

**SABF CC**

For **RED POINT** events, both pages must be completed; Page 1 only suffices for all other events.

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
VUL SOUND
CUE BID RAISES
ADVANCER BID N/F
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>ND</sup> 15/18
4 <sup>TH</sup> 10/14 (Minor) 11-16 (major)
4 <sup>TH</sup> BAL 15/18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 SUIT WEAK JUMP
4 <sup>TH</sup> POS JUMP OVERCALL SRONG
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE BID ..2 SUITER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS STRONG MECKWELL
VS WEAK HAMILTON
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = 3 SUITER
LEAPING MICHAELS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1C X = MAJORS 1NT = MINORS
JUM P = WEAK 6 CARDER
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 9 + HCP BAL
2NT = LIMIT RAISE
JUMP IN PD,S SUIT 4/5 CARD SUPPORT PREEMPTIVE
JUMP IN NEW SUIT WEAK 6 CARDER

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>TH</sup>	4 <sup>TH</sup>	
NT	4 <sup>TH</sup>	4 <sup>TH</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK XXX	AKJT9XX	
King	KQJT KQTX KQ987	KQJT KQJT KQT98X	
Queen	QJTxx QJ98X	QJTXX QJ98XX	
Jack	JT9XX JT87X JTXX JX	JT9X JT8XX	
10	TX T98XX	2 OR NONE HIGHER	
9	9X	2 OR NONE HIGHER	
Hi-X	DOUBLETON	DOUBLETON	
Lo-X	3 CARDS OR LONGER	3 CARDS OR LONGER	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	UDA	UDC	UDA
Suit 2	UDA	UDC	UDA
3	UDA	UDC	UDA
1	UDA	UDC	UDA
NT 2	UDA	UDC	UDA
3	UDA	UDC	UDA
UDA ON PARTNERS ACE LEAD			
UDA ON PARTNERS Q LEAD IN NO TRUMP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/O X = OPENING VALUES , MAYBE LESS WITH CLASSIC SHAPE.			
ALL INITIAL X T/O			
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<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
RE OPENING X			
SUPPORT X			
RESPONSIVE X			
COOPERATIVE X			
NEGATIVE X			

<b>SABF CONVENTION CARD</b>
<b>PLAYERS:</b> ROZ BERNSTEIN 3 SHARON LANG 4278
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1
5 CARD MAJORS
4 CARD DIAMOND
2 CARD CLUB
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
MULTI 2D
BERGEN
TRANSFER
2 SUITER OVERCALLS (IN NOTES)
MECKWELL
LEBENSÖHL,
DRURY
INVERTED MINOR
<b>SUGGESTED DEFENSES</b>
Suggested defence vs Meckwell under notes

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11+	NATURAL INVERTED RAISES	NATURAL	
1♦		4		11+	NATURAL INVERTED RAISES	NATURAL	
1♥		5		11+	NATURAL	NATURAL	
1♠		5		11+	NATURAL	NATURAL	
INT		1		15/17	STAYMAN , MAJ/MIN TRANSFERS,	NEW SUIT FORCING AFTER TFR	
2♣	YES	0			PODI AFTER INTERVENTION	NATURAL	
		0					
2♦	YES	0		MULTI – WEAK IN MAJORS	2H = RELAY , 2S = LONGER H THAN SP 2NT = FORCING	AFTER 2NT RESPONSE'; 3C = SRONG VERSION 3D TFR TO H , 3H TFR TO SP	
2♥		6		8+ TRICK HND	2NT RELAY NEW SUIT GF	N ATURAL	
2♠		6			2NT = RELAY NEW SUIT .. GF	NATURAL	
2NT		1		20/21 HCP	PUPPET STAYMAN TRANSFERS 3S TFR TO 3NT 3NT= 5S & 4H		
3♣		6		5/10HCP	NEW SUIT FORCING	0/1 BID 3NT, 2 REBID OWN SUIT, SUPPORT WITH 3	
3♦		6		5/10HCP	NEW SUIT FORCING	0/1 BID 3NT, 2 REBID OWN SUIT, SUPPORT WITH 3	
3♥		6		5/10 HCP	NEW SUIT FORCING	0/1 BID 3NT, 2 REBID OWN SUIT, SUPPORT WITH 3	
3♠		6		5/10HCP	NEW SUIT FORCING		
3NT	YES	0		7+ SOLID M9INOR	4C = PC		
4♣		7		7+ SUIT			
4♦		7		7+SUIT			
4♥		7		7+SUIT			
4♠		7		7+ SUIT			
4NT	YES	0		ASKS FOR SPECIFIC ACES			
5♣		8		LONG SUIT			
5♦		8		LONG SUIT			

**HIGH LEVEL BIDDING**

5♥		8		LONG SUIT		
5♠	L	8		LONG SUIT		