

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style: Sound
Responses: Jump Raise = Weak
Cue-Bid = Forcing raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
All positions = 15-17
Responses: Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak
2-Suit: UNT (Note 1); Michaels cue-bid (Note 2)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid = Michaels cue-bid (Note 2)
Bergen Raise (Note 3)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = Equal strength Penalty double
Cappelletti Notes 5
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout DBL
Natural Overcall
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural Overcall
OVER OPPONENTS' TAKEOUT DOUBLE
Natural Overcall
NF free bid
1 NT = 6-9 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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:			
LEADS			
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+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low=encouraging	High=odd; Low=Even	S/P
Suit 2	Low= encouraging	High=odd; Low=Even	S/P
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Kenya Bridge Association
PLAYERS: Samira Soni & Rupal <u>Shah</u>
EVENT:ABF Women Zonal Trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Major, short club 2+ cards, carding: UDCA
Forcing 1NT on Major openings by non-passed hand
Weak 2D,2H & 2S
Strong 2C
WJS
1NT 15-17 BAL
2 OVER 1 Responses: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C opening = 23+ HCP any distribution or 8 sure tricks
2D opening = Weak 6+(6-10HCP)
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)
Jacoby 2NT (Note 4)
Inverted Minors (Note6)
RKCB (Note 7)
Gerber with 4C unless club was a suit being bid
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES Weak bids may occasionally be < 6 HCP
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	<input type="checkbox"/>	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♣	<input type="checkbox"/>			19-22 HCP any distribution	2D = Relay; 2H/2S/3C/3D 5+ cards S/T		
2♦	<input type="checkbox"/>			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♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							

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 at 1 level

Note 4: Jacoby 2 NT

2NT = 13+ pts 4 card support in partners M

Note 5: Cappelletti

2C = Any long suit 6+ cards and 6+ HCP

2D = 5/4 MM

2H = 5H & 5/4m

2S = 5S & 5/4m

2NT = mm 5/5 cards

X = PENALTY DOUBLE (16+HCP)

Note 6: Inverted minors

1C – 2C 12+HCP 5+C & NO 4M

1D – 2D 12+HCP 5+D & NO 4M

Note 7 RKCB Responses:

5C = 3 or 0

5D = 4 or 1

5H = 2/5 without queen of trumps

5S = 2/5 + Queen of Trumps

5NT = even number of key cards and a void in any suit

6C = odd number of key cards and a void in C unless C is trumps then void in any suit higher than C

6D = odd number of key cards and a void in D unless D is trumps then void in any suit higher than D

6H = odd number of key cards and a void in S if H is trumps and void in H if S is the trumps

Response to 5NT asking for kings

6C = 0 kings

6D = 1 king

6H = 2 Kings

6S = 3 kings