

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5-16 5+ card suit, Sound Overcalls on the 2 Level
Cue = F raise. 2NT good raise 4plus New Suit = F T/OX can be light if shape suitable
Response Natural New Suit F1R
X then bid = 17+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Pos = 15-18 .Protective seat reopening =10-14/15
Continuation as for opening INT
System On
(1H) P (P) 2NT = 18-19
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit = Natural and weak
Ghestem and Leaping Michaels
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue= Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 4Maj with longer minor – or any strong hand or long D suit
2 clubs asks for Majors (4/4)
2 diamonds = single suited Major
2 Major = 5 M and m
2NT – Minors 5/5 or 5/4
X of weak NT = Penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4S
Cue = stopper ask
Leaping Michaels (note 3)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors/ 1NT =minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX =10+ Interested in Penalty. Bromad
Promises another bid
Jump = weak 2NT -good raise 10 plus 4card plus suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th	
Other:A=Att K = Unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ or AK bare	KQ or AKQ or AKJ10	
Queen	QJ or AKQ	QJ or KQ109 or KQJ	
Jack	J10	J10or	
10	109 or 10X	109 or 10X or HJ10 KJ10	
9	9X or H109	98 or 9X or H109	
Hi-X	even	Even or top of nothing	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=Enc/Count	Lo = Count SP	Lo=Enc
Suit 2	Lo= Enc/Count	Lo=Count SP	Lo=Enc
3			
1	Lo=Enc/Count	Lo=Count/SP	Lo=Enc
NT 2	Lo= Enc/Count	Lo=Count/SP	Lo=Enc
3			
Signals (including Trumps):			
Suit Pref			
Hi/Lo = Odd Original Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be Light with Classic Shape			
Offshape if 17+			
Cue=F till Fit, single jump 8-10 (4 card) dbl jump 8-10 (5 card)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X's			
Support X's and redoubles			
Neg doubles upto 3S			
Lead directing dbls of artificial suits . Looking for save			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
PLAYERS: Diana Balkin/ Jeff Sapire
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 5/5/3/3
INT response = Semi Forcing
1C = 3+
1D=3+
1H/S=5+
INT=14+-17 Could have 5 Crad Maj or 6 card m
2/1 Response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2Cl = Strong Near GF Any Suit
2D/2H /H/S = Weak 6 cards suit (On occasion 5 Card suit)
Good/Bad NT - 2NT = bad hand
Leaping Michaels over a weak 2 of a M
Forcing and non forcing Checkback
Ghestem Bromad after the dbl of a M opening
Drury by Passed Hand Inverted Minors
Bergen – 3cl (8-11) 4 card 3d (10/11) 3 card
Lebensohl after 2 level overcalls of NT and after Dbl of weak 2
Jacoby
Heartbreak convention (note 3)
Smolen over 1NT and 2NT
SST/NSST 3sp = NSST IN H and 3NT = NSST IN SP
Gambling 3nt 4NT – Ace ask – show specific Ace
SPECIAL FORCING PASS SEQUENCES
Yes – applies after a 2cl opening, after a 2/1 bid and if partnership has guaranteed 23 plus points
IMPORTANT NOTES
PSYCHICS:Rare – 3rd seat openings can be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21 HCP	1NT=6-11 2c=Inv Minor response Weak Jumps	4 th Suit = GF Reverse by Opener = F	Jump cue over overcall asks for stopper
						Reverse by Responder = GF	
1♦		3	3S	11-21 HCP	As for 1c1	As for 1c1	As for 1c1
1♥		5	3S	11-21 HCP	1NT=6-11 2 level OS bids = GF 1H-2H = 5-9 and 3 cards 1H-3H = 4-7 and 4 card support 1H-2NT = Suit agreement GF Svencoby (note 11) 1H-3cl = 4 card support 8-11 1H- 3d = 3 card support 10-11 1H - 3NT = 4/3/3/3 12-15	As Above	
1♠		5	3S	11-21 HCP	Same as for 1H	As Above	
1NT				15-17 HCP mostly Bal	2c=Stayman 2d=T/F to H 2H=T/Fto S 2S=T/Fto cl 2NT= T/F to diamonds,3lc puppet Stayman		
2♣		0	3S	Artificial Near GF Any Shape	2d=Pos relay 2H = Less than K or 2 Queens 2NT = Pos with Hearts and 2 of top 3 Honours 2S/3cl/3d = Pos with that suit and 2 of top 3 honours	2sp forces 2NT after which any bid is non forcing	
2♦		5/6	3S	5-10 HCP	New Suit = F 2NT = Enquiry	Show feature	
2♥		5/6	3S	5-10 HCP	As Above	As Above	
2♠		5/6	3S	5-10 HCP	As Above	As Above	
2NT		1		20-21 Mostly Balanced	3cl= Stayman 3d = T/F to Hearts		
3♣		6		Preemptive	3H = T/F to Spades; 3S = minor suit Stayman 3NT = To Play; 4H = 5/5 in the Majors 4NT = Quantitative; 5NT = Quantitative 4CL/4D long suit		
3♦		6		Preemptive	As Above		
3♥		6		Preemptive	As Above		
3♠		6		Preemptive	As Above		
3NT				Solid 7 card minor	At Best a Q outside		
4♣		7		Solid Heart Suit			
4♦		7		Solid D suit			
4♥		7		Preemptive			
4♠		7		Preemptive			
4NT	Yes			Asking for Specific Aces	5cl = NO A 5d/H/S/NT =1A in bid suit 6cl = 2+A	HIGH LEVEL BIDDING	
5♣						RKCB 1430	
5♦						1 st and 2 nd Round controls up the line	
5♥						Minorwood in limited circumstances	
5♠						Exclusion	
						Keycard Blackwood 1/4 3/0	

