ZDEFENSIVE AND COMPETITIVE BIDDING		LE/	ADS AND SIGN	NALS		W B F CONVENTION CARD	
OVERCALLS	OPENING	LEADS STYLE				CATEGORY: NATURAL – GREEN	
Nat sound	1	Lead		In Partner's Suit			
Resp. : nat, new suit F1	Suit	3 <sup>rd</sup> and 5th	1	3 <sup>rd</sup> and 5 <sup>th</sup>		NCBO: FRANCE	
Weak jump raises	NT	4 <sup>th</sup>		3 <sup>rd</sup> - 5 <sup>th</sup> / Raised suit	: Xxx	DI AVEDO. Jackalla DELLO. Jacana 7001101401/A	
Jump shift : 4 cards support + values in the bid suit - game try	Subseq	Same as 1	I <sup>st</sup> lead			PLAYERS: Isabelle BELLO - Joanna ZOCHOWSKA	
Jump cue : 4 cards fit + game try	Other:					EVENT: All events	
1NT OVERCALL	LEADS					SYSTEM SUMMARY	
Live : 15-18 Hcp	Lead	Vs. Suit		Vs. NT			
Resp. Stayman and transfers	Ace	A, AK(+)		AK(+)		GENERAL APPROACH AND STYLE – Nat 2/1 GF	
	King	KQ(+)		KQJ10(+), AKJxx, K			
Reopening : 10-14 Hcp	Queen	QJ(+)		KQ(+), QJ10(+), QJ9		5 cards Major. 1♦ usually 4+ unless 4♠4♥3♦2♣	
HIND OVEROALLO	Jack	J10(+)	( ) 0400( )	AJ10(+), KJ10(+), J1		1NT : 15-17	
JUMP OVERCALLS	10		(+), Q <b>10</b> 9(+)	H109(+) 109(+)		2. : GF	
One suiter (preempt) or 2 suiter	9	9, 9x		9x, 9xx, 98xxx		2 ♦ : weak (5-9) in ♥ or ♠	
	Hi-X	<b>X</b> x, Hx <b>X</b> x,	x <b>X</b> xx	Xx, Xxx, xXxx		2♥♠: 6 cards -10-13	
Reopen: intermediate	Lo-X	xxX		Hxx <b>X</b> , Hx <b>X</b>		Inverted raises in minor (GF no 4 cards major)	
	-	N ORDER OF F		. 15			
DIRECT & JUMP CUE BIDS		artner's Lead	Declarer's Le				
Direct cue : 2 suiter - except 1□ 2□ = natural		i-Low = Even	Hi-Low = Ev				
lump que a cele for etempor		i = encouraging uit preference	Suit preferer	Hi = encouraç Suit preference			
Jump cue : ask for stopper		i-Low = Even	Hi-Low = Ev				
VS. NT		i = encouraging					
2♣: ♥+♠ / dble: 5+ minor + 4 major / 2♦: multi / 2M: 5M +	3	i – ericouraging	Suit preferer	Suit preference			
4+minor				Out preference			
Reopening : same as 2 <sup>nd</sup> seat		cluding Trumps)					
Vs weak NT: same as vs. strong NT except : dble 13+ bal		•	•	ruff or suit preference			
Vs 1NT overcall over a minor opening bid :	Smith (high	from N°3, low f	rom leader = e	ncouraging)			
2. shows both M / Transfers	DOUBLES					SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
VS.PREEMTS	TAKEOUT	DOUBLES					
T/o dbles / 2 suiters	Can be ligh	ter than openin	g values if shap	oed			
	Responses	are naturals / C					
	In Bal pos.	: 9+ hcp					
VS. ARTIFICIAL STRONG OPENINGS						SPECIAL FORCING PASS SEQUENCES	
2. dble : .	SPECIAL,	ARTIFICIAL &	COMPETITIVE	DBLS/RDLS	U	Usual slam try in competitive bids	
	Negative, o	competitive, info	rmative, option	al, max overcall, lightn	ers		
OVER OPPONENTS' TAKEOUT DOUBLE	1				┤├	IMPORTANT NOTES	
1 over 1 F1 / Rdle : 10+ penalty seeking						3rd and 4th suit F one round	
						After Pass, jump shift is always fit showing	
						PSYCHICS : very rare	

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1		3	4♥	10+ Hcp (if 10 unbal.) Can be light 3 <sup>rd</sup> seat With 5♣ and 4♦ usually 1♣ but we can open 1♦ 1♣ may be 3343	1 ★ 1M = may have longer ◆ 1 ★ 2 ◆ = good ★ raise (9-11) 1 ◆ 3 ★ = good ◆ raise (9-11) 1m 2 ♥ = 5 ★ + 4 ♥ + (4-9) 1m 2 ★ = ★ strong	1m 1M 3NT 18-19 with 4M support 1m 1M 4m = 4M+6m After opponent's overcall by 1♦ or 1♥ : transfers at 1 and 2 level	Jump shift : fit showing	
1 <b>v</b> 1 <b>∧</b>		5 5	4 <b>♦</b> 4 <b>♦</b>	10+ Hcp (if 10 unbal.) Can be light 3 <sup>rd</sup> seat	1M 3M = 4-7, 4 cards supp 1M 2NT= 10-13 (3+ cards support) 1M 3♣/♦ = 9-11 (4 cards support) 1M 3NT = 12-14 (4 cards support, no shortness) Splinters		Drury fit  2NT = 4 cards support + singleton	
1NT			3♠	15-17 bal or semi bal 5M ok ; 6m ok	Stayman and transfers  3♣: Puppet Stayman  3♦: 44(41)  3♥/★: 54 minors —short in major	Smolen		
2*	Х		4♥	Game forcing or 22-23 balanced	2♦ : relay	2♣ 2♦ 2SA : 22-23 balanced		
2♦	Х	6(5 NV) in one major		Weak 2 in one Maj. 4-10 HCP	2 ♥ ♠ p/c 2NT asking for suit and strenght	2 ♦ 2NT 3 ♣/3 ♦ : ♥ ♠ minimum 2 ♦ 2NT 3 ♥/3 ♠ : ♠ ♥ maximum		
2♥/★		6		10-13 HCP	2NT : ask			
2NT			4♥	20-21 bal or semi bal	Stayman and transfers 4♦ : MM			
3♣		7		Preempt	New suit F			
3♦		7		Preempt	New suit F			
3♥		7		Preempt	New suit F			
3♠		7		Preempt	New suit F			
3NT	Х			Solid minor (1st - 2nd)				
4*◆♥♠		7		Preempt				
4NT	Χ			Both minors				
5 <b>.</b>		7		Preempt		HIGH LEVEL BIDDING		
5♦		7		Preempt		RKCB 41-30		
5♥		7		Preempt		Josephine		
5♠		7		Preempt		Controls and Cue Bid		