DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE			
7+ points		Lead		In Partner's Suit	CATEGORY: Green
General style sound	Suit	4 th or low fr	om Hxx	4 th or low from Hxx	NCBO: South African Bridge Federation
Responses Jump raise = pre-emptive	NT	4 th or low fr	om Hxx	4 th or low from Hxx	PLAYERS: Val Bloom & Maureen Holroyd
New suit = forcing	Subsequent	Attitude. Lo	w from Hxx.	Attitude. Low from Hxx.]
		ported high from		s suit	
	A asks for at	titude, K for unbl	ock		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd position 15-18	Lead	Vs. Suit		Vs. NT	
4 th position 8-14	Ace	AKx, Axxx		AK, AKx(+)	GENERAL APPROACH AND STYLE
	King	KQ, AK, KO		KQ, AKJ10(x), KQ10x(+)	2/1 GF 5533 15-17NT
Cue after 1NT in balancing position = 11-12	Queen	QJ, QJx (+)		QJ, QJx, AQJx, KQx(+)	Light openers and responses usually on shape
2NT = 13-14 points, 2C Stayman	Jack	J10x, KJ10x	· /	J10x, KJ10x(+)	Multi 2D, ACOL 2H/S=8 tricks
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x, H109z	x(+)	109x, K109x(+)	WJO
Weak	9	9x, 98x		98x	Ghestem
Intermediate in 4th	Hi-X	Xx, xXxx		Xx, xXxx	Inverted Minors
Ghestem = 2 suiter	Lo-X		(+) xXxx(+)	HxX, HxxX(+) xXxx(+)	
Reopen: Cue Michaels	SIGNALS I	N ORDER OF P	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Lea	v	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cue bid Ghestem		Encouranging	Hi-Lo = Even	Hi Encouranging	Ghestem
		-Lo = Even	S/P	Hi-Lo = Even	Gambling 3NT
	3 S/1				Weak Jump Shifts and raises in competition
				Hi Encouranging	Scrambling 2NT
VS. NT (vs. Strong/Weak; Reopening;PH)		-Lo = Even	S/P	Hi-Lo = Even	RKCB 1430
Hamilton (X=5+m4M)	3 S/			S/P	Italian style cuebids
X of Weak NT = Penalty	Signals (including Trumps): suit preference				Good bad NT
		ice Hi highest ranl			Splinters
	On lead of A or Q low=Enc. On K asks for unblock or count				Multi 2D
			DOUBLES		Fit showing suit bids
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	le; Responses; F	Reopening)	
T/O Dbl through 4S					
	May be lig	ght with classio	c shape		
	Cue = For	cing until suit	agreement		
	Single jun	np 8-10 4 card	suit		
		8-10 5 card suit			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2+					SPECIAL FORCING PASS SEQUENCES
Vs. 1C: X = Majors; 1NT = Minors ; 2NT = Major + minor	SPECIAL,	ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	Following double of 1NT, pass non forcing
Vs. 2C: X = Majors; 2NT = Minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Responsive double in competition				
		X by opponents p		- points	
OVER OPPONENTS' TAKEOUT DOUBLE		ng doubles of artif		•	IMPORTANT NOTES
New suit forcing					
Jump new suit weak					
2NT limit raise or better. BROMAD					PSYCHICS: Rare

U	F IAL	OF	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		3	3S	11-21 НСР	Single raise = inverted (forcing)	4 th suit forcing: GF	Jump shift pre-emptive over		
					Strong jump shift	Reverse by opener forcing. 3 rd suit F1	overcalls		
1 ♦		3	3S	11-21 HCP	Single raise = inverted (forcing)	As above			
					Strong jump shift				
1♥		5	3S	11-21 HCP	Single raise weaker than double raise	Raises limit, reraises = pre-emptive	Drury		
		-	211	11.01.00	Strong jump shift, 2NT = fit artificial				
1		5	3H	11-21 HCP	As for 1H		Drury		
INT				15-17 Balanced/semi-balanced	Transfers				
2.	Yes			Artificial GF	Natural positive requires good suit. 2D = neutral	Cheapest minor second negative 3 over 3			
2*	1 05			Artificial Of	Natural positive requires good suit. 2D – fieutral	Cheapest minor second negative 5 over 5			
2 ♦	Yes	0		Multi weak 2 in major 6-10	2NT = Fording enq. 2H/S = P/C				
2.	105	0		Or 8 tricks	4C asks opener to bid one below suit.				
2♥		5		8 tricks	To use opener to old one below suit.				
24		0							
2 🏘		5		8 tricks					
		-							
2NT				20-21 Balanced/semi-balanced	Transfers, Puppet Stayman				
3.		6		Pre-emptive	New Suit Forcing				
3♦		6		Pre-emptive	New Suit Forcing				
3♥		6		Pre-emptive	New Suit Forcing				
3♠		6		Pre-emptive	New Suit Forcing				
3NT		7		Gambling – Long minor	4C = Pass/Correct				
5111		7							
4*		7		Pre-emptive	Natural				
4♦	1	7	1	Pre-emptive	Natural				
4♥		7		Pre-emptive	Natural				
4♠		7		Pre-emptive					
4NT				Blackwood					
5*		7		Pre-emptive		High Level Bidding			
5♦		7		Pre-emptive		DEPO, DOPI			
5♥		7		Pre-emptive		RKCB 1430			
5♠		7		Pre-emptive					
			l	Į	<u></u>	- <u>-</u>			