

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
6+ point level 1; 10+ points level 2; reopening 10+ points
Responding: natural
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 points (2 <sup>nd</sup> ) 12-15 points (4 <sup>th</sup> )
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Responses: natural
Unusual NT: minors
Reopen: natural
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Fit in partner suit 10+ points
Reopen: 9+ points
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = penalty
Capilletti
In 4 <sup>th</sup> seat landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = takeout
Cue bids = other suits
Jump = weak ; NT natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 1 club: double = both majors
2 diamond = red suits; 1 NT = black suits
Vs. 2 club: natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 8+ points
Bid = weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	Count	
NT	4 <sup>th</sup> best	Count	
Subseq	Natural	Natural	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Count	
King	Count	Count	
Queen	Count	Count	
Jack			
10			
9			
Hi-X	Hi	Hi	
Lo-X	X	X	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Encouraging-Discouraging	Count	UDCA
Suit 2			
3			
1	Count	Count	UDCA
NT 2			
3			
Signals (including Trumps):			
Low encouraging no signals in trump			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ points takeout			
Penalty double up to level 3			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD	
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:	
<b>NCBO: Palestine Federation</b>	
<b>PLAYERS: Abu Gharbieh &amp; Haddadin</b>	
EVENT (Open/Women/Senior/Transnational)	
Women	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
System 2/1	
Five card major	
Short club	
Diamond 4+	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2 diamond weak in 1 major or strong	
2 heart, 2-suited heart, heart and any	
2 spade, 2-suited, spade and a minor	
2 clubs = strong	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
Conventions: Drury, Puppet, Bergen, 2 NT Jacobi, Kokash	
Smoling; sandwich INT	
<b>PSYCHICS:</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3	12+ points	6+ points	Natural	Jump with 8+ points
1♦		4	3	12+ points	6+ points	Natural	Jump with 8+ points
1♥		5	3	2/1	1 NT forcing	2 clubs artificial	Natural
1♠		5	3	2/1	1 NT forcing	2 clubs artificial	Natural
INT		Balanced	3	15 17 points balanced	Natural Transfer to major to minor	Natural	Natural
2♣	X		3	22+ points or 3 losers	2 diamond relay	Natural	Game force
2♦	X	6	3	Weak in one of the majors or strong	2 heart to play or correct 2 NT positive	Natural	Natural
2♥		5+5	3	Heart & any (weak)	Pass or correct	Pass	Natural
2♠		5+5	3	Spade & a minor (weak)	Pass or correct	Pass	Natural
2NT		Balanced	3	19-21 points	Puppet or transfer (3NT= 5 cards spade + 4 cards heart)	Natural	
3♣		6-7	3	Pre-empt 6-10 points			
3♦		6-7	3	Pre-empt 6-10 points			
3♥		6-7	3	Pre-empt 6-10 points			
3♠		6-7	3	Pre-empt 6-10 points			
3NT		7	10	Pre-empt 6-10 points, long minor	Pass or correct		
4♣		8		Pre-empt 8-10 points			
4♦	X	7+		Heart suit	4 heart		
4♥	X	7+		Spade suit	4 spade		
4♠							
4NT							
5♣		8-9		Pre-empt 7-10 points		<b>HIGH LEVEL BIDDING</b>	
5♦		8-9		Pre-empt 7-10 points			
5♥							
5♠							