

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls wide ranging - lead directing suit
2 level overcalls are good
If Advancer: Advancer will cue bid openers suit to show 3+cd and limit raise e.g. p- 1♠-1♥-p-2♣ and 2nt shows 4 cd support and limit raise , e.g. p- 1♠-1♥-p-2nt.
After an overcall a cue bid, by responder, of opponents suit is INV+ and 2nt = INV with 4 cards. Jump supports are weak
After an overcall- dbl - T/O
If opponents overcall a 1nt- Multi-landy applies see defence to 1nt.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15- 18 in second seat, all systems on=
Staymen- 2 ♣
Transfer- 2 ♦, 2♥, 2♠ (TRANS to ♣), 2nt =Trans ♦,
3♣5-5 minors F1
3♦- 5/5 in majors gf
3nt- to play
1nt in live seat = 15-18
All systems are on – see above
Reopening 1nt = 11-14 pts. Implies a stopper. All systems are on 2♣ - stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Unusual NT- 2 suiters after a 1 level bid: promises the 2 lowest suits and 1nt by a passed hand between 2 bids is the other two suits, after 2 majors 2nt is take out for the minors
4 level jump overcalls = very distributional 9+ HCP
Jump Overcalls = Weak 3-6 HCP+ 6cd suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels and the unusual NT – 1m-2m = 5/5, 5/4, 4/5 in the M
1M-2M = OM and a 5cd m
1m/M-2nt= 2 lowest suits
1M- 3M – stopper ask
1m-3m- stopper ask

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th , singleton/ high- low = doubleton, top of sequence	3 rd / 5 th , singleton/ high- low = doubleton, top of sequence	
NT	4 th or 2 nd (if suit is bad), top of sequences,Lead of 9/10 promises 2 or none higher. Jack =0 higher	3 rd / 5 th or high- low if doubleton, top of sequences	
Subseq	Low promises an H, high denies	Low promises an H, high denies	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Top of sequence, doubleton, Asks for ATT	Asks for ATT if holds Q or unblock if has K	
King	K then A shows doubleton, K and then switch suit shows singleton in 2 nd suit, top of sequence or doubleton,	ATT if holds J or unblock if Q	
Queen	top of sequence or doubleton	Asks att if holds T or unblock if holds J	
Jack	top of sequence or doubleton	0 higher	
10	top of sequence or doubleton	2 or 0 higher	
9	top of sequence or doubleton	2 or 0 higher	
Hi-X	doubleton	doubleton	
Lo-X	3+	3+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT low = ENC High= DISC If ATT obvious S/P	CT Low high = even High low = odd If CT is known S/P	Low = ENC High = DISC
Suit 2	ATT low = ENC High= DISC	CT, Low high = even High low = odd	Low = ENC High = DISC
3	ATT low = ENC High= DISC		

SABF CONVENTION CARD
CATEGORY: i.e. Green :
NCBO: South Africa
PLAYERS: Carol Stanton and Zela Stern
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 15-17 NT- 4 suit transfers and stayman, weak 2s- Ogust, weak jump shifts by responder, Inverted minors, Strong 2♣ and 2NT, RKCB 14/30, Reversed exclusion, 2 way drury (4 and 3), Jacoby, Inverted minors - 11= no 4cdM - 2 level responses stopper shows, jumps = shortage
-5 card majors- 1nt by RESP= F1 unless passed hand
-2/1-
-Minor openings- 1♠ = 2+/ 1♦ = 4+
--Inverted minors (1♠- 2♣ = F2nt) - jumps= weak support
Reverses = F2NT
Neg Dbl thru 4 ♥
2♣ = 22+ or 9 playing tricks-
Pre-empts = 7cd/ or 6 + 4 cd in side suit – 0-10HCP
Wide range overcalls (good 2 level)
2NT artificial in competition
Light openings 3 rd / 4 th seat and 2♣ 4cd SUPP and INV
2♦ SUPP and INV (Drury)
After a 1m-1M- will raise the major with 3cd SUPP if UNBAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels and the unusual NT – 1m-2m = 5/5, 5/4, 4/5 in the M
1M-2M = OM and a 5cd m
1m-2nt= 2 lowest suits

VS. NT (vs. Strong/Weak; Reopening;PH) Multi- landy after a strong 1nt opener= 2♣ = both majors 4/4, (4/5), 5/5 and ADV will choose a major or bid ♦ to ask responder to choose; 2♦ = 1Long M 2♥ = ♥ + m, 2nt by ADV asks for the m 2♠ = ♠ + m, 2nt by ADV asks for the m 2nt = both minors X= a longer m than M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Dbl- T/O- Advancer will use lebensohl. 2♥-dbl-P-2nt-P-3c-P-P or conversion to 3d= weak, bidding suit directly = invitational, going via lebensohl and then bidding opponents suit shows stopper in ♥ and bidding opponents suit directly asks for a stopper and T/O. 2♥-dbl-p-3♠ = invitational with 5 ♠ 2♥-dbl-p-2nt-p-3♣-p-3♠= invitational with 4 ♠ Cue bid of pre-empts = stopper ask After a Weak two- 2nt = 16-18, promises a stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ X= majors NT = minors else natural
OVER OPPONENTS' TAKEOUT DOUBLE 2nt- 10+HCP and 4 cd support for opener's suit Rdbl- value showing rdbl, 2 of partner's suit is natural and 3+HCP Jump raise of opener's suit – pre-emptive

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NT 2	ATT low = ENC High= DISC	Reverse Smith Peters- low = ENC lead, high = DISC lead	Low = ENC High = DISC
3	Remaining CT Low high = odd High low = even	CT, Low high = odd High low = even	Low = ENC High = DISC
Signals (including Trumps): Low ENC high DISC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Support dbls and rdbls. Rosenkrants Doubles and RDBLs showing Hx in partner's suit, Lightner doubles, Neg dbls: , dbl of M promises TOLERANCE for OM not nec 4cd. Jump cue in response to dbl is F1, Jump shows 8-10pts in response to dbl. 1♣ - (1♦) dbl shows 4, 4, in both M 6 +pts, 1m- (1♥) dbl shows 4 ♠, 1m-(1♠) dbl strongly suggests 4+ ♥ 6+ pts could be 5 but too weak to raise to 2. T/ O doubles may be light if 4441 or 5440. Could be light 9+ in balancing seat. Dbl and change of suit can be 16/ 17 if hand is off- shape with 6+cd suit. RESP dbls imply 4 + in highest unbid suit. Play up to 4♦ A strength-showing RDBL of 1X creates a force to at least 2X or PEN Dbl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles 1♣ (opener)-P-1♥- 1♠ - dbl = 3cd supports, raise of ♥ = 4 and any other bid is less than 3 Dbl of NT by opener's RHO asks for lead of first suit bid by dummy DBLs of transfers, Key card responses and cue bids ask for lead of that suit			

SPECIAL FORCING PASS SEQUENCES After a 2♣ opening if direct opponent overcalls or doubles a pass is F1
After a 2/1 sequence if opponents overcall a pass is forcing.
If we are in any GF sequences or have bid game and opponents interfere a pass is forcing.
IMPORTANT NOTES
PSYCHICS: Rare