

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 level 8-18 Sound, NS=F1 unless RHO bids	
2 level min 6 card suit or good 14+, 2NT forcing	
CB= good raise in partners suit	
1NT shows 9-13 on partners overcall	
2NT is Jacoby style over partners 1M overcall	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd seat 15-18	
4 th seat live 15-18	
4 th seat reopening 11-16 over opening 2C = enquiry	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak jump overcalls	
Unusual 2NT lowest unbid 5/5. Approx 5 losers	
Reopen: 11-15 6 c suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels, stopper asks	
Leaping Michaels, Non Leaping Michaels	
4 level CB= one long suit good hand	
VS. NT (vs. Strong/Weak; Reopening;PH)	
VS WEAK = 2C=M,2D=single M, 2M= 5+M and 4+m, Penalty dbls	
VS STRONG = Dbl = 4M 5/6m, as above	
2NT = minors	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Strong Jump Overcalls	
NT nat. wide range System On	
CB= GF 2 suiter, over m = both M, Leaping Michaels	
Non leaping Michaels	
Jump cue Stopper Ask	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♣	
X = M, 1NT = m	
(1C) 3C = club preempt	
OVER OPPONENTS' TAKEOUT DOUBLE	
Weak jumps	
Redbl implies no fit	
Natural bidding constructive	

LEADS AND SIGNALS					
OPENING LEADS STYLE					
Suit	Lead	In Partner's Suit			
NT	1 3 5	same			
Subseq	1 3 5	Same			
Other: 0 or 2 higher, natural current count					
King on 5 level or higher asks count					
LEADS					
Lead	Vs. Suit	Vs. NT			
Ace	AK	A asks att			
King	Kx KQ(x)	Kx AKJ10x KQx			
Queen	Qx QJ(x)	Qx KQ109 QJx			
Jack	Jx J10(x)	Jx J10x AQJx			
10	10x HJ10(x) 109x	0 or 2			
9	9x 98x	0 or 2			
Hi-X	135	135			
Lo-X	135	135			
SIGNALS IN ORDER OF PRIORITY					
	Partner's Lead	Declarer's Lead	Discarding		
1	Low=enc	Low=even	Low=enc		
Suit 2	Std current count		Low=even		
3					
1	Low=enc	Low=even	Low=enc		
NT 2	Low=even		Low=even		
3					
Signals (including Trumps):					
Hi lo in trump suit = suit pref					
DOUBLES					
TAKEOUT DOUBLES (Style; Responses; Reopening)					
11+ short in opened suit, 18+ good hand, F ton suit agreement level					
8+ in reopening position					
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
Lightner					
Responsive after T/O dbl thru 4H; after overcall thru 4S					
Competitive					
Invitational					
Support below 2S					
Negative through 3S					

W B F CONVENTION CARD

CATEGORY: i.e. Green

NCBO: SABF

PLAYERS: Anastasia Nestoridis Lotte Sorensen 2025

SA WOMEN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE 2/1

1NT 15-17

Preferred minor at least 3

5 c Majors

1NT response not 100% forcing

Limit raises & Game Force raises of M

UDCA

1430

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Michaels Cue Bids

2NT unusual

Rubensohl after 2 level overcall of our 1NT

2 way Drury 2C/2D and 2NT by passed hand promises shortage

Weak Jump Responses

SPECIAL FORCING PASS SEQUENCES

Rare but in operation if full game values shown

IMPORTANT NOTES

PSYCHICS: Rare, 3rd seat may be light

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	3	3S	11-21, no 5c M,	May bypass diamond suit			
				Inverted raise 10+	Shape showing or range showing		
1♦	3	3S	ditto	Inverted raise 10+	Shape showing or range showing		
				3C = invit 6 card suit			
1♥	5	3S	5c suit 10-21	Jacoby style 2NT inv or better 4 c supp	3C=min, 3D= extras, 3H = short club extras etc	Drury, 2NT= 4 card raise with shortage	Drury, 2NT= 4 card raise with shortage
				3H = inv with 3 card support 3C/D = invit 6 card suit	4x = void		
1♠	5	3H	5c suit 10-21	Jacoby style 2NT inv or better 4 c supp 3S = inv with 3 card support 3C/D/H = invit 6 card suit	Ditto	Drury, 2NT= 4 card raise with shortage	Drury, 2NT= 4 card raise with shortage
INT			15-17 5M and 6m permitted	Stayman does not promise a M, transfers, Smollan and Extensions, Puppet Stayman			
2♣	0	Any GF hand		2D = promises at least 3 x Q, K, or Ace		After dbl neg, 2S = forces 2NT, NS now NF	
				2H = dbl negative May be weaker with 9-10 tricks			
2♦	6	Weak		2NT asks side Ace or King			
2♥	6	Weak		2NT asks feature with max			
2♠	6	Weak		2NT asks feature with max			
2NT			20-21	Stayman, transfers, Smollan and Extensions			
				3S = both minors, 4C/D nat slam try			
3♣	7	Preempt		NS = F1, asks description	Coded responses		
3♦	7	Preempt		Ditto	Ditto		
3♥	7	Preempt		4 level cues	Ditto		
3♠	7	Preempt		4 level cues except not 4H	Ditto		
3NT			Gambling, zero outside	4C= P or C, 4D asks shortage,			
4♣	8	Preempt		Natural			
4♦	8	Preempt		Natural			
4♥	8	Preempt		Natural			
4♠	8	Preempt		Natural			
4NT			Asks Specific Aces 5C = 0 aces				
5♣	9	To play			HIGH LEVEL BIDDING		
5♦	9	To Play			RCKB 1430 Exclusion 3014 Depo in competition if suit higher otherwise DOPI		
5M	9	Asks for 1 card			Jump to 5NT invites 6NT		