DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIC	GNALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENI	NG LEADS STYLE				
8-18 sound overcalls on 2 level, NS F1		Lead In Partner's Suit				CATEGORY: Green
Cuebid raises	Suit	135		135		NCBO: South Africa
1NT shows 9-13 on P overcall	NT	135		135		
2NT Jacoby over 1M overcalls	Subseq	135		135		Bateman/Nestoridis 2023
WEAK JUMPS	Other: N	ATURAL CURREN	T COUNT			
	KING O	N 5 LEVEL ASKS C	COUNT			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
15-18 SYSTEM ON	Lead	Vs. Suit		Vs. N	NT	
11-16 IN 4 <sup>TH</sup> SEAT SYSTEM ON	Ace	A from AK			S ATTITUDE	GENERAL APPROACH AND STYLE
RE-OPENING 2NT = 20-22 SYSTEM ON	King	K from KQ	)		S ATTITUDE	5 card M in 1 <sup>st</sup> & 2 <sup>nd</sup>
	Queen	Q from QJ	or other	ASK	S UNBLOCK/COUNT	15-17 NT can include 5M or 6m
	Jack	Promises 10	0 or shortage	0 OR	R 2 HIGHER	2/1 GF
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		or shortage	0 OR	R 2 HIGHER	Natural weak 2's except Clubs
WEAK : 2NT = FEATURE ASK	9	Usually sho	0		R 2 HIGHER	1430 KICKBACK
2NT = 2 lowest, constructive	Hi-X	Doubleton/			bleton/singleton	UDCA
,	Lo-X	3 or 5	0	3 or 5	e e	
Reopen: JUMPS GOOD SUIT UP TO 15 POINTS	SIGNA	LS IN ORDER OF H	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SUIT	Partner's Lead	Declarer's I	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS		HI = DISC	HI/LO = OI		HI=DISC	MICHAELS AND LEAPING MICHAELS
JUMP CUES = VARIOUS	-1	LO = ENC	COUNT IF		LO = ENC	
DOUBLE JUMP CUE IN MINOR = BIG IN M	-1	20 200	0001111	1,20	10 11(0	GAMBLING 3NT
	-1					DOPI AFTER OUR 2C OPENING & INTERFERENCE
VS. NT (vs. Strong/Weak; Reopening; PH)	NT	HI/LO = ODD	HI/LO = OI	DD	HI/LO-ODD	
2C = both M						
2D = single M	Signals	UDCA				
2H = H + minor	Signais	02011				
2S = S + minor	HI/LO I	N TRUMPS = S/P				
2NT = minors	DOUBLES					
DBL over strong is 1 x 4 c M + longer minor	-11					
DBL over stong is 1 x 4 c M + longer minor DBL over weak is penalties						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEC	OUT DOUBLES (Sty	le. Resnonses	. Reone	ning)	
NT BIDS NATURAL SYSTEM ON		W LEVEL ARE T/C		, neope		
LEAPING MICHAELS AND NON LEAPING MICHAELS		MISES REBID F TO		EMENT	· · · · · · · · · · · · · · · · · · ·	
CUE BID = GF 2 SUITER	_					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	ODECL		COMPENSIO	IVE DD		SPECIAL FORCING PASS SEQUENCES
X = BOTH M	SPECIA	AL, ARTIFICIAL &	COMPETIT	IVE DB	L5/KDLS	GF ESTABLISHED, INVIT VALUES SHOWN, ESP VUL
1NT = BOTH m						
$\frac{2NT}{M} = M + m$	NEC Y	TUDU 20				┨┠─────
WEAK JUMPS		THRU 3S	11.0			
OVER OPPONENTS' TAKEOUT DOUBLE	SUPPORT X AND XX in D H S					IMPORTANT NOTES
XX = 10+		NSIVE X			1D RESP COULD BE 3 CARD	
WEAK JUMPS		F NO SPACE			DOMONING DADE	
FIT JUMPS AT 4 LEVEL						PSYCHICS: RARE

5	IF CIAL	). OF	NEG.DBL THRU								
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1*		3	3S	Clubs or bal	Inverted 10+: STRONG JUMPS IN MAJORS	Bid of M on 3 level = shortage					
					3C weak; 2NT = INVIT	Bid of other $m = GF$					
1 ♦		3	3S	Only 3 if 4432	Ditto	Ditto					
					1NT = 6-10; 3C = weak		DRURY				
1♥	1 • 5		3S	Could be 4 in 3rd/4th seat	3C & 3D =atural, inv with 6 card suit		FIT JUMPS a 3 and 4 level				
		-		Div	2NT & 3NT = artificial raise at least inv.		1NT= semi F				
1		5	3H	Ditto	Ditto except add 3H too						
INT				15-17	Staymannic resp; transfers;puppet;	Smolen + extensions					
				<u>CE</u>	3D = 5/5M Invit + ; $3H/S = shortage$						
2*				GF any	2D = at least 1 x King						
-		6		XX7 1	2H = dbl neg						
2♦		6		Weak	2NT = asks for A or K on side						
		-			NS = F1						
2♥		6		Weak	2NT asks feature						
-		6		XX7 1							
2		6		Weak	Ditto						
2NT				20-21	Stayman, transfers, 4C/D = nat slam try	Accept t/fer with dblton					
3*		7		Pre empt	NSM = F : NSm = Cue	Opener rebids his suit or raises or 3NT dislike					
3♦		7		Pre empt	Ditto	Ditto					
3♥		7		Pre empt	3S = F: NSm = cue	Ditto					
3♠		7		Pre empt	NS = cue except 4H is Natural						
				-							
3NT				Gambling	4C = P/C; 4D asks shortage; $4H/S = to play$						
4*		8		Pre empt							
4♦		8		Pre empt							
4♥		8		Pre empt							
4♠		8		Pre empt							
4NT				Asks specific Aces	5C = 0; 6C = A clubs; 5NT = 2 aces; 6D = 3 aces		1				
5*		9		To play		HIGH LEVEL BI	DDING				
5♦		9		To play		RKCB 1430 After Q ask next step denies Q KICKBACK					
5♥		9		Bid 1 more with trump H		DOPI DEPO ROPI REPO					
5♠		9		Bid 1 more with trump H		1 <sup>st</sup> & 2 <sup>nd</sup> round control bid equally					
						Serious and Non serious when both hands unlin	nited only				
						Lightner dbls					
						EXCLUSION					