

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style: Sound
Responses: Jump Raise = Weak
Cue-Bid = Forcing raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
All positions = 15-17
Responses: Bid as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak
2-Suit: UNT (Note 1); Michaels cue-bid (Note 2)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue Bid = Michaels cue-bid (Note 2)
Bergen Raise (Note 3)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = Equal strength Penalty double
Capillatti Notes 4
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout DBL
Natural Overcall
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural Overcall
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Natural Overcall
NF free bid
1 NT = 6-9 HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th best; High/Low with Doubleton	low from honour; top from no honour	
NT	4th best; Top/Inner Sequence	low from honour; top from no honour	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; AK; Axxxx+; partners suit	partners suit	
King	KQxx; partners suit	; KQxx+	
Queen	QJxx, AQJxx	QJxx+; QJ10x+; AQJxx	
Jack	Jx; J109; KJ10x	J109xx; KJ10x+	
10	109xx; 10xxx, 10x;	10xx;	
9	9xxx; 9x	9xx	
Hi-X	xx; xxxx	xxx+	
Lo-X	Hxx+	Hxx+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High=encouraging	High=Even; Low=Odd	S/P
Suit 2	Highencouraging	High=Even; Low=Odd	S/P
3			
1			
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Kenya Bridge Association</b>
<b>PLAYERS: Samira Soni &amp; Rupal Shah</b>
EVENT: Women
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Major, short club 2+ cards, carding Standard
Forcing 1NT on Major openings by non-passed hand
Weak 2H & 2S
Strong 2C & 2D
Weak jumps
1NT 15-17 BAL
2 OVER 1 Responses: FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C opening = 19-22 HCP any distribution
2D opening = 23+ HCP any distribution
2H opening = Weak Major 6+ (6-10 HCP)
2S opening = Weak Major 6+ (6-10 HCP)
3NT opening = Gambling
2NT overcall (Note 1)
Michael's cue-bid (Note 2)
Bergen raise (Note 3)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		12-18 HCP	1D = 10+HCP [2][4-6](xx) 1H/1S = 4+ cards 6-16 HCP 2C = FG; 1NT =6-9 HCP;		
1♦		4/6+		12-18 HCP	Natural 4+ suit; 2D = FG		
1♥		5+		12-18 HCP	1S = 4+; 2H = 6-9; 3H = weak jump;BERGERN Non passed hand: 2C/2D/2S = FG; 1NT = F1		Natural Overcall 5+ cards
1♠		5+		12-18 HCP	Non passed hand: 2C/2D/2H = FG; 1NT = F1 BERGEN note 3		Natural Overcall 5+ cards
INT				15-17 HCP	Stayman; Full Transfers; Smolen;		
2♣	✓			19-22 HCP any distribution	2D = Relay; 2H/2S/3C/3D 5+ cards S/T		
2♦	✓			23+HCP any distribution	2H = Relay; 2S/3C/3D/3H 5+ cards, Slam		
2♥		6		6-10 HCP 6+ cards	3H = 12-15HCP; 4H = 16+ HCP		
2♠		6		6-10 HCP 6+ cards	3S = 12-15HCP; 4S = 16+ HCP		
2NT				20-22 HCP	Stayman; Full Transfers; Smolen		
3♣		7		6-10 HCP			
3♦		7		6-10 HCP			
3♥		7		6-10 HCP			
3♠		7		6-10 HCP			
3NT				Gambling			
4♣				Gerber			
4♦		8		6-11 HCP			
4♥		8		6-11 HCP			
4♠		8		6-11 HCP			
4NT							
5♣							
5♦							
5♥							
5♠							
							<b>HIGH LEVEL BIDDING</b>

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**Note 1: Unusual 2NT**

(1H) – 2NT = Both Minors 5(+) C & 5(+) D

(1S) – 2NT = Both Minors 5(+) C & 5(+) D

**Note 2: Michael's Cue Bid**

(1C) – 2C = MM 5(+)

(1D) – 2D = MM 5(+)

(1H) – 2H = 5(+) m & 5(+) S

(1S) – 2S = 5(+) m & 5(+) H

**Note 3: Bergens**

(1H/S) – 3C = 4 CARD SUPPORT 7-9 HCP

(1H/S) – 3D = 4 CARD SUPPORT 10-12 HCP

(1H/S) – 3NT = 3 CARD SUPPORT 13+HCP

Response on Partner's Major opening

2NT = 12+ pts 4 card support

**Note 4: Multi Landy**

2C = A SINGLE SUITED HAND 6+ CARDS, 10+ HCP

2D = MM 5/5 , 10+ HCP

2H = 5H & 5/4m

2S = 5S & 5/4m

2NT = mm 5/5 cards

X = PENALTY DOUBLE (16+HCP)

**Note 5: Inverted minors**

**1C – 2C 12+HCP 5+C & NO 4M**

**1D – 2D 12+HCP 5+D & NO 4M**

