DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	ALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE				
1/1 8+ points usually good suit for the lead		Lead In Partner's Suit			tner's Suit	CATEGORY: Open Teams
2/1 10+ points usually good suit for the lead in the weaker range	Suit	4 th best			^{3rd} or top of sequence	NCBO: KUWAIT
	NT	4 th best			a a	Naelah ABO HANTASH & Rana ANABTAWI
	Subseq					
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			a.		SYSTEM SUMMARY
2 nd seat 15-17 Stayman & transfers are on	Lead	Vs. Suit		Vs. N	Г	
4 th seat 11-13 balancing Stayman & transfer are on if possible	Ace	AK		AK		GENERAL APPROACH AND STYLE
	King	KQ		KQ		Short Club, Diamond 4 cards, five card major, intermediate NT
	Queen Jack	QJ J10		OJ J10		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10X		10X		
Weak jump overcall 6-11 points according to vulnerability	0 0	9X		10X 9X		
Unusual 2NT showing High and Low suits	9 Hi-X	Even number	er		number	
Chastal 21(1 showing then and Low suits	Lo-X	Odd numbe		Odd n		
Reopen:		ORDER OF P				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		tner's Lead	Declarer's Lea	d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Good hand ,game try	1 Att	itude			High is interested	Modified Micheal's
	Suit 2 Co	unt				Lebensohl
	3					Bergen
	1					
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Co					
	3 Att					
	Signals (inclu	ding Trumps): H	li,Low even-Low	/,Hi ode		
	┨┣━━━━━		5 0 J 15 7 7 7			
	-		DOUBLES			
			1 D T			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			le; Responses; F			
Take out double up to 3 Spades, any level 4 pre-empt up to 4 H double is optional. 4 S pre-empt double is penalty and 4NT overcall			is a penalty and		up to 4 H double is	
is takeout.	optional. 4 S	pre-empt double	is a penalty and	4111 01	ereall is takeout.	
	1					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣]					SPECIAL FORCING PASS SEQUENCES
8 points with 5+ cards should be a good suit for the lead	SPECIAL, A	RTIFICIAL &	COMPETITIV	E DBL	S/RDLS	No
				accordi	ng to the sequence of	
	bidding by op	ponents all alert	able.			
	┫╞────					
OVER OPPONENTS' TAKEOUT DOUBLE	┫╞────					IMPORTANT NOTES
6-9 points one level raise in partner's suit	┨┠────					Will be alerted
3-5 points with a minimum of 4 cards in partner's suit two levels						
raise 10+ points redouble with or without support in partner's suit	1					PSYCHICS: Rare
10+ points redouble with or without support in particles suit	J					

OPEN ING	AR T	MIN .cAR DS	NE G.D BL								
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1♣	Х	2	3 Sp	11+	Minimum 6 points with 4 cards of major or 1 NT denying 4 cards in any major	Alertable if special					
1♦		4	3 Sp	11+	Minimum 6 points with 4 cards of major or 1 NT denying 4 cards in any major	Alertable if special					
1♥		5	3 Sp	11+	6-9 on level 1, or 10+ on level 2, or weak jump shift with min 6 cards and 5 points	Alertable if special					
1♠		5	3 H		6-9 on level 1, or 10+ on level 2, or weak jump shift with min 6 cards and 5 points	Alertable if special					
INT			Dble on any level is penalty		Stayman, transfers to majors and minors	Alertable if special					
2♣	Х	Balance d or unbalan ced	3 Sp	22+ points or 8-9 Tricks	2D waiting 2H,2S,3C,3D= 8+ Points with 5+ cards						
2♦		6		6-11 points	2NT game going asking for feature						
2♥		6		6-11 points	2NT game going asking for feature						
2♠		6		6-11 points	2NT game going asking for feature						
2NT		Balance d		20-21 points	Stayman & transfers to majors						
3*	6										
3♦	6										
3♥	6										
3♠	6										
3NT	7			gambling							
2111	/			gamonng							
4*	7					1					
4♦	7										
4♥	7										
4 ≜	7										
4NT 5 ♣	x 8	}	}	Asking for aces			BIDDINC				
5 ◆	8					HIGH LEVEL BIDDING Usually pre-empt					
5 ∀	8		1								