

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1 <sup>st</sup> Level : Light, NAT (5)-16(17)HCP 5+ cards or good 4 cards	
New suit resp : Nat F1	
Ghestem	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> seat (14)15-17(18)	
4 <sup>th</sup> seat 10-14	
<b>JUMP OVERCALLS (Style; Responses: Unusual NT)</b>	
weak	
In balanced position constructive	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style: Response: Reopen)</b>	
Asking for stopper	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Against strong INT Meekwell	
Against weak INT Cappelletti	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
natural	
Take out Dbls until 4S	
4NT over 4S is take out	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>	
Tinsters after strong 1♠, 1S=MM or mm, INT=peds or blacks	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Transfers on the majors	
Rdbl=points	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Lead	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	same	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	same	
Subseq			
Other: UDCA			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	same	
King	AKQ,AKI,KQD,KQ10	same	
Queen	QJ(10)+KQ10+	same	
Jack	J10+,Jx,(inside sequences)	same	
10	109+,10x(inside sequences)	same	
9	98+,9x,(inside sequences)	same	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
Partner's Lead	Declarer's Lead	Discarding	
1 Low = enc	counting	Direct	
Suit 2 High - odd			
3			
1 Low = enc	counting	Revolving discards	
NT 2 High - odd	Smith		
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light T/O w/ good shape			
Negative Dbls			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner			
Support			
Comp			
Max overall			

W B F CONVENTION CARD	
<b>CATEGORY:</b> Blue	
<b>TEAM &amp; DIVISION</b>	
<b>PLAYERS:</b> Hardeman Annemie 14654	
Hristov Yulian 30070	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Strong club	
1C=16+ / any good hand	
1D=0+ cards 10-15(17n v.)	
1M=10-15	
1NT=11-13 non vul / 14-16 vul	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2C=4+4+ MM weak / any 4441 17-19 pts / 23-24 balanced	
2D=6+ M weak / any 4441 20+ pts / 24-25 balanced	
2M=5+M and 4+m weak	
2NT=5+5+ minors 10-16 pts	
3C=5+5+ minors weak	
3NT=preempt in C	
C/D=South African Texas	
4H/S=to play	
4NT=minors	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
FG situations or strong sequences pass=good hand	
<b>IMPORTANT NOTES</b>	
Transfers in many different situations	
<b>PSYCHICS:</b> often	

<b>OPENING</b>				
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