DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE				
Aggressive NV and if partner is PH (often 4 cards); 7-17ish HCP	Lead			In Partner's Suit	CATEGORY: Green	
riggiosorio III valid II paranoi io III (orioni i valido), ii i i i i i i i i i i i i i i i i i	Suit	3rd/Low		Count	NCBO: USA	
1-1 NF; 2-1 NFC; 3-1 (jump shift) GF; 2-2 F	NT	Attitude		Attitude	PLAYERS: Giorgia Botta & John Kranyak	
1 1 1 1 1 1 C, 5 1 (Jump Smit) GI , 2 2 1	Subseq	Top of Seq	uence.	Top of Sequence	EVENT: MIXED	
Cuebid does not guarantee fit	Other: A= attitude; K= Count (Suit), Unblock (NT)					
			Q with bad suit)			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	0111 (2 1101111	i Q William Sun		SYSTEM SUMMARY	
Natural strong 14+-17 in 2nd - Sys ON	Lead	Vs. Suit		Vs. NT		
11-14 in balancing -> 2♣= Range Stayman; Sys ON	Ace	AK		AK	GENERAL APPROACH AND STYLE	
$(1 \lor) - p - p - 1 NT - p - 2 \diamondsuit -> 2 \diamondsuit = 2/3 \diamondsuit; 2 \lor = 4 \diamondsuit; 2 \diamondsuit = 5 \diamondsuit$	King			AK or KO	1♣= 2+ (only 4432 or 4 bad ♦)	
2NT overcall -> 3♣ =muppet; 3♦= 5oM; 3♥= minors; 3♠= ♣	Queen	QJ		QJ, KQ, AQJ	1♦= 4+ (can be balanced)	
, , , ,	Jack	J10, KJ10		J10, KJ10, AJ10	1NT= 14+-17 (can be off-shape)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10X, 109		10X, 10, Q109, K109,A109	Weak 2s	
Weak/Intermediate Depending on vuln and PH	9	9X,		H98	1M rebid by opener= unbalanced	
2NT = lowest 2	Hi-X	Even			Aggressive style NV and PHs	
Unusual VS Unusual: 3♣= inv w/Fit; 3♦= 4th suit inv; 4th suit= GF	Lo-X	Odd			2D= 18-19 balanced (no 5M)	
Reopen: 2NT Balancing 18-19 Balanced NOT Unusual		ORDER OF I	PRIORITY		, , , , , , , , , , , , , , , , , , , ,	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels (any strength, sound when V)	1 Cou		Count	upside down attitude	Many transfers in competition by responder/advancer after:	
Cue Bid over 2M = minors; otherwise asking for stopper	Suit 2 Atti		Suit Preference		1 - (X), $1 - (1 + (X))$, $1 - (1 + (X))$ and $1 - (1 + (X))$	
		Preference			1♦ - (1♥) and 1♦ - (1♠)	
	1 Atti	tude	Count		1M - (X)	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Cou		Suit Preference		(1m) - 1M - (X)	
Multi-Landy VS strong (X= penalty in all seats)		Preference				
Meckwell VS Weak, in balancing and as PH		ding Trumps):		<u> </u>	Gazzilli	
and up 111			de; upside down	attitude discards	CWEEN	
				less attitude needed	Over TRF responses to 1 \clubsuit opening: X= t/o; their suit= \clubsuit + oM;	
	Trump suit pro	cicience, 3/3 til	DOUBLES	less attitude needed	2 = 4 + 0M; 2 their suit= Nat	
			DOUBLES		2₹- ₹ + 01v1, 2 then suit-1vat	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OUBLES (Sty	le; Responses; I	Reopening)		
Take out X up to $4 \checkmark (4NT \text{ best t/o over } 4); NT=15-17$	Most X are tal	ke-out oriented	- can be off shape			
Jumps = Good hand		es usually not st				
Leaping over 2X&3m (not 3M)	Lebensohl afte					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
Over 14: X= Majors; 1NT= minors; 2NT = minors	SPECIAL, A	RTIFICIAL &	COMPETITIV	E DBLS/RDLS	In clear GF auctions	
Over 24: X=4: 2NT= Majors			(multi-landy/mec		After penalty X of NT up to 2♥	
, ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '		u to 2♥ only after		,	After XX up to 2♥	
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
TRF at 1&2 Level					Over short ♦->♦ always Cuebid	
XX = pts					Cheapest step= Lebensohl after Reverse	
,					PSYCHICS: Rare	
	1					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
	A						mp n t
1 *		2	4♥	2+ only with 4432 (or bad ♦)	2♣= GF nat (may have 4M if 5+♣); 2♦= ♣ Inv 2♥/♠/3♦ = Weak; 3♣= Mixed	2♣->2♦= art waiting; Over 2♦= values	TRF in comp (see notes)
1♦		4	4♥	4+♦ can be balanced	2 ★ GF nat (may have 4M if 5 + ♣); 2 ♦ = Nat NF; 3 ♣ = GF w/♦; 3 ♦ = ♦ Inv; 2 ♥ / ♠ = Weak	1M – 2NT = strong raise (16+ unbal); false reverse 2♣->2♠= art waiting;3♠=3♠ R for short; 3M=values: 1M – 2NT = strong raise (16+ unbal); false reverse	TRF in comp (see notes)
1♥		5	4♠	5+	2♣/♦= GF 2+/5+ (may have 4♠ if 5+m); 2NT= 3+♥ Inv; 2♠= GF Nat; 3♥= Preempt	Over $2 - 3 = $ art waiting; $2 = 6$; Over $3 - 3 = $ Game try; Gazzilli over $1 - 4 = $ NT; $2 = 6/4 = $ Over $1 = 16+$	2♣= Drury as PH (over X and 1♠) 2NT always Raise in comp
					3♣= mixed raise; 3♦= 4+♥ GF &Short 3♠= good 4♥ bid; 3NT/4♣/4♦ = TRF void splinter	Over 2NT->3♠=R->3♦=4+T;3♥/♠/NT=3T + 4+card suit LMH; Over 3♦->3♥=R->LMH	TRF in comp (see notes) Mixed raise when possible
1 🛦		5	4♥	5+	2♣= GF 2+; 2NT= 3+♠Inv; 3♣= Inv w/6+♥; 2♠/2♥= 5+GF	Over 2♠->2♦= art waiting; 2♠= 6; Over 3♦->3♥=Game Try; Over 3♠->3♦=Game Try	2♣= Drury as PH (over X) 2NT always Raise in comp
					3♦= mixed raise 3♥=4+♠ GF &Short 3♠=Preempt 4♥= good 4♠ bid; 3NT/4♠/4♦ = TRF void splinter	Over 2NT->3♠=R->3♠=4+T;3♥/♠/NT=3T + 4+card suit LMH; Over 3♥->3♠=R->LMH; Gazzilli Over 1NT; 2NT= 6/4 Over 1NT 16+	TRF in comp (see notes) Mixed raise when possible 2NT includes mixed at times
INT			4♥	14+-17 May have 5M if 14- 15; 6m, 5/4, stiff H	2♣= stayman; 2♠/♥= TRF; 2♠= ♣ or size; 3♣= ♦; 3♠= 5-5 mins GF+ (3♥=Ask for short ->LH)	Over TRF->2NT=max w/3T; 3♣=max w/4T;3M=min w/4T; New suit after 2♠/3♣=Short	Sys ON over X &2♣ (unless both Majs); Texas always ON w/Jump
					2NT= puppet; 3♥/♠= (1)354; 4L= South African TRF	Over 2NT->3♣=no 5;3♦=nat;3♥/♠=5;3NT=♣; BAZE	TRF in comp 3 & 4 Level TRF Lebenshol
2*		0	4♥	(21)22+ Any	2♦= waiting; New Suit= Nat GF	2♥ R Kokish->2♠=R->3♣=6♥;3♦=5♥+4♦;3♥= 5♥+4♠; 3♠=6♥+4♠; 3NT= 5♥+4♠; 3♦= 5♠ No M; 3♥/♠= 5♠ and 4M	X= t/0 Pass= negative or penalty
2♦		2	4♥	18-18 Balanced, no 5M	Relays	Relays	If they overcall= 1NT overcalled
2♥		5		weak 2, could be 5	2♠= R; 2NT=♠; New suit = F1	Over 2♠->2NT=♣/♦ short (3♣=R); 3♣=♠ short; 3♦= max no short; 3♥= min	New Suit = NF; Penalty X by responder
2		5		weak 2, could be 5	2NT=R; 3♣=♥; New suit = F1	Same as above +1	New Suit = NF; Pen X by resp
					3♣= Mod puppet; 3♦/♥=TRF; 3♠=R to 3NT (mins)	Over 3♣->3♦=1/2 4M;3♥=no 4/5M;3♠= 5♠	Texas always ON
2NT			4♥	19+-21	4L= South African TRF Slam Try+	3NT=5♥ ->Over 3♥->3♠=TRF NT &3NT=5♠+4♥	
						if 3♦ TRF->3♠=3NT&3NT=5♥+4♠	
3♣		6		Natural & Preemptive	4♦=Key Card; 3♦= Relay to 3♥ many hands		Penalty X by responder
3♦		6		Natural & Preemptive	4♣= Key Card		Penalty X by responder
3♥		6		Natural & Preemptive	4♣= Key Card		Penalty X by responder
3♠		6		Natural & Preemptive	4♣= Key Card		Penalty X by responder
3NT		8		Gambling - no Feature	4♣/5♣=Pass/Correct; 4♦= Asks short	Over 4♦->4♥/♠/NT= LMH	
4 .		7		Natural & Preemptive			Penalty X by responder
4♦		7		Natural & Preemptive			Penalty X by responder
4♥		7		Natural			Penalty X by responder
4♠		7		Natural			Penalty X by responder
4NT				Big Minors			
5 .		8		Natural		HIGH LEVEL BIDDING	
5♦		8		Natural		DOPI, Josephine, Exclusion (30/14), RKCB 1430	
5♥		8		Natural			
5♠		8		Natural			