DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS ST	TYLE					
NAT		Lead			In Partner's Su	it	NCPO, CREECE	
	Suit	4th					NCBO: GREECE CATEGORY: NATURAL- GREEN	
	NT	4th						
	Subseq						PLAYERS: KAPAGIANNIDI - KANELLOPOULOU EVENT: ALL EVENTS	
			re low cards				EVENT: ALL EVENTS	
					inuing the suit			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		*	_	1	F DIFFERENT)	SYSTEM SUMMARY		
2 nd : 15-18 HCP; Responses as opening 1NT	$A\mathbf{K}$	K Q	Q J	J 10	<u>10</u> X	XX		
4 th : If op. is minor: 11-14 Resp. as. op. 1NT	$\underline{\mathbf{A}}\mathbf{K}\mathbf{X}$	K QX	QJX	J 10X	<u>10</u> 9	$\mathbf{x}\mathbf{X}\mathbf{x}$	GENERAL APPROACH AND STYLE	
If op. is major: 12-15 Resp. as. op. 1NT	AK JX	K QXX	QJ10X	J 1098	10 <mark>9</mark> X	XXXX	5CRD MAJORS, 5CRD D exp 4441, 1NT: 6-10	
	AKJ10X	K QJX	KQ10X	K J 109	9 8 X	xXxx	1NT over 1M : F1R	
	<u>A</u> Q J 10	KJ10X	KQ109X	K1098	10 X X		1NT openings (14)15-17 HCP (5crd M, 6crd m, sing: possible)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	AJ10X	KXXX	QXX	JXX	10 X X X		2/1 : GF	
Pre-emptive or two style Ghestem	KJX X X		QXXX	JXXX	10 X X X X			
(1♣) - 2 ♣:♣; (1♣)-2♦: ♥/♠ - 2NT: ♦/♥lowest;(1♣) - 3 ♣: ♦/♠;	KXXXXX		QXXXX	JXXXX				
(1x) - 2NT: lowest; (1x) - 3♣: highest								
(1x) - 2x: extremes	SIGNALS	WHEN FO	LLOWING	SUIT OR	DISCARDING	7		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	D = Discou	raging E= E	ncouraging S	= Suit Pref	1 = odd, 2 = ev	ven	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Two suiter style Ghestem		Hig	gh I	Low	Odd	Even	2♣ : strong (22+ HCP or 3 ½ losers)	
$(1 \clubsuit) - 2 \clubsuit : \clubsuit; (1 \clubsuit) - 2 \spadesuit : majors - 2NT: lowest$	SUIT						2 ♦: 0-7 6CRD M any shape	
(1 - 3 + 2 + 4) = (1x) - 3 + 2x + 4; $(1x) - 2x + 2x + 3 + 2x + 4$; highest	On part.lead	d D	1	E2	(S)	(S)	2♥: 8-11 (12) 6CRD ♥any shape	
(1x) - 2x: extremes	On decl.lea	d 1		2			2 ★ : 8-11 (12) 6CRD ★ any shape	
VS. NT (vs. Strong/Weak; Reopening;PH)	Discarding	D)	E			3NT: Gambling (1 ^{rst} , 2 nd no outside value)	
Hayashi	NT						VS 3NT Gambling: 4♣:4/5 M, 4♦: 5/5M	
$2 \div 4 + \checkmark / \diamondsuit$; $2 \div$: one M; $2 \checkmark / \diamondsuit$: 5crd $\checkmark / \diamondsuit$ + m; 2NT: 5-5 m	On part.lead	d D)	E				
Dbl: 2 nd : 15-18 hcp, 4 th : 11-14 hcp	On decl.lea	d 1		2				
VS. two suiter overcalls:	Discarding	: 1rst discard	d against NT:	D style Re	evovling (4)			
1 ^{rst} CB – limit + fit; 2 nd CB 4crs Osuit F; dbl : points or penalty			DO	UBLES				
After dbl all dbls are takeout								
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)								
Vs 2♦ (multi): 2♥/♠: short in ♥/♠ op.values;								
dbl: 3+ crd in M op.values; 2NT: nat; Vs 2♥/♠: 4♣/♦= 5crd oM								
and 5crd♣/♦; Vs 3♣ pre: 4♣: strong 2suiter (10 tricks); 4♦: majors								
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or							SPECIAL FORCING PASS SEQUENCES	
1 ♦: one M; 1 ♥/♠: ♥/ ♠+ m under 13 hcp.	SPECIAL,	ARTIFICI	AL & COMI	PETITIVI	E DBLS/RDLS			
1NT: both m; dbl: both M under 13 hcp, Jump over calls: weak	Lightener;	Negative; M	aximal; Respo	onsive; Su	pport			
With 13hcp+ first pass; pass and then dbl: 15-17	DOPI/ROP	I					IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE							Check back Stayman; Wolf sing off: 5NT grand slam try	
NS in 1 level: F1R; rdbl: 10+; 2 NT (9)10-12 + fit							4 th suit forcing; RKCB (1430); Minorwood ⁽¹⁴⁾ ; exclusion ^(4a)	
If op.is M in 1 ^{rst} or 2 nd pos.: Cappeleti ⁽³⁾							Gerber (13a)	
							PSYCHICS: Rare	

1.* No 2 1. No (4)5 1. No 5 1. No 6 2. Yes 6 2. Yes 6 2. Yes 6 2. No 6 3. No 6 3. No 7 3. No 8 3. No 8 <	ARTIFICIA	MIN. NO OF CARDS	NEG.DBLN THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 No 5 1 No 5 1 No 5 INT	No		4 •	11-21 hcp	2♣: inverted; 2♠: limit in ♣; 3♣: pre; 2NT: 10-12 1 NT: 6-10, 2♥: 5♠+4♥ (4-9 hcp), 2♠: 5♠+4♥ (9- 11 hcp) (15)	After 2*: 2 ♦ / ♥ / ♠: values; (1) 2 NT: values in ♥ / ♠ min, 1*- 1M- 3 ♦ (5)	
1 No 5 INT 2 Yes 2 Yes 6 2 V/A No 6 2NT No 6 3 No 7 3 V/A No 7	No	(4)5	4 ♦	11-21 hcp 4crd with sing ♣	2 ♦: inverted; 3 ♣: limit in ♦; 3 ♦: pre; 2NT: 10-12 1 NT: 6-10, 2 ♥: 5 ♠ +4 ♥ (4-9 hcp), 2 ♠: 5 ♠ +4 ♥ (9- 11 hcp) (15)	After 2♦: 2♥/♠: values; 2 NT: values in both majors min.	
INT	No	5	4 •	11-21 hcp	1NT: 1RF; 3	Long and Short game tries (2) After 2NT: NS (sing); 3♥:18-19; 4♣/♦: 5crd ♣/♦ Good Suit; 4♥:11-14 After 1NTF: 2♣ may be 2crd 1♥-1NT-2x-3♥: limit raise+ 3fit 3NT: 15-17 3crd fit BH	In 3 rd seat may be 4crd 2♣: Drury fit (2♠:any) (16a)
2 Yes - 2 Yes 6 2 V/A No 6 2NT No 6 3 No 7 3 No 7	No	5	4 •	No	AS 1♥ope	ening	
2 ♦ Yes 6 2 ♥/♠ No 6 2NT No 3 ♣ No 6 3 ♦ No 7 3 ♥/♠ No 7	-	-	-	(14) 15-17 hcp BH 6crd m or 5crd M or sing possible)	2 ♦: transfer for ♥ or 6+m (9); 2 ♥ transfer; 2 ♠: stayman for m (10); 2 NT: transfer for ♣ or 4441(11); 3 ♥/♠: 6crd slam try bad suit; 3 ♣/♦: inv to 3NT (12); 4 ♦/♥: transfer; 4 ♠: 4-4 m quan.; 2 ♣: NF stayman (13)	1NT (dbl) –, 2 .: Stayman, pass: to play, rdbl: one or two 5crd m, others: system on (4) 1NT – pass - 2 (dbl) (17)	
2 V/A No 6 2NT No 3 No 6 3 No 7 3 No 7	Yes	-	-	(22)23+hcp or 9+ tricks, 2outside controls	2 •: relay; 2 •/ •: transfer 5crd, 7hcp; 2NT/3 •: transfer 6crd 7+hcp; 3/ •: 6crd •; 3 •: 6crd • 3 •: 5-5 m 7+hcp; 3NT: 6crd •, solid suit (6)	2♣ -2♦ -2♥: ♥ or 25+BH – 2SP (relay) (6.1) After 2NT: transfers, stayman are on; Second negative Jump in a suit: asking bid (6.2)	Against overcall: (7)
2NT No 3 No 6 3 No 7 3 No 7	Yes	6	-	0-7 hcp 6crd M any shape	2NT: relay; 2♥/♠: pass or correct; 4♣: bid the suit with transfer; 4♦: bid the suit; 4♥/♠: to play	After 2NT: 3*/*/*. min/max 3NT: AK in suit 2*- (dbl) – pass: to play// rdbl: *lead	In 4 th seat 6crd ◆ 12-14 hcp
3. No 6 3. No 7 3. No 7	No	6		8-11(12) hcp 6♥ any shape 4+crd other M possible	2NT: relay	1) 3♣: sing (3♠ relay asking sing: 3♥: sing♣, 3♠: sing♠; 3NT: sing other M 2) 3♠: no sing, no other 4crd suit 3) 3♥/♠/3NT: 4crd+♣/♠/other M 4) 4m: 5crd m 5) 4M: 7crd	In 4 th seat 6crd 12-14 hcp
3 ◆ No 7 3 • No 7	No			(19)20-22 HCP	3♣: stayman; 3♦/♥: transfer; 3♠: trsf to 3NT ⁽⁸⁾	After 3NT: (8)	
3♥/♠ No 7		-		Pre- emptive	3♦: Stayman for 3crd M	3 ♥/♠: 3crd ♥/♠; 3NT: no M; 4♣: both M without the A♣; 4♦: both M with the A♣	
3 1 1 1	No			Pre- emptive			
3NT Yes 7				Pre- emptive			
	Yes	7		Gambling 7crd minor no outside value	4/5♣: choose or correct 4♦: strong asks for singleton	After 4♦ 4♥/♠: sing ♥/♠, 5♣/♦: sing ♦/♣ 4NT: no sign	In 3 rd or 4 th seat outside value is possible
4m/M 7				Pre- emptive			
5m/M 7		7		Pre- emptive		HIGH LEVEL BII	DDING