DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	NG LEAI	<b>DS STYLE</b>					
Style: Aggressive 1 level, semi-aggressive 2 level			Lead		In Partr	er's Suit	CATEGORY: GREEN	
Responses: same level forcing, 2level up to 14 NF	Suit		3/low		3/low		NCBO: HELLENIC BRIDGE FEDERATION	
Over 1M: 2NT 12+ 4c+, 2 of their suit 10+ with 3c fit or 14+ any,	NT		2/4		2/4		PLAYERS: EVANGELIA PETRAKI- IOANNA	
3 of their suit 8-11 4c fit, jump in new suit natural preemptive							AIKATERINI POLLATOU	
	Subseq		2/4		2/4		EVENT: ANY	
		Other: A,Q strong leads vs NT (asking						
		low in par	rtner's 5+ca	ard suit if unsuppo	orted (ag	ainst NT)		
NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
5-18 live, 12-16 reopening if they open 1M, 11-14 if they open 1m	Lead		Vs. Suit		Vs. NT			
	Ace		AKx+ Ax+		AKJT+		GENERAL APPROACH AND STYLE	
NT unusual by passed hand	King		KQx+, AK		AKx+, KQx+			
	Queen		QJ+		AQJT+, KQJT+, KQT9+		5c majors, 5c diamond or 4441	
	Jack		JT+		QJx+, AJT+, KJT+, JT+		2/1 gf	
IUMP OVERCALLS (Style; Responses; Unusual NT)			HT9+, T9+,		HT9+, T9+		1C 2+	
aggressive preempts	/	9 9x (H98				8+ rare)	-	
2NT shows lower two suits	Hi-X		Xx	1	xXx, xXxx		-	
2D shows majors over 1c	Lo-X		3rd from even, lowest from odd		HxxX, HxxXx, HxX			
	SIGNAL			PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner'		Declarer's Lea	1	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
D is always majors, 2C nat overcall, direct cue bid 2M is			count or Small=even			High=dscrg,		
Major+minor 5+/5+, jump cue asks for stopper	<b>a</b> 1. <b>a</b>	att.	high=odd			small=encrg.	_	
	Suit 2	2 preferen	ice			Small=even, high=odd		
After direct cue bid 2NT shows some interest, 3m pass or correct.		3				iligii–0uu		
1C)-3C preempt		1 Either co	ountor	Smith or small:	-even	High=dscrg,	-	
	-	att.	ount of	high=odd	even,	small=encrg.		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2			6		Small=even,		
		_		-		high=odd		
vs strong: dbl penalty, 2c majors, 2d one major, 2M M+m, 2NT	3	3						
ninors	Signals: S	Smith sign	nal, high en	ic lead				
vs weak: same but dbl penalty(14+)								
				DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	BLES (Stv	le; Responses; R	eopenir	lg)		
over 3M: (3H)-4H=S+m GF (forcing pass established), over 3m: 4m						ng to 2NT over 1m		
najors, (3C)-4D diamonds+Major gf	and forci	ing to gan	ne over 2M					
over 2M: 3M stopper ask, 4m is m+oM 5+/5+ and is GF		~~~						
/S. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+							SPECIAL FORCING PASS SEQUENCES	
s 1c strong: dbl majors, 1NT minors, after a suit bid 2c is good raise	SPECIA	L. ARTI	FICIAL &	COMPETITIV	E DRI S	RDLS		
is to strong, doi majors, itvi minors, arter a suit blu 20 is good faise								
over 2C: dbl majors, 2nt minors	Lightner doubles, game try doubles Support dbls and rdbls over 1 major and 1 diamond						-	
OVER OPPONENTS' TAKEOUT DOUBLE	(1x)-1M-(dbl)-rdbl shows Hx in M and 8+						IMPORTANT NOTES	
	[(IA)-IIVI-	-(001)-100	1 3HU WS 11X	$m$ w and $o \top$				

rdbl strength, 2/1 F1	After 1c-(dbl)-rdbl dbls are t/o, similar for all forcing sequences after responsive dbl	
		PSYCHICS: rare

Ŀ	IF JAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*	!	2	3sp	11+ nat. can be 2c	<ul> <li>natural level 1, 2C = inverted minors gf,</li> <li>2D = inv with club fit, 2H and 2sp= 6card inv,</li> <li>3M is natural weak distributional</li> </ul>	2way checkback, 4th suit forcing, Lebensohl over reverse and 2M over reverse			
1♦		4	3sp	11+ nat. 5+ or 4441	2C=5+ FG, 2d=3+d gf, 2M=6M INV	F1			
1♥		5	3sp	11+ nat.	2C=0+ FG, 2D 5+ FG, 2M 5-9, 2NT balanced invite with fit or 12-14 4333, 3cl bergen 6-9 and 3d 10-11, 3M pre, 3sp,4cl splinters, 3nt= D splinter and 4D void	1M-2NT: 3cl: a) Short cl SI or b)17-19 balanced, 3x short SI, 3M min, 3NT bal choice of games short game tries, bergen next step asking	Drury 2 (with long game tries) In competitive bidding -> long game tries		
1		5	3sp	11+ nat.	Same 4cl,4d splinters, 3nt= heart splinter and 4H is void				
INT				15-17 hcp	Stayman,4 transfers,Texas trf, 3M splinter with 54m, 3♣puppet, 3♦minors gf 55,4♣pick a M 55	3♣relay after stayman (3d shows exactly one 4 card minor)	Lebensohl, 1nt-x penalty- pass to play, xx trsf to 2cl ->one suit, 2cl cl +other or 4333, 2d=d+M, 2h=both M		
2*	!	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♦		6(5)		weak	New suit forcing (without jump),	2nt: 3cl = min/min, 3D= min/good suit,			
2♥		6(5)		weak	2nt asking	3H=max/bad suit, 3sp=max/max			
2		6(5)		weak					
2NT					Stayman, transfer	Opener completes transfer if fit, otherwise bids 3nt, or cue bids with 4card fit and max			
					texas transfer, 3≜transfer to 3NT, 4♣pick a M	3♠-3NT-4m SI in the m, 4M 5-5m 0-1 M			
3*				preempt	New suit forcing (without jump)				
3♦				preempt	New suit forcing (without jump)				
3♥				preempt	New suit forcing (without jump)				
3♠				preempt	New suit forcing (without jump)	HIGH LEVEL B			
3NT	!			gambling, 3rd/4th seat wide	4c pass correct, 4d asks short, 4M nat, 5c p/c	14-30 key card blackwood, exclusion blackwo			
4*				preempt		first available step asks for trump queen, 2nd a	· ·		
4♦				preempt		After response to kings, ask again for a specific	c king.		
4♥				preempt					
4▲ 4NT	!			minors		If not enough space last train, if two bids avails P0D1, P0R1 4 in minor is optional key card blackwood-> n			
5*				preempt		- In million is optional key card blackwood-> In			
5 <b>↓</b>				preempt	1				
5 <b>∀</b>				preempt	1				
5 <b>♦</b>			l	preempt					