

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5-16 5+ card suit, Sound Overcalls on the 2 Level
Cue = F raise .2NT good raise 4plus New Suit = F T/OX can be light if shape suitable
Response Natural New Suit F1R
X then bid = 17+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Pos = 15-18 .Protective seat reopening =10-14/15
Continuation as for opening INT
System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit = Natural and weak
Ghestem and modified ghestem (note 5)
Michaels in 4 th and Leaping Michaels
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue= Ghestem
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 4Maj with longer minor – or any strong hand
2 clubs asks for Majors (4/4 or 5/4)
2 diamonds = single suited Major
2 Major = 5 M and m
2NT – Minors 5/5 or 5/4
X of weak NT = Peanlty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O through 4S
Cue = stopper ask
Leaping Michaels (note 3)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors/ 1NT =minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX =10+ Interested in Penalty. Bromad (note 6)
Promises another bid
Jump = weak 2NT -good raise 10 plus 4card plus suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th	
Other:A=Att K = Unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ or AK bare	KQ or AKQ or AKJ10	
Queen	QJ or AKQ	QJ or KQ109 or KQJ	
Jack	J10	J10or KJ10	
10	109 or 10X	109 or 10X or HJ10	
9	9X or H109	98 or 9X or H109	
Hi-X	even	Even or top of nothing	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=Enc/Count	Lo = Count SP	Lo=Enc
Suit 2	Lo= Enc/Count	Lo=Count SP	Lo=Enc
3			
1	Lo=Enc/Count	Lo=Count/SP	Lo=Enc
NT 2	Lo= Enc/Count	Lo=Count/SP	Lo=Enc
3			
Signals (including Trumps):			
Hi/Lo = Odd Original Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be Light with Classic Shape			
Offshape if 17+			
Cue=F till Fit, single jump 8-10 (4 card) dbl jump 8-10 (5 card)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X's			
Support X's and redoubles			
Neg doubles upto 3S			
Lead directing dbls of artificial suits			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
PLAYERS: Diana Balkin/ Sharon Izerel
EVENT Womans
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 5/5/3/3
1NT response = Semi Forcing
1C = 3+
1D=3+
1H/S=5+
1NT=14+-17 Could have 5 Crad Maj or 6 card m
2/1 Response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C1 = Strong Near GF Any Suit
2D/2H /H/S = Weak 6 cards suit (On occasion 5 Card suit)
Good/Bad NT (note1)
Leaping Michaels (note 3)
Forcing and non forcing Checkback (note 4)
Ghestem (note 5) Bromad (note 6)
Drury by Passed Hand (note 7) Inverted Minors (note8)
Bergen (note 9)
Lebensohl after 2 level overcalls of NT and after Dbl of weak 2 (note 10)
Svencoby (note11) Namyats (note 13)
Heartbreak convention (note 12) Minorwood (note14)
Smolen over 1NT and 2NT (note 15)
SST/NSST (note16)
Gambling 3nt (note 17). 4NT – Ace ask – show specific Ace
SPECIAL FORCING PASS SEQUENCES
Yes
IMPORTANT NOTES
PSYCHICS:Rare – 3rd seat openings can 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 HCP	1NT=6-11 2c=Inv Minor response Weak Jumps	4 th Suit = GF Reverse by Opener = F	Jump cue over overcall asks for stopper
						Reverse by Responder = GF	
1♦		3	3S	11-21 HCP	As for 1cl	As for 1cl	As for 1cl
1♥		5	3S	11-21 HCP	1NT=6-11 2 level OS bids = GF 1H-2H = 5-9 and 3 cards 1H-3H = 4-7 and 4 card support 1H-2NT = Suit agreement GF Svencoby (note 11) 1H-3cl = 4 card support 8-11 1H- 3d = 3 card support 10-11 1H - 3NT = 4/3/3/3 12-15	As Above	
1♠		5	3S	11-21 HCP	Same as for 1H	As Above	
1NT				15-17 HCP mostly Bal	2c=Stayman 2d=T/F to H 2H=T/Fto S 2S=T/Fto cl		
					2NT= T/F to diamonds,3lc puppet Stayman		
2♣		0	3S	Artificial Near GF Any Shape	2d=Pos relay 2H = Less than K or 2 Queens 2NT = Pos with Hearts and 2 of top 3 Honours 2S/3cl/3d = Pos with that suit and 2 of top 3 honours	2sp forces 2NT after which any bid is non forcing	
2♦		5/6	3S	5-10 HCP	New Suit = F 2NT = Enquiry	Show feature	
2♥		5/6	3S	5-10 HCP	As Above	As Above	
2♠		5/6	3S	5-10 HCP	As Above	As Above	
2NT		1		20-21 Mostly Balanced	3cl= Stayman 3d = T/F to Hearts		
3♣		6		Preemptive	3H = T/F to Spades; 3S = minor suit Stayman 3NT = To Play; 4H = 5/5 in the Majors 4NT = Quantitative; 5NT = Quantitative 4CL/4D long suit		
3♦		6		Preemptive	As Above		
3♥		6		Preemptive	As Above		
3♠		6		Preemptive	As Above		
3NT				Solid 7 card minor	At Best a Q outside		
4♣		7		Solid Heart Suit			
4♦		7		Solid D suit			
4♥		7		Preemptive			
4♠		7		Preemptive			
4NT	Yes			Asking for Specific Aces	5cl = NO A 5d/H/S/NT =1A in bid suit 6cl = 2+A	HIGH LEVEL BIDDING	
5♣						RKCB 1430	
5♦						1 st and 2 nd Round controls up the line	
5♥						Minorwood	
5♠						Exclusion	
						When hearts agreed suit the 4S keycard	
						When Spades agreed suit 4nt is keycard	

Notes for Balkin – Izerel, South Africa Women's Team

1. Good/Bad NT

2nt = the bad hand that wants to compete

2. Trial Bids

Short suit trial bids unless there is interference then long suit trial bids

3. Leaping Michaels

After a weak 2 opening in a M , a jump in a minor shows 5/5 or 6/5 in that minor and the other M

After a 2D opening bid also play

Leaping Michaels

2D – 4CL = clubs and a major

4. Forcing and non forcing checkback

1 ANY 1 ANY

1NT 2C forces 2D,

2 D game force

5. Ghestem

(Includes modified Ghestem over 1D)

Applies in 2nd or 3rd seat over 1M or 1m opening

Examples

(1cl) 3cl = Majors

(1d) 3d = Majors

(1cl) 2NT = 2 Lowest Suits

(1cl) 2cl = Extremes

In 4th Seat we play Michaels

1M (2M) = other major and a minor

6. Bromad

After a takeout Dbl by opponents

1M (X)

Bromad for Hearts

2H < 6 - 3 or 4 card support

2D = 7-9 3 card support

3D = 7-9 4 card support

Bromad for spades

2SP < 6 - 3 or 4 card support

2H = 7-9 3 card support

3H = 7-9 4 card support

7. Major suit openings in 4th – use Drury

2cl = 9-11 with 3 card support

2D = 8-11 with 4 card support

2NT = 4 Card support and shortage somewhere.

8. Inverted Minors

1m – 2m = 5 plus m and 10 plus points

1m – 3m = 5 plus m and less than 10 points

9. Bergen

1M – 3cl 4 card support and 8-10 points

1M – 3D 3 card support and 10/11 points

10. Lebensohl

Used over our own NT opening when opps bid, direct cue bid = no stopper and 4card OM, , 3NT = no stopper or cue, 2NT forces 3c, responder pass or correct

2NT and then Cue bid = stopper and 4OM

When Opps open weak 2's and we double -

11. Svencoby

Used only with 4 card support and Opening Hand or better

1M 2NT = Svencoby

3cl. = Min

3d = Xtra values No Splinter 14+

3h. = Xtra values splinter in Spades

3S =Xtra Values Splinter in Diamonds

3NT = Xtra Values splinter in OM

After 3cl

3d = Asks for Splinter

3h = No Splinter

3sp= Splinter in clubs

3NT= Splinter in Diamonds

4cl = Splinter in OM

New Suit = Splinter

3M = Asks for Control

3NT = Natural and NF

After 3d 3M asks for control

All other bids show shortage

3h = Shortage in Hearts

3sp = Shortage in Spades

4cl = Shortage in Clubs

4d = Shortage in Diamonds

12. Heartbreak convention

2cl

2h (Negative Bid – less than 3 queens)

2sp(Forces 2NT)

2NT (Forced)

Any suit

Can be passed

13. Namyats

4 Level openings

4c = A solid Heart suit

4d = a solid Spade suit

No outside A or K

4h /sp = Natural and NOT a solid suit

14. Minorwood

Only played in very limited specific circumstances

1d 2d

4d = Minorwood

1c 2c

4c = Minorwood

15. Smolen

1NT 2c

2d 3h = 4h and 5sp (Or 6sp) GF

3sp = 4sp and 5h (or 6h) GF

16 Serious and non Serious Slam tries

3SP = NSST in hearts

3NT = NSST in spades

17. Gambling 3NT

SOLID 7/8 Card minor – No more than outside Q