weak
	ns (both majors weak, promise 5H vulnerable)
2S weak	5 spades
	L BIDS THAT MAY REQUIRE DEFENSE
Transfer	s on 1C
Gazilli	1.1
Michaels	s cue bids
Against	2D multi : X : one major 5th+
SPECIA	L FORCING PASS SEQUENCES
	high competitives sequences
	unitive X or XX
	/1 sequence
	*
After a 2	TANT NOTES
After a 2	TANT NOTES
After a 2	TANT NOTES

OPEN ING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		2		2+	1 ★♥ transfer 4 or 5 cards (6 if very weak) 1 ▲ no 4M 1NT 44M 11- 2 ▲ : 5 ▲ +4+♥ 6-11 or GF with 6+↓ 2 ★/♥ transfer weak or GF (limit on 3rd level) 2 ▲ GF with ▲ 2NT 55+m GF 3 ▲ preemptive ▲	No walsh correct transfer=3 cards	transfers after 1Red overcall transfers after X except XX
1•		4		5+ or 4441 May have GF 5♦+4M	2 • : GF 2 • : $5 + 4 + \forall 6 - 9$ 2 • : $5 + 4 + \forall 10/11$ 3 • : mixed raise 3 • preemptive	1 • 2M 2NT relay min min max maxi 5/4 5/5	transfers after 1H overcall transfers after X
1♥		5		5+♥	semi-forcing NT 2/1 GF 3X natural limit 3♥ preemptive 3♠ : any splinter 3NT/4♣/4♠ : void	gazzilli	2NT 4H GF cue bid 4H limit or 3H limit+ if CB>2NT reverse else
1♠		5		5+♠	same	gazzilli	same
1NT		2		14/16, may have 5M or 6m may have very bad 17	2 ★ : stayman transfer from 2 ◆ to 2NT 3 ★ : puppet stayman 3 ◆ : 53 majors with a 5332 hand GF 3 M : minors, shortness M	4 answers stayman, re-transfer after M transfer	Rubensohl, punitive X on landy
2 🌢	Х	0		21+/23 bal or GF	2♦ relay	2H 24+ bal or natural GF (2S relay) 2NT 21+/23 bal, other = natural GF	Pass forcing, negative double
2•	Х	0		6M weak	2NT relay GF, 3 [*] inv+ in M, 3 [*] nat F1, other=P/C		
2♥		4		Both majors weak, 5+H vul	2NT relay strong		
2		5		5 cards could be bal	2NT relay strong, other = transfer		
2NT		1		19/21- could have 5M	puppet/transfers 3NT 5♠/4♥ just to play game		
3X		6		Preemptive, 0-10 NV, 5-10 V	New suit natural and forcing (except 3♦ on 3♣)		
3NT	Х	0		AKQxxxx max a Q outside in M in 1st or 2nd seat in a m in 3rd or 4th seat	4♣ ask in transfer 4♦ ask natural 4M to play if 3NT for a M 4/5♣ P/K else	CAB	
4X		7		preemptive		CAB	
4NT	Х			RKBW in 1st or 2nd 65+m in 3rd or 4th	to play in minors, 5♥/♠ RKBW in C/D if 3rd or 4th		