

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
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit = Natural and weak
Michaels 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 or 5/4)
2 diamonds = single suited Major
2 Major = 5 M and m
2NT – Minors 5/5 or 5/4
X of weak NT = Peanly
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	J10	
10	109 or 10X	109 or 10X or HJ10	
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):			
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			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
PLAYERS: Diana Balkin/ Sharon Izerel
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
Michaels 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
Svencoby (note1) Namyats (note2)
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
After 2 over 1
After 2C opening
When our side has 23+ hcp
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-3c1 = 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/3c1/3d = 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	3c1= 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	5c1 = NO A 5d/H/S/NT =1A in bid suit 6c1 = 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	

Notes for Balkin – Izerel

1 Svencoby

Used only with 4 card support and Opening Hand or better

1M 2NT = Svencoby

3cl. = Min

3d = Xtra values No Splinter 14+

3h. = Xtra values splinter in Spades

3S =Xtra Values Splinter in Diamonds

3NT = Xtra Values splinter in OM

After 3cl

3d = Asks for Splinter

3h = No Splinter

3sp= Splinter in clubs

3NT= Splinter in Diamonds

4cl = Splinter in OM

New Suit = Splinter

3M = Asks for Control

3NT = Natural and NF

After 3d 3M asks for control

All other bids show shortage

3h = Shortage in Hearts

3sp = Shortage in Spades

4cl = Shortage in Clubs

4d = Shortage in Diamonds

2.Namyats

4 Level openings

4c1 = A solid Heart suit

4d = a solid Spade suit

No outside A or K

4H /SP = Natural and NOT a solid suit

3. Heartbreak convention

Applies after a strong 2c1 then a weak 2h response eg

2c1	2h (Negative Bid – less than 3 queens)
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2sp(Forces 2NT)	2NT (Forced)
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Any suit	Can be passed
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