DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS								
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			WBF Convention Card					
1 level: +10 points	Lead			in Partner's Suit					
2 level: +13 points	Suit			count			Category i.e. Green		
Michaels	NT	4th		count		Country:	ROMANIA		
Multilandy over 1NT	Subseq					Event:	WBF 2nd Youth Online Championship		
	Other:				Players:	Garneata - Ghiusan			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMM	SYSTEM SUMMARY		
2nd 15-17 HCP system ON	Lead	Lead Vs.Suit		Vs. NT		GENERAL APP	ROACH AND STYLE		
4th 11-15 HCP system ON	em ON Ace Ax; Ax			AKJ		1C=+2, 1D=+4	1C=+2, 1D=+4, maj 5		
	King	AK/ KQ	AK/ KQ Qx / QJT / QJ9 Jx / JT / HJT				ls if distributional		
	Queen	Qx / QJ							
	Jack	Jx / JT			/ HJT				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	Tx / T9	Т9		/ HT9				
1-Suit: pre	9	9x / 98		9x / 98		1NT Openings:	15-17 HCP, may be 5M		
2-Suit: pre	Hi-x	even		count		2 OVER 1 Respo	ons F1		
	Lo-x odd			count		SPECIAL BIDS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening:	SIGNALS IN ORDER OF PRIORITY								
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding				
	Suit:1st	Attd/count	Lav./count		Lav./count				
	2nd								
	3rd								
	NT: 1st	count	Lav./count		Lav./count				
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd								
Vs. strong: X=m5+M4; 2 ♣ = ♥+ ♠; 2 ♦ = 6+M	3rd								
2M= M5+m4; 2NT= minors	Signals (	Signals (including Trumps):							
Multilandy									
	DOUBLES								
	TAKEOU	T DOUBLES(Style;	Responses;Re	eopening)					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	+13 poin	+13 points takeout							
DBL=takeout	+18 poin	its any							
natural suit	Response: 0-8; 9-11; +12 GF(CBD/Game)					SPECIAL FOR	CING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	SPECIA	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
Vs 1♣/2♣ DBL= ♣ Neg DBL									
	RDBL = +10HCP (or +11points)					IMPORTANT N	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE									
system ON						Psychics: someti	imes		
RDBL=+10HCP (11points)									

	TICK	MIN NO.	NEG.				COMPETITIVE & DACOED HAND
OPEN	IF ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3 4H 12-22 points, better minor (3-3 = Cl; 4-4 = D)		12-22 points, better minor (3-3 = Cl; 4-4 = D)	1C-2C 6-10 points (+4cards); 1C-3C 13-16 points GF(+5cards)	1C - 1x-2C 12-14 points (+6cards)	any bid of a passed hand is NF  except IS  JS of a passed hand promissed 1
					Jump sift = strong (+5 cards)	1C-1x-3C 15-17 points (+6cards)	JS of a passed hand promissed 13-
					1C-2 NT (+13 GF; balansed; possibile 4M)	1C-1x-2y +17 points F(+9 cards in C and y)	points and fitt
						1C - 1x-3 y 18-22 points (6-4)	
1D		3 4H 12-22 points, better minor (3-3 = Cl; 4-4		12-22 points, better minor (3-3 = Cl; 4-4 = D)	1D-2D 6-10 points (+4cards); 1D-3D 13-16 points GF(+5cards)	1D - 1x-2D 12-14 points (+6cards)	
					Jump sift = strong (+5 cards)	1D-1x-3D 15-17 points (+6cards)	
					2C +11 points (+3cards) F to 2NT	1D - 2C-2H/S (+4cards/12-18 points)	
					1D-2 NT (+13 GF; balansed; possibile 4M)	1D - 1x-3 M 18-22 points (6-4)	
1H/S		5	4D	12-22 points, +5 cards major	1H/S=2H/S 6-10 points (+4cards); 1H/S-3H/S 13-16 points GF (fit)	1M - 2m - 2x/NT/3m/3om - 2/3M	
					Jump sift = strong (+5 cards)	11-12 points (+3cards M) NF	
					1H/S-2C/D +11 points (+3cards) F to 2NT		
					1H/S-2 NT (+13 GF; balansed; possibile 4M, possibile fit)		
1 NT		2		15-17 HCP balanced, may be 5M	0-7 PASS, transfer or 2 (5-4/5-5M; 4-3-5-1; 3-4-5-1; 4-4-4-1)		
					8-9 points - INV after 2♣ or transf.		
					+10 - G after 2♣ or transf.; TEXAS; 1N-2[ (5-4m); 1N-3{ (5-5M)		
2C				+23 points or 9 tricks	0-7 HCP - 2D	2C - 2D - 2X - 3C (0-3 HCP)	
					+8 HCP - nat.	2C - 2D - 3C - 3D (0-3 HCP)	
2D		5		preempt			
2H		5		preempt			
2S		5		preempt			
2NT				21-22 HCP, balanced, maybe 5M	3C-ask for M; 3D/H- tranf		
3C		6		preempt			
3D		6		preempt			
3H		6		preempt			
3S		6		preempt		High Level Bi	dding
3NT		2		25-27 HCP		4NT BLKW KC 41/3	30/2-Q/2+Q
4C		6		preempt			
4D		6		preempt			
4H		6		preempt or play			
4S		6		preempt or play			
4NT				blackwood - key, 41/30/2-Q/2+Q			
5C				preempt or play			
5D				preempt or play			
5H				preempt or play			
5S				preempt or play			
5NT							

## Description