DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGNAL	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reoppening)	OPPENI	NG LEADS S					
O/C 1 st lev - nat, 8+		Lead			In Partner's Suit	CATEGORY : GREEN	
O/C to $1 - 4 \neq 0$ oppening 2^{nd} lev $-2 - 4 = natural 11 + ; 2 - 4 = 6 cards weak$	Suit	4 th c	4 th or 2 nd from bad		count	NCBO: ROMANIA	
O/C to 1 M from ADV -cuebid = 3cards fit in M, min inv -2NT= natural, min inv	NT		2 nd from bad, 4 th with interest		count	PLAYERS: CORINA LUPSAN&NADIA VALEANU/ MONICA PAULA ONEA/IRINA FILIMON/SIMONA DARIE	
	Subseq	cour	nt			EVENT : WOMEN TEAM	
	Other:	,			•		
NT OVERCALL (2 nd /4 th Live; Responses; Reoppening)	LEADS					SYSTEM SUMMARY	
AT, bal hand, 15-17 2 nd	Lead	Vs.	Suit		Vs. NT		
Reoppening seat +11 HCP	Ace	AK	AK (+) - ask ATT		AKx	GENERAL APPROACH AND STYLE	
	King		AK(+), $KQ(+)$, $K(x)$ – ask count		AKxx, KQ\Jx	2/1	
	Queen	QJ(-	QJ(+) - Q(x) - ask ATT		KQ109, Q,J, Qx, Q	1 ♣ + 2 cards/1 ♦ - +4cards, 1 ♥/♠-5 cards M, 1NT-15-17 (5 card M possible)	
UMP OVERCALLS (Style; Responses; Unusual NT)	J, 10, 9		Seq and int. seq or sgl/doubleton		10, 9 or double	2♣-GF,2♦/2♥/2♠-+ 6cards weak, 2NT = 20-21 bal (puppet)	
2 nd lev, 3 rd lev M – weak	Hi-X		2 nd from bad or sgl		2 nd	3 / / /	
NT O/C after 1 m - two suited = other minor + M, min 5-4	Lo-X	2 nd 1	2 nd from bad, 4 with interest		4 th	3NT = Gambling	
2 NT O/C after 1 M - two suited = other major + m, min 5-4							
Reoppening seat: 2 nd lev M = 10-14 hcp, 6+ cards, good suit	SIGNALS	S IN ORDER	OF PRIO	RITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reoppen)		Partner's Lea	ad	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m) - 3m = ASK stoppper for NT, same for majors	Suit 1	High enc, tha	an count	Att first than coun	High enc		
To jump cue in reoppening seat		2					
	\dashv	2					
		, , , ,		4 67 4	*** 1		
	NT	High enc		Att first than coun	High enc		
VS. NT (vs. Strong/Weak; Reoppening;PH)	2	2					
DBL = same points like oppener)	3	3					
-both majors, min 5-4, weak if non VUL vs. both	Signals (ir	ncluding Trum	ps): high e	nc			
♦ - monocolor Major							
▼- two suited ▼ + m vs. strong							
♦- two suited-♦+ m vs. strong		•			•		
2NT – both minors				DOUBLES			
S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				esponses; Reopper			
Veak 2M – DBL = takeout		ith good shape					
Veak 3M – DBL = takeout;	Reoppenir	ng 8+ with suit	table shape				
Veak 3m – DBL = takeout	Responder	r 1 st level = nat	t nonforcin	g; cue-bid= 11+, 21			
teoppening seat – DBL = takeout							
S. ARTIFICIAL STRONG OPPENINGS- i.e. 1 or 2.						SPECIAL FORCING PASS SEQUENCES	
E = penalty				MPETITIVE DBL	S/RDLS	After game forcing bidding	
	Support X	, Redouble on	our's 1NT	`= x-fer ♣			
OVER OPPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
m - (X) - 2m = weak;	Lightner						
m - (X) - 1 / 1 = nat;						PSYCHICS: rare	

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OPPENI NG	IF	MIN. NO. OF	NEG.DB L THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1*				2+ cards	1 → = 4+ cards, can have 4M with GF hand (except when opp bid) 1 √/♠ = 4+, nat 1NT = max. 11, NF 2 ♣ = nat GF with 4+ cards fit, nat responses (except when opp O/C) 2 ◆ /2 ▼/♠ = 6+ cards weak 3 ♣/3 ◆/3 ▼/♠ = preemt						
1 •				4+ cards	$1 \checkmark / \spadesuit = 4+$, nat $1NT = \max. 11$, NF $2 \clubsuit = \max GF$ with 4+, nat responses $2 \spadesuit = \max GF$ with 5+ cards fit (except when opp O/C) $2 \checkmark / \spadesuit = 6+$ cards weak $3 \clubsuit / 3 \diamondsuit / 3 \checkmark / \spadesuit = \text{preemt}$						
1 ♥/1 ♠				5 +, can be 4 cards in 3 rd s	If opp pass: 1NT = Forcing, can have 3 cards fit with 0-7 following by 2M or 3 cards fit with 11+ following by 3M (1NT can be passed if responder passed once) 2M = 3 cards fit, 6 -10 HCP 2m (after 1M) / 2♥ (after 1♠) is natural GF 2♣ = drury/passend hand 2NT = GF, 4+ cards fit; 3♣ = +4 cards, 8-10 3♦ = +4 cards 11-12 3NT= 13-15, with fit 4minor = cuebid	1M - 1NT - 2♣/2♦= min 3 cards (except $1 \checkmark$ - 1NT - 2♣ = can be 2 cards) 3♣= min hand with shortness (3♦ask for shortness) 3♦= +14 HCP no shortness 3♦ or 3♠= +6 ♥/♠ 3 NT = 18-19 HCP 4♥/♠= noninteresting hand					
INT				15-17 bal, may have 5M	Stayman, all transfers, Smolen, Texas $3 \checkmark /3 = +3$ cards $\checkmark /4 = +3$ both minors, min.4-4 If opp DBL with pts: $XX = 4 + 4$ transf	1NT - 2 - 2M - 3M = inv					
2*				GF, 24 + if balanced, or less HCP and 9+1/2 tricks	2 ♦ = waiting hand 2 ▼ = 5+ cards, decent suit 2 ♣ = 5+ cards, decent suit 3 ♣/3 ◆ = +5 ♣/5 ◆, decent suit						
2 •				Weak M (6 cards)	If opp pass: 2♥ = natural, NF 2♠ = natural, NF 2NT = strong relay	3♦ = bad hand 3♥/♠ = decent hand with onor 3NT = to play					
2♥/2♠				+6 ♥/ ♠ cards	If opp pass: 2NT = GF relay 3♣ = natural, NF 3♦ = natural, NF	Same like 2 ◆					
2NT				20 - 21, may have 5M	Puppet Stayman; major transfers, Texas 3 ♠ = minimum 1 minor	2NT - 3♠ - 3NT - to play					
					HIGH LEVEL BIDDING						
3.					preemt						
3♦	1				preemt						
3♥		 			peemt						
3.		 			preemt						
3 A	1	 			preemt						
3NT	+	 			Gambling, don't promise stoppper in other's color						
4.*	1	 			preemt						
4 •	+	+			preemt To also						
4•	+	+			To play						
4.	1	+			To play						
5 .		+			To play						
5♦					To play						