

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level 8-18, raise only non-force
2 level 10=19, raise only non-force
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18
4 th 11-14, 12-15 over 1S
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, raise only non-force
Reopen: intermediate 13-16 6+ cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels, no leaping Michaels.
VS. NT (vs. Strong/Weak; Reopening;ph)
Multi Landy, may be light
DBL=4 card major, longer minor
2C=both majors
2D=one major
2M=major + minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = t/o
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double=majors, NT=minors, 2C = blacks, 2D = reds
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble=9+, new suit forcing, raise only non-force

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5th	3 rd and 5th	
NT	2 nd and 4th		
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx	AKJTx	
King	AK, KQx	KQxxx	
Queen	Qx, QJx	KQT9, Qx, QJx	
Jack	Jx JTxx	JTxx	
10	AJT, KJT, Tx, T9x	same	
9	AT9, KT9, QT9, 9x	same	
Hi-X	doubleton	doubleton	
Lo-X	length	length	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	
Suit 2	Remainder count	Remainder count	
3	Suit preference	Suit preference	
1	Reverse attitude	Reverse count	Suit preference
NT 2	Remainder count	Remainder count	Reverse attitude
3	Suit Preference	Suit preference	Reverse count
Signals (including Trumps): frequent suit preference			
Regular remainder count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound, reopening transfer a king.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, maximal game try			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
PLAYERS: Michele Alexander Glen Holman
EVENT Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 udca
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D bad weak 2 in a major
2M 5/6 cards, 9-12 hcp, but not opening hand.
Gambling 3 NT
FORCING INT RESPONSE TO 1M
Fit showing jumps by passed hands
Major minus 1
Dopi
Good/Bad 2nt only by opener
SPECIAL FORCING PASS SEQUENCES
At unfavourable vulnerability over our strong game sequence
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	General approach When do you have just 2 clubs?	Walsh style, 1NT=8-10, inverted, Weak jump shifts 3-6 hcp	4 th suit forcing	2 way checkback
1♦		4	4H	General approach	Inverted, weak jump shifts, 1NT=6-10	4 th suit forcing	
1♥		5	4D	Five card majors	Raise constructive with 3, 1NT forcing 2NT=4+M, FG, 3C=4M, 7-9, 3D=4M, 10-12	RKC Short suit game tries	checkback
1♠		5	4D	same	splinters		
INT				15-17, may have 5 card major	4 way transfers, 3 level are single suited slam tries	smolen	Lebensohl
2♣		0	4!s	Almost game force	2D gf relay, 2H double neg, no king 4 or less, 2NT= pos with hearts. 3 level bids natural good suit	Rev kokish	
2♦		0		Bad weak 2 in a major 5-8	2H = pass or correct, 2S = 3+H, NF; 2NT=enquiry 4C = transfer me into your major	3m = max with suit 2 above, 3M = min M	
2♥		5		Good wk 2, 9-12 5/6 card suit	2NT = enquiry as to length and strength		
2♠				same			
2NT		2		20-21 may contain 5 card major	3C ordinary stayman, transfers		
3♣		6		Normal pre-empt, light in 3rd	Raise only non-force		
3♦		6		same	same		
3♥		6		same	same		
3♠		6		same	same		
3NT				Gambling, no ace or king Outside in 1 st or 2 nd .	4C, 4D= pass or correct, 4M to play		
4♣		7		preempt	Raise only non-force		
4♦		7		Same			
4♥		7		Same			
4♠		7		Same			
4NT				undefined			
5♣				same		HIGH LEVEL BIDDING	
5♦				same		Dopi, exclusion	
5♥				same		RKCB 1430	
5♠				same		Cue bid first and second round controls equally	