DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIG	NALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE	·····			
6+ point level 1; 10+ points level 2; reopening 10+ points		Lead		In Partner'	s Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Responding: natural	Suit	4 <sup>th</sup> best		Count		NCBO: Palestine Federation
	NT	4 <sup>th</sup> best		Count		PLAYERS: Abu Gharbieh & Haddadin & Zaghmout
	Subseq	Natural		Natural		EVENT (Open/Women/Senior/Transnational)
	Other:					Women
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
15-17 points (2 <sup>nd</sup> ) 12-15 points (4 <sup>th</sup> )	Lead	Vs. Suit	Vs. Suit			
	Ace	Attitude		Count		GENERAL APPROACH AND STYLE
	King	Count		Count		System 2/1
	Queen	Count		Count		Five card major
	Jack					Short club
JUMP OVERCALLS (Style; Responses; Unusual NT)	10					Diamond 4+
Weak	9					
Responses: natural	Hi-X	Hi		Hi		
Unusual NT: minors	Lo-X	Х		Х		
Reopen: natural	SIGNALS I	NORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Le	ad Dis	scarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Fit in partner suit 10+ points	1 En Dis	couraging- scouraging	Count		DCA	2 diamond weak in 1 major or strong
Reopen: 9+ points	Suit 2	e o un u Bing				2 heart, 2-suited heart, heart and any
	3					2 spade, 2-suited, spade and a minor
	1 Co	unt	Count	UL	OCA	2  clubs = strong
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2					
Double = penalty	3					
Capilletti	Signals (inclu	ding Trumps):				
In 4 <sup>th</sup> seat landy	Low encouraging no signals in trump DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Responses;	Reonening)	-	
Double = takeout	12+ points ta			poining)	┥┟────┤	
Cue bids = other suits		le up to level 3			-1	
Jump = weak ; NT natural	i charty doub					-1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	┩┟───					SPECIAL FORCING PASS SEQUENCES
Vs. 1 club: double = both majors	SPECIAL A	RTIFICIAL	COMPETITIV	VE DRLS/RI	DLS	
2 diamond = red suits; 1 NT = black suits	51 101111, 1					┥┟────┤
Vs. 2 club: natural	-1					
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
Redouble 8+ points	┥┟────					Conventions: Drury, Puppet, Bergen, 2 NT Jacobi, Kokash
Bid = weak	-1					Smoling; sandwich 1NT
Dia wour						PSYCHICS:

Product         Product <t< th=""><th>IJ</th><th>F IAL</th><th rowspan="2">MIN. NO. OF CARDS</th><th rowspan="2">NEG.DBL THRU</th><th colspan="6"></th></t<>	IJ	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
Image: Normal state         Image: Natural state           Iv         4         3         12 points         6 points         Natural         Natural         Natural           Iv         5         3         21         1 NT forcing         2 clubs artificial         Natural           INT         6         3         21/1         1 NT forcing         2 clubs artificial         Natural           INT         6         3         22 points of 3 losrs         2 damond relay         Natural         Natural           24         X         6         3         22 points or 3 losrs         2 damond relay         Natural         Game force           24         X         6         3         Weak in one of the majors or strong         2 heart to play or correct         Natural         Natural         Natural           27         5         3         Heart & any (weak)         Pass or correct         Pass         Natural           28         10         5         3         Spade & a minor (weak)         Pass or correct         Pass         Natural           29         6         3         P	OPENIN	TICK ] ARTIFIC			DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
$ \begin{array}{ c c c c c c } \hline \hline P & P & P & P & P & P & P & P & P &$	1*		2	3	12+ points	6+ points	Natural	Jump with 8+ points		
IntI	1 ♦		4	3	12+ points	6+ points	Natural	Jump with 8+ points		
Image: Normal SectorImage: Normal SectorNormal SectorINTINTINTINT forcing2 clubs artificialNoturalINTINTBalanced315 17 points balancedNatural Transfer to major to minorNaturalNatural2aX322+ points or 3 losers2 diamond relayNaturalGame force2aX63Weak in one of the majors or strong2 heart to play or correctNaturalNatural2aX63Meak in one of the majors or strong2 heart to play or correctNaturalNatural2aX63Spade & uninor (weak)Pass or correctPassNatural2a5153Spade & uninor (weak)Pass or correctPassNatural2a5153Spade & uninor (weak)Pass or correctPassNatural2a5153Spade & uninor (weak)Pass or correctPassNatural2b5153Spade & uninor (weak)Pass or correctPassNatural2b5153Pro-empt 6-10 pointsIntervent for (NT= 5 cards spade + 4 cards heart)Natural2b6-73Pro-empt 6-10 pointsIntervent for (NT= 5 cards spade + 4 cards heart)Natural3a6-73Pro-empt 6-10 pointsIntervent for (NT= 5 cards spade + 4 cards heart)Intervent for (NT= 5 cards spade + 4 cards heart)3b6-73Pro-empt 6-10 pointsIntervent for (NT= 5 cards spade + 4 cards										
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INTImage: balanced315 17 points balancedNatural Transfer to major to minorNaturalNaturalNatural24X322+ points or 3 losers2 diamond relayNaturalGame force24X63Weak in one of the majors or strong2 leart to play or correct 2 NT positiveNaturalNatural2•X63Weak in one of the majors or strong2 leart to play or correct 2 NT positiveNaturalNatural2•5+53Heart & any (weak)Pass or correctPassNatural2•5+53Spade & a minor (weak)Puse or correctPassNatural2•5+53Spade & a minor (weak)Puse or correctPassNatural3•6-73Pre-empt 6-10 pointsInterviewInterviewInterview3•6-73Pre-empt 6-10 pointsInterviewInterviewInterview3•6-73Pre-empt 6-10 pointsInterviewInterviewInterview3•6-73Pre-empt 6-10 pointsInterviewInterviewInterv	1 🖈		5	3	2/1	1 NT forcing	2 clubs artificial	Natural		
Image: constraint of the state of the majors of the maj				3			Natural			
Image: constraint of the state of the majors of the major of the m	2*	X		3	22+ points or 3 losers	2 diamond relay	Natural	Game force		
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Image: constraint of the second se	2♦	Х	6	3	-	2 heart to play or correct 2 NT positive	Natural	Natural		
Image: constraint of the second se										
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	2♥		5+5	3	Heart & any (weak)	Pass or correct	Pass	Natural		
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Image: Second part of the prime of the p	2♠		5+5	3	Spade & a minor (weak)	Pass or correct	Pass	Natural		
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