DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
1/1 8+ points usually good suit fot the lead		Lead		In Partner's Suit	CATEGORY:	
2/1 10+ points usually good suit for the lead in the weaker range	Suit	4th best		4 th & 3 rd or top of sequence	NCBO: Kuwait bridge Club	
	NT	4th best			PLAYERS: Numan AlTurki & Mohammad Husain	
	Subseq	top				
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 nd seat 15-17 Stayman & transfers are on	Lead	Vs. Suit		Vs. NT		
4 th seat 11-13 balancing Stayman & transfer are on if possible	Ace	AK(+)		AK(+)	GENERAL APPROACH AND STYLE	
	King		if doubleton	KO(+)	Precision, Strong 1♣, 5-card Major, Open light if Favor	
	Queen	QJ(+)		QJ(+)	1NT= 13-15 points	
	Jack	J10 (+), J a	lways top of	J10(+)		
		sequence				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10X(+)		10X (+), or 10 promising J and a higher honour		
Weak jump overcall 6-11 points according to vulnerability	9	9X(+)		9X (+), or 9 promising 10 and a higher honour		
Unusual 2NT showing the Higher and lower suits	Hi-X	Even numb	er	Even number		
	Lo-X	Odd numbe	er	Odd number		
Reopen:	SIGNALS II	N ORDER OF I	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Good hand, Game try	1 At	titude		High is interested		
	Suit 2 Co	unt				
	3					
	1					
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Co					
2♣= both majors (9+ cards)		titude	T. T. 7			
2♦= single suit hand (6+ cards could be any suit)	Signals (incli	iding Trumps): I	H1-Low even/Lo	w-HI odd, No signals for trump		
2♥= 5 ♥ + a minor suit						
2♠= 5 ♠ + a minor suit			DOIDIEG			
2NT= both minors (at least 5-5)			DOUBLES			
Dbl= penalties (15+ points)	TATE OF THE	DOLINI EG (G:	1 D	D •)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Sty				
Take out double up to 3 ♠, any level 4 pre-empt up to 4♥ double is				npt up to 4♥ double is optional.		
optional. 4♠ pre-empt double is penalty and 4NT overcall is takeout.	4♠ pre-empt	double is penalty	and 4N1 overc	all is takeout.		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
8+ points with 5+ cards should be good suit for the lead	SPECIAL. A	RTIFICIAL &	COMPETITI	VE DBLS/RDLS		
	Special doub	les against 3NT	for certain leads	according to the sequence of		
OVER OPPONENTS' TAKEOUT DOUBLE	bidding by th	e opponents all	alertable.		IMPORTANT NOTES	
6-9 points one level raise in partner's suit						
3-5 points with min. of 4 cards in partner's suit two level raise						
10+ points redouble with or without support in partner's suit					PSYCHICS:	

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	√ -	0		16+ HCP any distribution	1 ◆= 0-7 HCP; 1 ♥ /1 ♠= 8+HCP, 5+ ♥ / ♠ or balanced 1NT= 13-15 bal.; jump 4441 in the suit		
1 ♦		1		11-15 HCP any distribution	$1 \checkmark /1 = 4 + \checkmark / \spadesuit$, 6+ points		
					•		
1♥		5		11-15 HCP			
1 🏟		5		11-15 HCP			
INT				13-15 HCP balanced	Stayman and transfer is on		
2*		5		11-15 HCP, 6+♣ or 5(+)♣ and 4(+)♥/♠	2 ♦ =ask; 2 ♥ /2 ♠ =NF		
2♦		0		11 15 HCD 5 4(+) •• / •	2♥/2♠=NF, 2NT=ask	+	
∠▼	٧	U		11-15 HCP, 5-4(+) ♥ /♠	ZV/ZA=INF, ZINI=ask		
2♥		5+5		5-10 HCP, 5+ H- 5+ any suit	2 ♦ = ask		
2.		5+5		5-10 HCP, 5+ H- 5+ any minor	2NT= ask		
2NT	√	5+5		5-10 HCP, both minors	3♣= pass or correct		
3♣		6		5-10 HCP, pre-empt.			
3♦		6		5-10 HCP, pre-empt.			
3♥		6		5-10 HCP, pre-empt.			
3♠		6		5-10 HCP, pre-empt.			
2NIT				C11:			
3NT				Gambling			
4.		7		5-10 HCP, pre-empt.			
4♦		7		5-10 HCP, pre-empt.			
4♥		7		5-10 HCP, pre-empt.	-		
4 •		7		5-10 HCP, pre-empt.			
						HIGH LEVEL B	DDING
						RKCB/GERBER 14/03; Splinter; Cue bid.	
						7 1 7 2 2 2	