

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level 8-18 Sound, NS=F1
2 level min 6 card suit or good 14+, 2NT forcing
CB= good raise in partners suit
1NT shows 9-13 on partners overcall
2NT is Jacoby style over partners 1M overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat 15-18
4 th seat live 15-18
4 th seat reopening 11-16 over opening 2C = enquiry
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls
Unusual 2NT lowest unbid 5/5. Approx 5 losers
Reopen: 11-15 6 c suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, stopper asks
Leaping Michaels, Non Leaping Michaels
4 level CB= one long suit good hand
VS. NT (vs. Strong/Weak; Reopening; PH)
VS WEAK = 2C=M, 2D=single M, 2M= 5+M and 4+m, Penalty dbls
VS STRONG = Dbl = 4M 5/6m, as above
2NT = minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Strong Jump Overcalls
NT nat. wide range System On
CB= GF 2 suiter, over m = both M, Leaping Michaels
Non leaping Michaels
Jump cue Stopper Ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = M, 1NT = m
OVER OPPONENTS' TAKEOUT DOUBLE
Weak jumps
Redbl implies no fit
Natural bidding constructive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 3 5	same	
NT	1 3 5	same	
Subseq	1 3 5	Same	
Other: 0 or 2 higher, natural current count			
King on 5 level or higher asks count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	A asks att	
King	Kx KQ(x)	Kx AKJ10x KQx	
Queen	Qx QJ(x)	Qx KQ109 QJx	
Jack	Jx J10(x)	Jx J10x AQJx	
10	10x HJ10(x) 109x	0 or 2	
9	9x 98x	0 or 2	
Hi-X	135	135	
Lo-X	135	135	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Std current count		Low=even
1	Low=enc	Low=even	Low=enc
NT 2	Low=even		Low=even
3			
Signals (including Trumps):			
Hi lo in trump suit = suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ short in opened suit, 18+ good hand, F ton suit agreement level			
8+ in reopening position			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner			
Responsive after T/O dbl thru 4H; after overcall thru 4S			
Competitive			
Invitational			
Support below 2S			
Negative through 3S			

W B F CONVENTION CARD	
CATEGORY: i.e. Green	
NCBO: SABF	
PLAYERS: Tas Nestoridis Lotte Sorensen 2025	
SA WOMEN ABF ZONALS	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE 2/1	
1NT 15-17	
Preferred minor at least 3	
5 c Majors	
1NT response not 100% forcing	
Limit raises & Game Force raises of M	
UDCA	
1430	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels Cue Bids	
2NT unusual	
Lebensohl after 2 level overcall of our 1NT	
2 way Drury	
SPECIAL FORCING PASS SEQUENCES	
Rare but in operation if full game values shown	
IMPORTANT NOTES	
PSYCHICS: Rare, 3 rd seat may be light	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	3S	11-21 , no 5c M,	May bypass diamond suit		
					Inverted raise 10+	Shape showing or range showing	
1 ♦		3	3S	ditto	Inverted raise 10+	Shape showing or range showing	
					3C = invit 6 card suit		
1 ♥		5	3S	5c suit 10-21	Jacoby style 2NT inv or better 4 c supp	3C=min, 3D= extras, 3H = short club extras etc	Drury, 2NT= 4 card raise with shortage
					3H = inv with 3 card support 3C/D = invit 6 card suit	4x = void	
1 ♠		5	3H	5c suit 10-21	Jacoby style 2NT inv or better 4 c supp 3S = inv with 3 card support 3C/D/H = invit 6 card suit	Ditto	Drury, 2NT= 4 card raise with shortage
INT				15-17 5M and 6m permitted	Stayman does not promise a M, transfers,		
					Smollan and Extensions, Puppet Stayman		
2 ♣		0		Any GF hand	2D = promises at least 3 x Q, K, or Ace		
					2H = dbl negative May be weaker with 9-10 tricks	After dbl neg, 2S = forces 2NT, NS now NF	
2 ♦		6		Weak	2NT asks side Ace or King		
2 ♥		6		Weak	2NT asks feature with max		
2 ♠		6		Weak	2NT asks feature with max		
2NT				20-21	Stayman, transfers, Smollan and Extensions 3S = both minors, 4C/D nat slam try		
3 ♣		7		Preempt	NS = F1, asks description	Coded responses	
3 ♦		7		Preempt	Ditto	Ditto	
3 ♥		7		Preempt	4 level cues	Ditto	
3 ♠		7		Preempt	4 level cues except not 4H	Ditto	
3NT				Gambling, zero outside	4C= P or C, 4D asks shortage,		
4 ♣		8		Preempt	Natural		
4 ♦		8		Preempt	Natural		
4 ♥		8		Preempt	Natural		
4 ♠		8		Preempt	Natural		
4NT				Asks Specific Aces 5C = 0 aces			
5 ♣		9		To play		HIGH LEVEL BIDDING	
5 ♦		9		To Play		RCKB 1430 Exclusion 3014 Depo in competition if suit higher otherwise DOPI	
5M		9		Asks for 1 card		Jump to 5NT invites 6NT	