

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at favourable vulnerability 2 level – tend to be 10+
Weak jump overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 semi-balanced All systems on for direct overcall
Protective 10-14 NT in 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6-10 with 6 card suit
Reopen: opening hand hand natural with good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Leaping Michaels over 2 level shows the minor + 4 card M Cue bid raises
VS. NT (vs. Strong/Weak; Reopening; PH)
X – longer m + 4 card M 2 D = long M 2H/2S = H/S with a minor 2NT = minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Non-leaping over pre-empt
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1 club (precision) – CRO – X = 2 suits same colour, 1D = 2 suits same rank, 1 NT = opposite
OVER OPPONENTS' TAKEOUT DOUBLE
Over M – X : 2 C = 10+ supp; 2 D = 6-9 supp, 2 S = weak raise; Support XX

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th	4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Axxx	Attitude	
King	KQx or AKx	Count/unblock	
Queen	QJ	Ask attitude	
Jack	J denies higher	J denies higher	
10	0/2 higher	0/2 higher	
9	0/2 higher	0/2 higher	
Hi-X	Even	Xx, xxx	
Lo-X	odd	Odd	
SIGNALS IN ORDER OF PRIORITY – Upside down count and attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	Count unless A lead	Count if needed	Upside down
Suit 2	Attitude	Suit pref	Suit pref
3	Suit Preference		
1	Count unless A lead	Count if needed	Upside down
NT 2	Attitude	Suit pref	Suit pref
3	Suit Preference		
Signals (including Trumps):			
Upside down			
Trump signals – small = lower suit, big = higher suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive at fav vulnerability			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: South Africa
PLAYERS: Rosslee 4919 and Hingle 6252
EVENT (Mixed)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 (1 NT is semi forcing) 5 card Majors (5,5,3,3)15-17 NT 2H/2S – intermediate 6 card 10-13 2D = weak 6 card M with 6-9 HCP Gazilli 2C over 1H-1S or 1H- 1NT or 1S – 1NT – extended sequences apply Bergen raises – 1M – 3C = 8/9 4 card or 10-11 3 card M support
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	3S	11+	2NT = 10- 12; Inverted = Game force, 2D = inv in clubs	Cue major suit stopper over inverted raise	
1♦		3+	3S	11+	2NT = 10-12 bal, Inverted = GF; 3C = inv with D	Cue major suit stopper over inverted raise	
1♥		5+	3S	11+	2/1, Bergen 3C and 3D, 2NT = GF with 3+ trumps		
1♠		5+	3S	11+	2/1, Bergen 3C and 3D, 2NT = GF with 3+ trumps		
INT		2		15-17	4 way transfers, SA Texas; minor suit stayman etc		
2♣		0		Big 22+	2 D = positive with K or Better	Natural or Kokish relay of 2H	
2♦		0		Multi – weak 2 in H or S			
2♥		6		10 – 13 6 card	2NT = GF, or natural		
2♠		6		10 – 13 6 card	2NT = GF, or natural		
2NT		20/21		Semi balanced	Transfers; 3S = 5S and 4 H	Puppet stayman; SA Texas applies	
3♣		Pre-emptive		7 card	4 d = Key card		
3♦		Pre-emptive		7 card	4 C = key card		
3♥		Pre-emptive		7 card			
3♠		Pre-emptive		7 card			
3NT		Gambli ng		Long minor with little outside			
4♣		Pre-emptive					
4♦		Pre-emptive					
4♥		Pre-emptive					
4♠		Pre-emptive					

4NT		Pre-emptive				
5♣		To play				HIGH LEVEL BIDDING
5♦		To play				Minorwood
5♥		To play	Semi- preemptive			14/30 kickback/Blackwood 30/14 exclusion
5♠		To play	Semi- preemptive			