DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)					BFAME 2023	
conservative		Lead		In Partner's Suit	CATEGORY: Green	
5 card major; 6 card minor	Suit	3 rd or 5 th		3 rd best	NCBO: Jordan	
7 – 15 HCP	NT	4 th best		3 rd best	PLAYERS: Ghassan, Yousef, Jack, and Yasmeen.	
All jumps pre-emptive except 1♣ • 2♦ = Majors					EVENT (Senior Teams/Pairs)	
Responses = Natural	Other: 2 nd best of bad suit against No Trump Contracts.				Lahore 2023	
					11	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15 – 17 HCP 2nd; 12 – 14 HCP 4th	Lead	Vs. Suit		Vs. NT		
Stayman by 2♣, otherwise natural	Ace	AKx(xx)		A for Attitude	GENERAL APPROACH AND STYLE	
	King	KQ or AK Dou	bleton lead K	K for Count	2/1 = GF, $1NT/M = F1$,	
	0	0.1		Т	Suit opening = 12 - 21 HCP (5 - 5 - 4 - 2) 1 NT = 15-17HCP Balanced	
	Queen	QJxx AQJ(T)x		Top of sequence or intermediate sequence	1 N1 = 13-1/HCP Balanced	
	Jack	J T 9 (x)		"	2♣ =≥22 Artificial	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Т			Top of sequence, or second	2♦,2♥,2♠ = Weak 2	
All jumps pre-emptive except 1♣ • 2♦ = Majors	9, 8, 7,			best of bad suit, or MUD.	2NT = 20-21 Balanced	
				D 11		
HCP & Length depends on VUL.	Hi-Low	Doubleton or Even ALS IN ORDER OF PRIORITY		Doubleton or Even	3♠, ♠, ♥, ♠ = Pre-empt	
	SIGNAL				3NT = Gambling	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct & Balancing : Michaels	1	Attitude	Count	Suit Preference	2♣ =≥22 Artificial	
Jump cue = Natural.	Suite 2	Count	Count	"		
During bidding = Limit Raise if partner interferes.	3					
Otherwise = asking stopper in opponent suit	1	Attitude	Count	"		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Count	Count	"		
ASTRO modified	3					
Double = long suit and outside entry						
$2 \clubsuit$ = hearts and a minor, $2 ♦$ = spade and any,						
2 NT = Minors.						
Majors = Natural.	DOUBLES					
Jumps = Pre-empts.						
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Double: Take out. ; New suit : 5+M, 6+m opening hand.	Opening	hand; Supporting u	nbid Major(s) u	nless ≥16 HCP,		
2NT : 16 – 18 HCP		ICP, any distribution				
Cue bids: ≥21	Responses: Pass : convert to penalty; Simple bid: 4 cards ≤10 HCP					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	Jump Bid: 4 cards ≥8HCP; 1NT: 6-9 HC; 2NT: 10-11, Cue Bid: ≥12HCP				SPECIAL FORCING PASS SEQUENCES	
1♦,1♥,1♠,2♣ : Natural ; 1NT:Black suits 5-5 depend on Vul.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
2♦: Red Suits 5-5 depend on Vul.; 2♥,2♠:6 card Pre; 2NT: Minors	Take out double, Negative Double; Responsive Double; Competitive				1	
Over 2♠: 2♠,♥,♠ Nat. depend on Vul.; 2N:Minors; Double: Clubs	Double, Balancing double, and Support Double and Redouble.					
OVER OPPONENTS' TAKEOUT DOUBLE	, <u> </u>				IMPORTANT NOTES	
Redouble = ≥ good 9+ HCP, New sui t= 5+card, rarely good four						
≤10 HCP NF, 2 same suit = weak raise, 1NT = Good raise,					PSYCHICS: Very Rare	
3Same suit = Pre-empt, 2N = Good 10 -12HCP support of bid Suit.						
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P TI N. D E CK NO. B N IF OF L N R RDS T H RDS T H R	SUBSEQUENT ACTION COMPETITIVE & PASSED HAND BIDDING				
R U					
1 \bullet 2 4 \bullet 12 - 22 HCP 3+ cards unless 4 - 4 - 3 - 2 1 \bullet ,1 \bullet ,1 \bullet : 4+ cards \geq 6 HCP; 1NT: 8-10HCP, Inv. 2 \bullet , \bullet , \bullet :6cards \leq 6 HCP, 2NT: 11-12HCP; 3 \bullet , \bullet , \bullet .					
1♦ 4 4♥ 12-22 HCP 1♥,1♠: 4+ cards ≥6 HCP; 1NT: 8-10 HCP, Inv. M 2♥,♠: 6cards ≤6 HCP, 2NT: 11-12 HCP; 3♥,♠: 7+c					
1♥ 5 4♦ 12 – 22 HCP 2/1 GF; 1NT: F1; 2♥: 6 or 7 pts, 2♠: weak; 2N: G: 3♥: 0-6 HCP; 3NT: 3♥S 13-15 HCP; 4♥: Pre-emp	F; Bergen raises; Jacoby 2NT Responses: new suit 3 level stive, Splinter. = Singleton, 4 level = void, 4 of the				
1♠ 5 4♠ 2/1 GF; 1NT: F1; 2♠ = weak; 2NT = GF; Bergen HCP; 3NT = 3 card ♠ 13-15 HCP; 4♠ = Pre-empti	raises; $3 = 0.6$ suite = weak opening, $3NT = 15 - 17$				
INT $2 = \text{Stayman}; 2 , \forall, A, \text{NT: Transfers}; \\ 15 - 17 \text{ HCP Bal, any 5 card suit} \qquad 4 + \text{NT: Quantitative}; 4 = \text{Gerber}$	Natural				
2♣	Natural				
2♦ 6 6-11 HCP No 4 cards of a major 2NT*: ≥ Relay, 14 HCP with fit or ≥16 HCP w or New suit @ 2level: NF;	3♦ = Good Suite – Bad Hand.				
2♥ 6 6-11 HCP No 4 cards of other major New suit@3 level: F. 3 of the same suit = The Law, 3 cards, points according to the same suit = The Law, 3 cards, p	3♥ = Bad Suite – Good Hand. ording to Vul. 3♣ = Good Suite – Good Hand.				
2♠ 6 6-11 HCP No 4 cards of other major 4 of the same suit = Pre-emptive.					
2NT 20-21HCP any 5 card suit 3♠: Puppet; 3♠, ♥: Transfer; 3♠: Minor suit Staym 3NT: 5+ spades and 4 hearts. 4♠: Gerber, 4NT: Q	nan; <mark>Juantitative.</mark>				
3 7					
3♦ 7 3♥ 7					
3 <u>*</u> 7					
3NT 7 Long solid minor 4♣ :pass or correct					
4.					
4					
4♥					
4A	HIGH LEVEL DIDDING				
4NT RKCB; Quantitative; Cue Bidding	HIGH LEVEL BIDDING				
5♦ KACB, Quantitative, Cue Bidding	AKCD, Quantitative, Cue Didding				
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