DEFENSIVE AND COMPETITIVE BIDDING	NG LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE			
Aggressive overcalls non-VUL, 4 card possible but rare		Lead	In Part	ner's Suit	CATEGORY: Green
(1M)-2m 9+ points then 2NT = 11-13 pts	Suit	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>tl</sup>		NCBO: Swiss Bridge Federation
2NT response to 1M overcalls = 4 card support, CB = 3 card supp	NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>tl</sup>	l	PLAYERS: Cecilia Billiet – Sybil Bragadir
Jumpshift are fit showing 5/4	Subseq	count	count		EVENT European Championship 2024
Direct jump raise is weak	Other: UDCA		[		
Jump cuebid is splinter and 4 card support					7
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
(1x) – 1NT 15-18 can be semi BAL, systems ON	Lead	Vs. Suit	Vs. NT	1	
Protective 1NT = 10-13 does NOT promise stop	Ace	ATT	ATT		GENERAL APPROACH AND STYLE
Landik and transf over opp's 1NT overcall	King	COUNT	COUN	T / UNBLOCK	2/1 GF, Forcing NT, 1m = 3+, inverted minors
•	Queen	ATT	ATT		
	Jack				Strong NT, 5CM possible, 6 card minor possible
JUMP OVERCALLS (Style; Responses; Unusual NT)	10				2NT= 20-22 5CM possible, 6 card minor possible
Jump overcalls are weak, 2NT is asking, new suit is forcing 1R	9				2 ♥/♠ = weak 6 card suit
Unusual NT = 2 lowest suits	Hi-X	Doubleton	Double	eton	2 ♦ = game forcing
	Lo-X	Promises 3+ ca	ards Promis	es 3+ cards	2.4 = majors, max 10 HCP
Reopen: 2lvl M= good hand, 2NT = 17-19	SIGNALS IN	ORDER OF PRI	IORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead I	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1M)-2M = OM and m	1 AT	T (lo enc)	ATT on P's LEAD	Small encourages	
(1 / ) - 2  = majors	Suit 2 cou	nt S	Suit pref	count	1 <b>♦</b> /1 ♥ - 3 <b>♣</b> /♦ - 4 card support and 9-11/6-8 points
(1 ) - 2  = Natural	3 Sui	t pref	•		$1 \triangle / 1 $ → - 2NT = GF, then bis at 3 lvl = shortage, 4 lvl – 2 suiter
Reopening cue = 2 suiter	1 AT	T (lo enc)			1M-2m-3X – SPL agreeing m
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 cou	nt			1m-2M = weak 6 cards
, J 3/ /	3 Sui	t pref			Transfer sequences after intervention / X of m suit opening
Vs strong NT, 2♣ = majors, 2NT minors,		ding Trumps): UD	CA, smith echo	(impossible transfer is stop asking)	
VS weak NT, X = penalty oriented, 14+, 2* majors, 2NT = minors	Small card on lead promises honour in p's bid suit when dummy can't be				1 ♠ in 3 <sup>rd</sup> /4 <sup>th</sup> seat only promises 4 cards
All other bids natural	Beaten.	1			Double transfers over 1NT opening
	DOUBLES				2. Roudi / DRURY
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OOUBLES (Style;	Responses; Reopeni	ng)	
Leaping and non-leaping Michaels, CB asks for stop			an be lighter with distr		
(2x)-X-(p)-2NT = LEB asks p to bid 3.4 all other bids are 8+ points	Or 16+ Suppo				
Over multi, X promises opening hand,		tural – only cuebid	is forcing		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		her 3 suiter or 14+		SPECIAL FORCING PASS SEQUENCES	
X = majors, $1NT/2NT = minors$	_ `		OMPETITIVE DBL	DOPI-ROPI, XX of lead directing X shows Ace or void	
* .	Negative doul			When opponents make sacrifice bid – PASS is stronger than X	
OVER OPPONENTS' TAKEOUT DOUBLE	X of cue of ov	vn suit = Do NOT	lead		
1m-(X) – all responses are transfers, $2S = TRF$ to $3m WEAK$ ,	X of cue of p'	s suit = Ax or Kx		IMPORTANT NOTES	
3m is INV					Frequent light openings in 3 <sup>rd</sup> seat according to vulnerability
1M-(X) - 2NT = 4 card support, other jumps are FIT BIDS (5/4)					3 <sup>rd</sup> seat pre-empts can be very weak
All other bids at 2+ LVL are NF					PSYCHICS: Rare

	IF MAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 *		3 4•		Better minor NF, Walsh	1 V/♠ then raise to 2 V/♠ promises 3+ card support	2♠/NT asks for info, 2NT/3♣ = 4 cards + singleton, 3♣/♦ 3 cards, min, 3♦/♥ 3 cards max, 3♥/♠ 4 cards min, 3♠/NT 4 cards max 1♣-1M-2♣-2♦= FORCING			
1.4		3	4♥	Better minor NF	$2 \clubsuit = GF, 2 \spadesuit / \Psi / \spadesuit = wk transfer, 3 \clubsuit = INV$ 1 \(\Psi \hbar \text{ then raise to } 2 \psi / \hbar \text{ promises } 3 \text{ card support}	Same as above			
1 •		3	4 🔻	Better minor ivi	1 ▼/ ★ then raise to 2 ▼/ ★ promises 5 card support	Same as above			
1♥		5	3♠	5 card Major	Reverse Bergen raises, Jacoby 2NT, 1NT F1 round  1 • - 2 • 8-10 pts, 3NT sign off	$1 \checkmark -2x-2 \checkmark -3 \checkmark$ forcing, $3 \spadesuit = minimum$ $1 \checkmark -1NT-2NT = 5/4 18-19 \text{ or } 6 \checkmark$ , $3 \clubsuit$ relay	DRURY / FIT BIDS		
1 🖍		5/4*	4♥	5CM, can be 4 in 3 <sup>rd</sup> /4 <sup>th</sup> seat	1 &-2 & 8-10, Rev Bergen, 2NT GF fit, 1NT F1 round	same	DRURY / FIT BIDS		
INT				15-17 bal or semi bal	2♣ stayman, 2♦ no 4CM	$2M = 5/4$ INV, SMOLEN, $4 \clubsuit / \spadesuit = 6 \checkmark / \spadesuit$ and 4 in OM	Rebensohl, 2NT with STOP		
				5CM or 6cm possible	2 ♦ / ♥ / ♠ /NT - transfers	2NT = max 4 card supp			
					3M = 1  in  M, 3  in  OM, 5/4  minors	After $2 \checkmark / 2 \checkmark - 2 \checkmark / 2 \checkmark$ next bid is $2^{nd}$ transfer			
2*	X			Weak Majors at least 5/4	2 ♦ asks p to bid longest M, 2 ♥/2 ♠ NF,	3♣ - max 5/4 then 3♦ asks p to bid 4CM			
					2NT strong and asking	3 ♦ min 5/5, 3 ♥/♠ min 5/4, 3NT max 5/5			
2 •	X			GF in a suit or 23+ balanced	2 ♥= 0 or 1 control, 2 ♠ 2 ctrls, 2NT = 2kings, 3 ♣ 3 Ctrls etc	Jump to 4m is both M short in m			
2♥		6		weak	2NT asking	3♣ bad suit and hand, 3♦ bad hand, good suit, 3♥ max hand, bad suit, 3♠ max hand, good suit			
2 🏚		6		weak	2NT asking	Same as above			
2NT				20-22	3♣ puppet stayman, 4♣/♦ = weak/strong, 3♠ = transfer to 3NT, then minor suit is 6m SI+				
					4 ♥/♠ = SPL and 5/5 minors 3NT /4NT = 5 ♠/4 ♥ wk/stg				
3♣		7		weak					
3♦		7		weak					
3♥		7		weak					
3♠		7		weak					
3NT		7		7 card solid minor	3♣ = Pass/Correct				
4.		8							
4♦		8							
4♥		7-8							
4 <b>♠</b> 4NT		7-8		NC.					
		6/6		Minors		HIGH LEVEL BIDDING			
5 <b>.</b>		9							
<b>5</b> ♦		9				Kickback Blackwood: 1430, next step asks QT	, jump resp snows K in suit plus TQ		
			I .			Lightner doubles			