

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Approx 7-16 HP , level 2 = 11+ with solid color
Responses: CUE=10+, with 3 sup
New suit= 5-card 10+ F1
INT 8-11, 2NT 12-14
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16-18 HCP in 2nd
10-12 in 4th
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preempt
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) 2♦ = Both majors 5-5
1m 2NT = 5m*-5♥
1M 2M : 5□ -5M*
1M 3□ : 5♦ - 5M*
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL: 5m/4M
2 : Majors (5/4 at least)
2M : 5M+4m
2NT : minors
3m : natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = other colors ( except 4♠ + could be penalty)
NT = need stoppers
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=11(10)+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Even odd	Even odd	
NT	4 <sup>th</sup> best	Even odd	
Subseq			
Other: vs NT, A, Q, 10 asks enc; J ATT , K unblock honors			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AK(x)+	AKx AKxx	
King	KQ+, Kx	AKJxx KQJxx	
Queen	QJ(+); Qx	QJ10x(+), QJ9x(+)	
Jack	J10(+)	KJ10x(+)	
10	10x; H109(+)		
9	9x;		
Hi-X	Xx; xXx(+)		
Lo-X	HxxX+		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = enc		High = enc
Suit 2	Even odd		preferential
3			Even odd
1	High = enc		High = enc
NT 2	Even odd		preferential
3			Even odd
Signals (including Trumps): no signal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12(10)+ with other colors			
Cue-bid 11+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Double artificial bid = ask lead or show a good color			

W B F CONVENTION CARD
<b>CATEGORY: Natural - GREEN</b>
<b>NCBO: FRANCE - U21</b>
<b>PLAYERS: GARCIA - BENS</b>
EVENT:
U21 competition
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card M 5542
1NT 15-17
2♣ : strong color (7 tricks) or 22-23 balanced
2♦ : gf
2NT : 20-21 balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michael's cuebid
<b>SPECIAL FORCING PASS SEQUENCES</b>
High competitive sequence
<b>IMPORTANT NOTES</b>
Psychich = very very very rare

