

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7+ points
General style sound
Responses Jump raise = pre-emptive
New suit = forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position 15-18
4 <sup>th</sup> position 8-14
Cue after 1NT in balancing position = 11-12
2NT = 13-14 points, 2C Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Intermediate in 4th
Ghestem = 2 suiter
Reopen: Cue Michaels
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid Ghestem
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Hamilton ( X=5+m4M )
X of Weak NT = Penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O Dbl through 4S
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 1C: X = Majors; 1NT = Minors ; 2NT = Major + minor
Vs. 2C: X = Majors; 2NT = Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing
Jump new suit weak
2NT limit raise or better. BROMAD

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
NT	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
Subsequent	Attitude. Low from Hxx.	Attitude. Low from Hxx.	
Other: if supported high from xxx in partner's suit			
A asks for attitude, K for unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQ109x	KQ, AKJ10(x), KQ10x(+)	
Queen	QJ, QJx (+)	QJ, QJx, AQJx, KQx(+)	
Jack	J10x, KJ10x(+)	J10x, KJ10x(+)	
10	109x, H109x(+)	109x, K109x(+)	
9	9x, 98x	98x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	HxX, HxxX(+) xXxx(+)	HxX, HxxX(+) xXxx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi Encouraging	Hi-Lo = Even	Hi Encouraging
Suit 2	Hi-Lo = Even	S/P	Hi-Lo = Even
3	S/P		
1	Hi Encouraging *	Hi-Lo = Even	Hi Encouraging
NT 2	Hi-Lo = Even	S/P	Hi-Lo = Even
3	S/P		S/P
Signals (including Trumps): suit preference			
Suit preference Hi highest rank Echo shows ability to ruff			
• On lead of A or Q low=Enc. On K asks for unblock or count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Cue = Forcing until suit agreement			
Single jump 8-10 4 card suit			
Double jump 8-10 5 card suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive double in competition			
XX after t/o X by opponents promises no fit 9+ points			
Lead directing doubles of artificial suits			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: South African Bridge Federation</b>
<b>PLAYERS: Val Bloom &amp; Maureen Holroyd</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF 5533 15-17NT
Light openers and responses usually on shape
Multi 2D, ACOL 2H/S=8 tricks
WJO
Ghestem
Inverted Minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Ghestem
Gambling 3NT
Weak Jump Shifts and raises in competition
Scrambling 2NT
RKCB 1430
Italian style cuebids
Good bad NT
Splinters
Multi 2D
Fit showing suit bids
<b>SPECIAL FORCING PASS SEQUENCES</b>
Following double of 1NT, pass non forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

