DEFENSIVE AND COMPETITIVE BIDDING	LEADS A	ND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
1 NT overcall	Lead in Partner's Suit							
2nd = 15/18 HCP	Suit odd even		odd even		ZONAL 2023			
4 th = 10/13 HCP	NT 4th best			odd even		Country: REUNION		
	Subseq					Event: Mixte		
	Other:					Players: WAN-HOI Régine LEMARINEL Michel		
	1							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
1min - 1SA : 2♣ stayman, 2♦ -> 2SA : texas ♥, ♠, ♣, ♦	Lead	Lead Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE		
1Maj - 1SA : 2♣ -> ♠ : texas ♦, ♥, ♠, ♣, imp=stayman	Ace K or Axxxx		AKxx - AKJ		Best minor - Inverted min support			
	King	King AK KQ KQJ - KQ109		Q109	1 m 2 ♥ = 5 ♠ & 4/5 ♥ (6 - 9 HCP)			
JUMP OVERCALLS(Style; Responses; Unusual NT)	Queen	Queen QJ10 - QJ10X		QJ10 - QJ9		1 NT (15 - 17 H) Maj/5 possible		
2-3major/3+ : preempt / Mikaël 1min-2+ : 2major	Jack	J109		HJ10x-J109		2 ♣ = forcing game		
2NT : 2suiter / 3 : 2suiter (except over 1 )	10	.0 10x - 1098 - 109x		109x		2 • = multi		
Reopening : 6 cards, 10-11 H	9 <mark>9</mark> x			<mark>9</mark> xx		2 NT = 20/21 H -Puppet stayman/transfer		
	Hi-x	·x				2 ♥ = 5♥ & 4 minor+ or 5♥ & 5♠,less than opening 9H-		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening	Lo-x	Lo-x			2 ♠ = 5 ♠ & 4 minor+, less than opening 9H-			
1♣-2♣ : natural / 1Maj-2Maj : 5 other Maj - 5 ♣	SIGNALS IN ORDER OF PRIORITY				3 NT = minor 7th			
1+-2+: 5♠ & 5♠ / 1♣-2+ : 5-5 major	Partner's Lead Declarer's L		Lead	Discarding	3 ♠ 3 ♦ 3 ♥ 3 ♠ = preempt			
	Suit:1st	HI/LO even	same		same	4 NT : 5/5 min		
	2nd	Hi ENCRG			same	Landik : after intervention by 1 SA		
	3rd	suit preference			suit preference	Drury fit - Rubensohl-Double 2		
	NT: 1st	HI/LO even			HI/LO even	flexible in 3rd position		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	small ENCRG				Forcing NT		
X = 5/6 minor + 4 major	3rd	suit preference			suit preference	Woosley Ghestem		
2♣ : landy	Signals	Signals (including Trumps): echo in trumps = S/P or ability to ruff		P or ability to ruff	Truscott only for Majors			
2 ♦ = 6 cards major		ll (lo Vs NT, hi Vs s	suit)					
2 NT = 2 minors	K = Parity and unblocking NT							
2 ♥ or 2 ♠ = 5 major & 4+ minor	smith = low - ENCRG for two partners							
Defense on weak NT	Spoutnik until ( 4 🎔 )							
X = > 14 HCP + regular								
partner : 2 ♣ 2 ♦ 2 ♥ 2 ♠ 2/3NT= natural N						SPECIAL FORCING PASS SEQUENCES		
3♠: stayman GF/3 ♥ 3 ♠: natural GF								
2 + 2 ♥ 2 ★ 3★ = texas / 2★ : landy / 2SA : minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
Defense on 3 minor preempt	T/O double and redbl							
3♣/3NT- 4 ♦ = 2 majors	Lead directing dbl					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
3♣/3NT - 4 ♣ = 5 ♦ + 5 ♥	redbl after 1 NT = trf to 秦							
3 🔶 - 4 🔶 = 2 majors	redbl after 1 level opening = 10 + HCP							
3 🔶 - 4 🙅 = natural								
Defense on 3 major preempt						Psychics: rare		
Cue-bid = 5 minor + other major								
4SA : 2 minors over 3♥ / unknowed 2suiter over 3♠								

OPEN	TICK IF ART.	MIN NO. NEG OF CARDS TH	DBL. RU	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 🛧 / 1 🔶		3	11-21 HCP	1/1 : forcing / 1NT-2NT-3NT : natural	NAT	
			Best minor	1 minor - 2 💙 : 5 🛦 & 4-5 🂙 (6-9 HLD)	NAT	
				1 minor - 2 🛦 : natural strong	NAT	
				1♣-2♦ & 1♦-3♣ : fit limit	NAT	
1 major 5	5	11-21 HCP	1 NT = forcing			
			2 NT = fit /4 + strong			
				3 NT = fit/4 -13/15 HCP	NAT	
				2 over one = forcing game	NAT	
			1M 3 : 9-12 HLD 3 : 9-12 HLD 4	NAT		
1 NT			15-17 HCP, balanced	stayman 4 responses - transfer		
			Maj/ 5 possible	2NT bicolor minor		
				3 6 cards NF		
				3♥ or 3♠ =5-4 minor, singleton ♥ or ♠		
2 桊	Х	0	Game-Forcing	Italian CTR : from 2 + to 2 NT	NAT	
				0/1;2/3;4/5;6+		
2 🔶	х	0	MULTI	2 M = not forcing		
			major weak 6 cards	3 M = not forcing		
			balanced hand 22-23 H Maj/5 possible			
		minor strong 20-23 HCP	2 NT = artifical relay forcing			
2 💙	Х	5	5 & 4+ minor, less than opening	2 NT forcing		
			or 5♥ & 5♠, less than opening	3 🔹 = to play a min		
				3♦ fit ♥ limit		
2 🗭	Х	5	5 🗣 & 4+ minor, less than opening	2 NT forcing		
				3 🝨 = to play a min		
				3♦ fit ♦ limit		
2 NT			MAJ/ 5 possible	puppet stayman / transfer		
			20/21 HCP	3•: unicolor or bicolor minor		
				3 NT : 5♠ & 4♥ game		
			4. 5♥&5. ou more♥than. slam try			
			4♦: 5♥ & 6♠ slam try			
			4♥: 5♠ & 4♥ slam try			
4 🛧 : 5		6 or 7	preempt			
3 🔶		6 or 7	preempt			
3 🛡		6 or 7	preempt			
3 •		6 or 7	preempt			
3 NT		7	Gambling full in min	Max 1 Q in another suit		
4 NT			bicolor minor			
						1
			41/30			
4 NT = RKCB			41/30			
5 NT after 4 NT			asking for Kings			
DOPI						