DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGN	IALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STY	LE			
Style: Natural 5+cards 6/17		Lead		In Partner's Suit	CATEGORY: Green	
	Suit	3rd/5 th		3rd/5th	COUNTRY: FRANCE EVENT: European Junior Championships U26	
Responses: new suit natural, weak jump raises	NT	4 th best		3rd/5th	PLAYERS: A.Boulin – T.Guillemin	
Responses: new suit 1/1 and 2/1 F1	Subseq	Same as	s above	Same as above		
Reopening: overcall shows less than good opening hand	Other:	Bame a.	3 400 10	Banic as above	 	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 / 2 Zero, responses, responses,	Lead	Vs. Sui	t	Vs. NT		
Overcall: 16-18 (after pass: 4 Highest 6 other)	Ace		+), $AKx(+)$, $Ax(+)$	AKx(x), Ax, AK, AKQx	GENERAL APPROACH AND STYLE	
Responses: Stayman / Texas on m, Texas on M	King			KQJxx(+), KQT9(+)		
		+ singl				
Reopening: 9/13	Queen QJ		, Q(x)	AQJ(+), KQ, KQTx(+),	Better minor, Strong NT (15-17), Major 5th	
				KQx(+), QJT(+), QJ9(+)	4	
Responses : same as above	Jack	JT(+),	J(x)	AJT(+), KJT(+), JT9(+), JT8(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KT9(+), QT9(+), T9(+),	AT9(+), KT9(+), QT9(+),	2♣ game forcing or 22-23 pts	
SOMI OVERCALES (Style, Responses, Unusual IVI)	10	T(x)), Q1)(+), 1)(+),	T9x(+)	24 game forcing of 22-23 pts	
3NT GAMBLING	9	9(x)		9(x)(x)		
2-suit : 1m - 2♦ = Ms ; 1m - 2NT = m ' + ♥	Hi-X		xXxx , Xx	HXx , Xx , Xxx , xXxx(x)		
1M - 2M = M '+♣; 1M - 2NT = ms; 1M - 3♣ = M ' + ♦	Lo-X		, xxxxX , HxX ,	HxxX , xXxx(x)		
	SIGNAL	S IN ORDER O				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1M 3M = Ask for stopper	1	Count	Count	Count		
	Suit 2	Hi=ENCRG	Suit Preference	e Direct call		
	3	Suit Preference				
	1	Count	Count	Count	2♦ : Multi (only weak)	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Hi=ENCRG		count	2 ♥ : 4-4 maj weak	
Vs Strong : $X = 5m4M$; $2 = Ms(4+4+)$;	3		Suit Preference	e	2♠ : 5♠ + 4 min weak	
2♦=1-suit M	Signals C	Count : Hi/lo=Eve	en; count reversed in	n trump (rare)		
$2\Psi/\Phi = \Psi/\Phi + m (5+/4+)$						
Vs Weak (12-14 max) : 2♣ = both majors, $2x = \text{transfer}$						
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	IIT DOURI FS	(Style; Responses; 1	Reonening)	-	
Double = Take out; new suit natural;			style or 18+HCP an		-	
Cue-bid = 2-suiter : 2M 3M = ms ; $3 \clubsuit 4 \clubsuit = + + \heartsuit$; $3 \clubsuit 4 \spadesuit = Ms$	1 ake out	double . 3-suitei	style of 18+HCF all	у	+	
3 + 4 = Ms ; 2/3M 4m = M' + m	Reopenin	g: 3-suiter or 13	S+ HCP any	1		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Теорени	15 . 3 Suiter of 12	ov frei ung			
1 = 5-4 majors	SPECIA	I. ARTIFICIA	L & COMPETITIV	F DRIS/RDIS		
$\frac{1}{1} = 5 - 4 + \text{minors}$ $2NT = 5 - 5 + \frac{1}{1} = 5 - \frac{1}{1} = \frac{1}{1$	SIECIA	L, ARTHTEIA	E & COMI ETITIV	E DDES/RDES	7	
2 - 5 - 5 majors $2 - 5 - 5 majors$ $2 - 5 - 5 majors$ $2 - 5 - 5 majors$ $3 - 5 - 5 majors$ $3 - 5 - 5 - 5 majors$					1	
OVER OPPONENTS' TAKEOUT DOUBLE	-1				IMPORTANT NOTES	
1/1 = F1 ; 2/1 = F1	\dashv \vdash				Light opening in 3rd seat according to vulnerability	
XX = 10+	1				2.5 opening in 31d seat according to variousity	
Fit jumps = weak; 2/3NT = Fit					PSYCHICS: rare	
· J ·· P ·· · · · · · · · · · · · · · ·	1 1					

7 h	F [AL	OF	_				
OPENING	CK I	. NO. DS	.DBL U				COMPETITIVE &
OPE	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.*				12-21 HCP; better minor	2♣ = nat strong (11+H); $3♣$ = nat weak (3-9H)	After $1 \triangleq 2 \triangleq : 2x = 5 \triangleq /4x ; 2NT = 12 - 14 \text{ or } 18 - 19 ;$	
		3			2♥ = 5♠-4+♥ weak	3♣=6/3/3/1 ; 3x=splinter 15-17H ; 3NT=4/4/4/1 15-17H ; 4♣= to slam ; 4x= BW exclusion	
		3		12-21 HCP; better minor	2♦ = nat strong (11+H); 3 ♦ = nat weak (3-9H)	After 1♦2♦ : Same as above	
1 ♦		3			2♥ = 5♠-4+♥ weak		
1♥		5		12-21 HCP ; 5+♥	2NT = inv or GF with 3 or $4 \checkmark$; 3M = weak $4 \checkmark$; $3 \checkmark 3 \checkmark$ = nat 6+ cards 10-11		2♣ = drury
1♠		5		12-21 HCP ; 5+♠	2NT = inv or GF with 3 or $4 \clubsuit$; 3M = weak 4 trumps; $3 \clubsuit/3 \spadesuit$: nat 6+ cards 10-11		2♣ = drury
				15-17 BAL	2♣ stayman; 2♦/♥/♠3♣ texas;	After texas minor : 3♥/♠/NT = shortness	
INT					3♦ one-suiter♦ with two Honor		
IN I		-			3♥=5♦-4♣ +3♠ 3♠=5♦-4♣ +3♥		
					$4 \triangleq 5.5$ majors (prfrc♥) $4 ♦ = 5.5$ majors (prfrc ♠)		
2*	YES	-		Game forcing or 22-23	2 e relay ; $2 $ $ = 5 $ $ 5 $ m , $2 $ $ = 5 $ $ 5 $ x; $3 $ $ € $ $ > 4 > 4 = 6 + good cards$	44	
				One major suiter (6+) weak	2♥/♠ =pass or correct; 2NT=asking; 3♣/♦= nat	7.	
2♦	YES	_		(5-9 NV, 6-10 VUL)	NF; 3NT= to play; 3√/3♠= pass or correct		
					4♣=ask for the maj in transfer;4♦=ask for the maj 4♥/♠ To play		
2♥	YES	4		4+-4+ maj weak (6-9 NV, 7-10)	2NT Ask the minor; 3♣= strong relay		
	YES	-		5♠-4+m weak (6-9 NV, 7-10)	2NT = ask for the minor; 3 = strong 15+ pts;	After $3 \spadesuit : 3 \blacktriangledown = 3$ cards \blacktriangledown , $3 \spadesuit = 2$ cards \blacktriangledown , $3 \text{NT} = 0$	
2♠	TES	5		VUL)	3♦= strong with ♥; 3♥=forcing pass	or 1 card ♥	
				20-21 BAL	3♣ stayman with or without a major; 3♦/♥/♠/		
2NT					transfer; 3NT= transfer • (5 cards 10-11H)		
2.0		(DDE (4.9 NN/ C.10 NH/I)	4♦ two-colours major ; 4♣ : transfer ♦ (6 cards)		
3 ♣ 3 ♦		6		PRE (4-8 NV, 6-10 VUL) PRE (4-8 NV, 6-10 VUL)			
3♥		6		PRE (4-8 NV, 6-10 VUL)			
3♠		6		PRE (4-8 NV, 6-10 VUL)			
				Gambling (solid minor 7th)			
3NT	YES						
4*		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4 A		7		PRE			
4NT		-		PRE		HIGH LEVEL BIDDING	
5 .		8		PRE		BW: 41/30 (5 keys)	=
5 ♦		8		PRE PRE			
5 ∀		8		PRE			
J 🗖		ø		1 IXL			