DEFENSIVE AND COMPETITIVE BIDDING			LFAI	DS AND SIGN	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	IC LEAT	DS STYLE	DO MIND BIGI		VV DT CONVENTION CARD
1/1 8+ points usually good suit for the lead	OI EIVIIV	O LEA	Lead		In Partner's Suit	CATEGORY: Blue System
2/1 10+ points usually good suit for the lead in the weaker range	Suit		4 <sup>th</sup> best		4 <sup>th</sup> & 3 <sup>rd</sup> or top of sequence	NCBO: Kuwait bridge Club
Specified Micheals	NT		4 <sup>th</sup> best		4 & 3 of top of sequence	PLAYERS: Numan AlTurki & Mohammad Husain
Specifica Micheais	Subseq		top			1 LATERS. Numan Affurki & Wonammau Husam
	Other:		тор			11
	other.					1
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2 <sup>nd</sup> seat 15-17 Stayman & transfers are on	Lead		Vs. Suit		Vs. NT	
4 <sup>th</sup> seat 11-13 balancing Stayman & transfer are on if possible	Ace		AK(+)		AK(+)	GENERAL APPROACH AND STYLE
	King		KQ or KA if doubleton		KO(+)	Precision, Strong 1♣, 1♦ any distribution 5-card Major, Open light if Favor.
	Queen		QJ(+)		QJ(+)	1NT= 13-15 points, Bergen raise, Splinter, RKCB 41-30, Cue bid, trial bids.
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 number		Even number	
	Lo-X		Odd number		Odd number	
Reopen:	SIGNAL	S IN O	RDER OF PE	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Good hand, Game try.	1	Attitud	e		High is interested	1♣= 16+HCP, any distribution.
1♥-2♥= ♠+♦; 1♥-2NT= ♠+♠; 1♥-3♣= ♣+♦	Suit 2	2 Count				1 ♦= 11-15, any distribution.
1♣-2♦= ♥+♠; 1♦-2♦= ♥+♠	3	3				2D= Multi.
	1	1				2NT= Minors or D pre-empt.
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	2 Count				3NT= Gambling.
2♣= both majors (9+ cards) (same again strong and weak NT)	3	Attitud	e			
2♦= single suit hand (6+ cards could be any suit)	Signals (i	including	g Trumps): Hi	-Low even/Lo	w-HI odd, No signals for trump	
2♥= 5 ♥ + a minor suit						
2♠= 5 ♠ + a minor suit						
2NT= both minors (at least 5-5)				DOUBLES		
Dbl= penalties (15+ points)						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	JBLES (Style	e; Responses;	Reopening)	
Take out double up to 3 ♠, any level 4 pre-empt up to 4♥ double is					pt up to 4♥ double is optional.	
optional. 4♠ pre-empt double is penalty and 4NT overcall is takeout.	4♠ pre-er	npt doub	le is penalty a	and 4NT 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, ARTIFICIAL & COMPETITIVE DBLS/RDLS					Over opps save willing to bid on.
	Special d	loubles a		r certain leads	according to the sequence of	
OVER OPPONENTS' TAKEOUT DOUBLE	bidding t	у ше ор	ponems an ar	aute.		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: RARE

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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		16-21 HCP any distribution	1	1 <b>.</b> -1 <b>.</b> + <b>.</b> + <b>.</b> ; 1 <b>.</b> -1 <b>.</b> -1 NT: 16-18 HCP, BAL; 1 <b>.</b> -1 -2 NT: 19-21 HCP, BAL; 1 <b>.</b> -1 NT-2 <b>.</b> 8-12 points BAL.	After any GF sequence Pass = F Jump= weak			
					1NT= 13-15 bal.; jump 4441 in the suit	Over overcalls P= 0-4 points; X= 5-7 points, any bid=8+ points natural.				
1 •	$\sqrt{}$	1		11-15 HCP any distribution	$1 \checkmark /1 = 4 + \checkmark / 4$ , 6+ points	All natural bids.	After any GF sequence Pass = F Jump= weak			
1♥		5		11-15 HCP	$1 \triangleq 4 + 4 \iff 6 + \text{ points}, 1NT = 6 - 9 \text{ points},$ $2 \checkmark = 3 + \checkmark 6 - 9 \text{ points}, 3 \checkmark = 4 + \checkmark 0 - 5 \text{ points}$	$1 \checkmark -2 \checkmark -3 \checkmark = NF$ pre-empt; P-1 $\checkmark -3 \checkmark = limit$ raise	After any GF sequence Pass = F Jump= weak			
1 🛦		5		11-15 HCP	1NT= 6-9 points, $2 \triangleq 3 + 4 6-9 \text{ points}, 3 \triangleq 4 + 4 0-5 \text{ points}$	1 - 2 - 3 = pre-empt; P-1 - 3 = limit raise	After any GF sequence Pass = F Jump= weak			
INT				13-15 HCP balanced	Stayman and transfer is on	1NT-2♣-2♦-3♥/3♠=Smolen; 1NT-2♦-2♥- 2♠=5♥+5♠				
2*		5		11-15 HCP, 6+♣ or 5(+)♣ and 4(+)♥/♠	2 <b>♦</b> =ask; 2 <b>♥</b> /2 <b>♠</b> =NF	2♣-2♦-2NT= 6+♣				
2 •	$\sqrt{}$	0		5-10 HCP, 5+ ♥/♠, or 22+ HCP	2 <b>√</b> /2 <b>♠</b> =NF, 2NT=ask	2 <b>♦</b> -2 <b>♥</b> -2NT=22+ points				
2♥		5+5		5-10 HCP, 5+ <b>♥</b> - 5+ any suit	2NT= ask	2♥-2NT-3♥= 5♥+5♠				
2.		5+5		5-10 HCP, 5+ <b>♦</b> - 5+ any minor	2NT= ask					
2NT	$\sqrt{}$	5+5 or 6+ ♦		5-10 HCP, both minors or ◆ pre-empt	3♣= pass or correct					
3 <b>.</b>		6		5-10 HCP, pre-empt.						
3♦		6		5-10 HCP, pre-empt.						
3♥		6		5-10 HCP, pre-empt.						
3 <b>A</b>		6		5-10 HCP, pre-empt.						
3NT				Gambling						
4.	$\sqrt{}$	7		7+ HCB, 7+♥ promises two top honours	4♥/4♠=to play; 4NT=RKCB					
4 •	$\sqrt{}$	7		7+ HCB, 7+♠ promises two top honours	4♥/4♠=to play; 4NT=RKCB					
4♥		7		5-10 HCP, pre-empt.						
4 🛦		7		5-10 HCP, pre-empt.						
						HIGH LEVEL BI	DDING			
						RKCB 14/03; Splinter; Cue bid; Control asking	g bids.			