DEFENSIVE AND COMPETITIVE BIDDING			IFA	DS AND SIG	TNATE	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	GLEA	DS STYLE	DS AND SIC	JIALS	W BT CONVENTION CARD	
VS Nat: (8)10-16 HCP 5+ CARDS; OVER 1M O/C 2* = DRURY	OI EI II I	G LEA	Lead		In Par	tner's Suit	CATEGORY: GREEN
VS ART 14: 1 ◆=(44)+ M; 1 ♥=6-11, 4+♥ OR ◆+4;	Suit		3+5/LOW		SAMI		NCBO: ESTONIA
1♠=6-11, ♣+♠ OR ♦+♥; 1NT=8-14, 5+ m; 2♣=8-14, (54)+ m;	NT		4 th (2 nd from xxx(x)		SAME		PLAYERS: INES PIIBELEHT-AIRE TAUBE
$2 \bullet = 8-14, 1 \text{ M}; 2M = 8-14, 5+M & 4+m; 2NT = 55+m; dbl=$	Subseq		SAME		SAMI		I DATENO. IN LO TIIDEDEITI MINE IMODE
$VS \text{ ART } 1 \Leftrightarrow : \text{ same as } VS \text{ ART } 1 \Leftrightarrow \text{ but } 2 \Leftrightarrow = 6-11, (54)+M$	Other: ACE ASKS CT; KING, QUEEN ASK ATT						
Versus strong openings and after passed partner the hcp ranges are	Oulci. Ac	CL ASI	S CI, KING	, QUEEN AS	KAII		
advisory.	LEADS						SYSTEM SUMMARY
advisory.	Lead		Vs. Suit		Vs. N	 Г	SISIEM SUMMARI
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	Ace		ÄK, AK(+),	Äx	AK(+		GENERAL APPROACH AND STYLE
15-18 HCP; 2* = STAY, JUMPS = INV, TRFs	King			KQ(+)	AKJ(+), KQJx(+), KQ10(+)		French STANDARD: 5-CARD M, in 3 rd & 4 th pos. may be light
R/O: 12-15 HCP	Queen		QJ, QJ(+)	RQ(+)		$\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$, $\frac{(+)^{2}}{(+)^{2}}$	1NT – 15-17 HCP
NO. 12-13 HCI	Jack		J10, J10(+)		J10, J		2 MAJORS
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			9(±) 10v		+), 109(+), 10x	2
PRE, RESP: NEW SUIT = F1, 2NT = (R)			HJ10(+), 109(+), 10x H109(+), 9x		H109(+), 9x		2♥ - STR 2M – WK
2NT = 55 minors	9 Hi-X Lo-X		Sx, xxSx, xx		Sx, xS		NORMAL PREEMPTS
2N1 = 55 IIIIII0IS			xxS, xxxxS	XXXX	xSx	XX(+)	2 OVER 1 – PROMISES A REBID
Reopen: 2NT = BAL 17-19 HCP		SINO	DRDER OF PRIORITY				2 OVER 1 – FROMISES A REDID
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				1	and	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opps M=other M and ♣; RESP: 2NT = (R); 3♣=other M and ♦		Partner's Lead 1 Low = E		Declarer's Lead Low = odd		Odd = ENCRG	3NT – GAMBLING (any AKQxxxx w/o O/S Ace or King)
JUMP CUE ASKS FOR STOPPER TO PLAY 3NT	Suit 2		<u> </u>	S/P		Ouu – ENCKO	IN COMP BIDDING CUE = L/R OR BETTER,
JUMIF CUE ASKS FOR STOFFER TO FLAT SINT	Suit 2	JS/F		S/F			JUMP RAISE = PRE, JUMP = FIT+SUIT (L/R OR BETTER),
	1	Low =	F	Low = odd		Odd = ENCRG	WHEN BOTH SIDES HAVE SHOWN A FIT, RAISE = COMP
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2		<u> </u>	S/P		oud - Erverto	AND DBL = INV
VS 14-16 OR STRONGER: DBL = 15+, 2 = LANDY (54+M)	3	5/1		5/1			THIS BBE - IVI
$2 \blacklozenge = \text{nat}, 2M = \text{nat}, 2NT = 55 + \text{m}$	Signals (i	ncludin	g Trumps): Si	nith Lavinth:	al Italy		
VS WK NT: same	Digitals (1	neraam	g Trumps). Si	mui, Lavinui	ar, ruary		
V5 WK W1. Same							SPECIAL DEFENCE AGAINST ARTIFICIAL 1♣ AND 1♦.
VS. ARTIFICIAL 2 nd LEVEL OPENINGS				DOUBLES	2		SI LEIAL DEI ENCL AGAINST AKTII ICIAL 14 AND 14.
				DOOBLES	,		
VS 2suiters where both suits are known: opponent suit shows other	m						
suits respectively lower/higher better			UBLES (Styl				
VS unknown suit(s): DBL = 12-15 BAL OR 16+			UES – CUE P				
VS transfer pre-empt (also on higher level): opponent suit = 2 higher			HCP WITH C		APE		
suits, DBL=T/O, repeated DBL=penalty			- DBL - (PAS		(D A CC)	CDECIAL EODGING DAGG GEOLIENGEG	
			- PASS - (PA			SPECIAL FORCING PASS SEQUENCES	
			TIFICIAL &				
	NEG DBLs; 1m - (1♥) - DBL = EXACTLY 4♠;						
$1m - (1 \clubsuit) - DBL = 4 + \checkmark, 6 + HCP;$							
OVER OPPONENTS' TAKEOUT DOUBLE	1 ♣ - (1 ♦)					IMPORTANT NOTES	
NEW SUIT AT 1-LEVEL = F1, AT 2-LEVEL = NF;	OPT & L						
1m – (DBL OR 1X) – JUMP TO 2 & 3 LEVEL= PRE;			ED FOR PEN				
1M – (DBL) – JUMP = FIT + SUIT (L/R OR BETTER)	AFTER RDBL ALL FOLLOWING DBLs = PEN					PSYCHICS: Occational – allowed in favorable vulnerability	
- 2NT = L/R OR BETTER;							and after passed partner
RDBL = (10)11 + HCP							

1		L		PEGPONGEG			
T ds DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING				
	3	4♥	11-21 HCP; 12-19 if BAL	2♣ = F1; 3♣ = PRE; 1NT = 8-10 & 2NT = 11-12 HCP w/o 4M; 3♦/M = SPL (3-4 CTRL); JUMP SHIFT = FG (S/T)	4SF: promises rebid at 2-level, FG at 3-level; 3 rd suit = F1.	Same, 4SF =F1	
	3	4♥	11-21 HCP; 12-19 if BAL	1NT = 6-10 HCP w/o 4M, other = as above	As above.	As above	
	5	4♦/♥		1NT = 6-10 HCP		DRURY, JUMP = FIT+SUIT,L/R	
weaker			JUMP RAISE = PRE 2NT = INV RAISE or better (ART) JUMP SHIFT = NAT FG (16+ HCP or 8+ tricks)	1M - 2NT - 3			
				DOUBLE JOINT SHILL I - SIE (3-4 CIKE)	4W = 10 play		
4♥ 15-17 HCP BAL, may be 5(6)m		15-17 HCP BAL, may be 5(6)m	2♣ = STAY	1NT - 2♣ - 2♦ - 2♥ asking	Same		
	$2 \diamondsuit / \blacktriangledown / 2NT / 4 \diamondsuit / \blacktriangledown = TRF, 2 \diamondsuit INV or TRF \diamondsuit$	1NT - 2♣ - 2♥ - 2♠ asking					
	3♣/♦/♥/♠ = HHxxxx, INV	1NT - 2♣ - 2♠ - 3♣ asking					
	4♣ =Majors	-					
X		4♥	5-10 HCP, (54)+ Majors	2 ♦ = (R);	2 - (dbl) - pass = clubs; 2 - (dbl) - 2 = nat;	Same	
	2/3/4 Major = for play; 2NT to play	2♣–(dbl)–redbl=choose M					
	3, 4♣ = choose better M						
X		4♥	22+ HCP or 9+ tricks	2 ♥ = weak, no aces; 2 ♠ = 1 M ace; 3m= ace; 3 ♥ ,♠ ,NT=2 aces; 2NT=8+ HCP BAL.		Same	
	6		6-10 HCP (HHxxxx whenVUL)	New suit = F1	2M - 2NT - 3M = MIN		
		2NT = (R)	2M - 2NT - 3 new suit = A or K, MAX				
		autoSPL at 4-level					
20-21 HCP BAL, may be 5(6)m	3♣ = STAY		Same				
	$3 \leftrightarrow / \psi / A / 4 / \phi / \psi = TRF$						
	7		PRE	New suit = F1	NAT		
Any AKQxxxx w/o O/S stopper	4/5/6/7 = P/C						
	4♦ = ASK for S/S	S/S NAT, 4NT = no S/S					
	7		PRE	NAT			
	7		PRE				
X			minors, PRE	_			
	7		PRE		HIGH LEVEL BIDDING		
	7		NAT	w ♥/♠A or ♥/♠K bid 6♥/♠, w ♥/♠AK bid 7♥/♠	SPL, RKCB 0314, DOPI, ROPI, LIGHTNER DE	BL	
					In F bidding sequences after a CUE the agreed m raise is RKCB		
	X	X X 6 7 X 7 X 7	3 4♥ 5 4♦/♥ X 4♥ X 4♥ X 7	3 4	HCP w/o 4M; 3 ◆/M = SPL (3-4 CTRL); JUMP SHIFT = FG (S/T)	HCP w/o 4M, 3 • M = SPL (3 - 4 CTRL); JUMP SHIFT = FG (ST)	