

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
General Style = Sound	
Cue = Forcing Raise	
New suit = Forcing	
T/O X can be light if shape suitable	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd Pos = 15-18	
Response – Bid as INT opening	
4 th Pos = 10-14	
Response Natural	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1 suit = Natural	
Ghestem	
Reopen: Cue = any 2 suiter 2NT = 19-21	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct Cue = Ghestem	
VS. NT (vs. Strong/Weak; Reopening; PH)	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
T/O X thru 4H	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
♣ = Majors	
NT = Minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
New suit F at 1 level	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
Other: 2 nd = from 4 small			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx: AXXX(+)	AK AKX(+)	
King	KQ: AK: KQ109: KQ	AKJ10(+) KQ109(+)	
Queen	J10: J10X(+)	J10: 10X(+)	
Jack	J109: KJ10(+)	J10: KJ109	
10	109: 109(+) : 10X	109	
9	9X: 98X(+) H109	9X: 98(+) H109x	
Hi-X	XX	XX	
Lo-X	HXX	HXX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=Enc	Same	Same
Suit 2	Lo= Enc		
3			
1			
NT 2			
3			
Signals (including Trumps):			
Echo in trumps shows ability to ruff			
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = F till fit			
New suit = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X			

W B F CONVENTION CARD	
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
NCBO:	
PLAYERS:	
EVENT (Open/Women/Senior/Transnational)	
Diana Balkin/Sharon Izerel	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1	
1NT response = Semi Forcing	
1NT Opening = 15-17	
2/1 response = GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2cl opening = Strong Near GF Any suit	
2d Opening = Weak 6+ Diamonds 6-10	
2H Opening = Weak 6+ Hearts 6-10	
2S Opening = Weak 6+ Spades 6-10	
3NT opening = Gambling	
Ghestem – Note 1	
Lebensohl after 2 level overcall of 1NT	
Negative X's up to and including 3S	
Inverted minors	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS Rare	

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	Weak Jumps Inverted minor responses	4 th suit = GF Reverses by Opener = Forcing Reverse by Responder = GF	Jump cue over overcall asks for stopper
1♦		3	3S	same	As for 1♣	same	same
1♥		5	3S	11-21	Weak Jumps	As Above	Cue over competition = strong raise
1♠		5	3S	11-21	As for 1H	Same	Same
INT				15-17 Balanced	Transfers Puppet Staymen Same bidding as over 2NT		X at 3 level shows values
2♣			3S	Artificial Strong near GF Any Shape	2d = Pos relay 2H = less than K or 3 Queens 2NT = Pos with Hearts – 2 of top 3 honours 2S/3c/3d = Pos with 2 of top 3 honours		
2♦		6	3S	6-10 HCP	New Suit = F		
2♥		6	3S	6-10 HCP	New Suit F		
2♠		6	3S	6-10 HCP	New Suit F		
2NT				20-21 Balanced	Transfers Puppet Staymen 2nt-3S = T/F to 3NT 2nt-3nt = 5Spades and 4 Hearts 2nt – 4cl = T/F to Hearts 2nt -4d=T/F to Spades 2nt- 4H = 5/5 Majors 2nt – 4S = 5/5 minors 2nt – 4nt = Quant		
♣		6		Pre-emptive	New Suit Forcing		
♦		6		Pre-emptive	New Suit Forcing		
♥		6		Pre-emptive	New Suit Forcing		
♠		6		Pre-emptive	New Suit Forcing		
NT		7		Gambling	Natural		
♠				SA Texas = 7+ Hearts solid suit	Natural		
♥				SA Texas = 7+ Spades solid suit	Natural		
♥		7		Pre-emptive broken suit			
♠		7		Pre-emptive Broken suit			

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	Weak Jumps Inverted minor responses	4 th suit = GF Reverses by Opener = Forcing Reverse by Responder = GF	Jump cue over overcall asks for stopper
1♦		3	3S	same	As for 1♣	same	same
1♥		5	3S	11-21	Weak Jumps	As Above	Cue over competition = strong raise
1♠		5	3S	11-21	As for 1H	Same	Same
1NT				15-17 Balanced	Transfers Puppet Staymen Same bidding as over 2NT		X at 3 level shows values
2♣			3S	Artificial Strong near GF Any Shape	2d = Pos relay 2H = less than K or 3 Queens 2NT = Pos with Hearts - 2 of top 3 honours 2S/3c/3d = Pos with 2 of top 3 honours		
2♦		6	3S	6-10 HCP	New Suit = F		
2♥		6	3S	6-10 HCP	New Suit F		
2♠		6	3S	6-10 HCP	New Suit F		
2NT				20-21 Balanced	Transfers Puppet Staymen 2nt-3S = T/F to 3NT 2nt-3nt = 5Spades and 4 Hearts 2nt - 4cl = T/F to Hearts 2nt -4d=T/F to Spades 2nt- 4H = 5/5 Majors 2nt - 4S = 5/5 minors 2nt - 4nt = Quant		
3♣		6		Pre-emptive	New Suit Forcing		
3♦		6		Pre-emptive	New Suit Forcing		
3♥		6		Pre-emptive	New Suit Forcing		
3♠		6		Pre-emptive	New Suit Forcing		
3NT		7		Gambling	Natural		
4♣				SA Texas = 7+ Hearts solid suit	Natural		
4♦				SA Texas = 7+ Spades solid suit	Natural		
4♥		7		Pre-emptive broken suit			
4♠		7		Pre-emptive Broken suit			