


OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	√	3		11-19 HCP, 12+ if balanced	bid of a suit is at least 4 and 5+ points 1NT 5-11points forcing .		
1♦	√	3		11-19HCP, 12+ if balanced	bid of a suit is at least 4 and 5+ points 1NT 5-11points forcing .		
1♥		5		11-19HCP	Jacoby 2NT = opening hand + 4♥	3♣ better hand, 3♠ show shortage Jump bid = splinter	
1♠		5		11-19HCP	Jacoby 2NT = opening hand + 4♠	3♣ better hand, 3♠ show shortage Jump bid = splinter	
1NT				15-17HCP Balanced	Transfers: 2♦-♥, 2♥-♠, 2♠-♣, 2NT-♣, 3♣ = 5/5 in minors invitational 2♣ = Stayman, T/f to M then bid 4 = Slam try, 4♠ = 6♥, 4♦ = 6♠	With super fit (4 Maj/3 Min), Jump in M with min. with max. 2NT worthless doubleton, or bid strong doubleton	
2♣	√			19+	2♦-relay/2♥negative, bid of suit = positive with 4+.. 2NT 8-10		
				22-23	2♦ or 2 Suit	2NT	
				26-27	2♦ or 2 Suit	3NT-4♣=puppet 4♦/♥-♥, 4♥/♠-♠, 4♠ slam inv.	
2♦	√			Multi 5-11 pts 6 card Major	2♥/3♥/4♥ pass or correct 2NT= enquiry, 4♣ = bid 1 below your suit 2♠ = interest in game in ♥	3♦=t/f to ♥, 3♥=t/f to ♠ weak 3♠=t/f to ♠ flip flop ♥-♠/ ♠-♥	
				Strong ♦ hand, 24/25pts, 28/29 pts			
2♥/♠		5+5/4		5-11pts with 5♥/5♠ + 4/5 of another suit	next suit up P/correct. 2NT enquiry, 3Maj = pre-empt	3 suit that suit	
2 NT				20-21pts	normal staymen and transfers apply	O accepts t/fer with 3 and breaks with 4	
					3♣-3NT 4NT = 5/4 min, can pass; 4♣ = 5/5 Maj; 4♠ = 5/5 min slam invit		
3♣/♦/♥/♠		6		4-9 Pre-empt	New suit forcing except over dbl, 3NT=singleton, rebid=dblton, support with 3+ or Honour doubleton		
3 NT				Solid Minor little outside values	4♣/5♣=P/C; 4♦ asks for singleton, 4NT no singleton, bid 4M= singleton of that M, bid of min = singleton of other minor	High Level Bidding Roman key Card Blackwood 1430 PODI after M interference: P=1st step of RKC, D=2nd step etc.	
4♣	√			solid ♥ suit no outside A		DEPO after minor at 5 level interference: D=even, P=odd: At 4 level PODI	
4♦	√			solid ♠ suit no outside A		Minorwood	
4♥/♠				broken suit strong pre-empt		After 2 suits are bid 5NT = pick a slam	
4NT				asks for specific aces	5♣ = no Aces; 5♦/♥/♠ = that Ace: 6♣ = A ♣	Other bids not covered	
5♣/♦				Natural strong pre-empt		When opps dbl artificial at 5 level , Pass = worried, Re-dbl = Control	
5♥/♠				Natural strong pre-empt	Asks P to bid 6 with 1 of top 3 honours or 7 with 2 of top 3 honours	When opps dbl artificial at 2 level , re-dbl = worried, pass = Control	
						After P bids NT, 4NT = quantitative. If max. P should bid 4 suit at 5 level and 5 card suit at 6 level	

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Sound at 2 level up to 18pts		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: SOUTH AFRICA Event: TRIALS 2026 Players: JENNY FOADEN 5978 RENEE KENNY 1562
1 level: weak/intermediate/strong (can be a good 4 card suit)	Suit	3rd/5th highest	Same, if P knows length lead top		
Jump overcalls - weak		Top of doubleton			
Contested Jump Fit	NT	4th highest	same		
Over a double = weak		2nd highest from weak suit			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd = 15-18 (System on)	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
4th = 11-14 - Dependent on vulnerability - rule of transferred K appl	Ace	AKx	Ace asks for attitude		2/1
	King	AK/KQ	King asks unblock or count		5 CARD MAJORS
	Queen	KQ/QJ	Q asks for attitude		1♠ and 1♦ opening always 3+. Will open 1♣ except with 3♦ and 2♦ or 4♦ and 4♣
	Jack	JTx	JT9x		UDCA
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	Top of sequence/3rd highest	2/none higher	
1-Suit: 6 card suit weak	9	Top of sequence/3rd highest	2/none higher		1NT Openings: 15-17
2-Suit: Gestehm Applies	Hi-x	Doubleton/singleton	Doubleton/singleton		2 OVER 1 Responses: YES
Unusal NT = lowest suits	Lo-x	3rd/5th highest	4th highest		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:					Gambling 3 NT with little outside values
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding
Gestehm applies - cue of openers suit = extreme suits	Suit: 1st	Low encouraging	Suit preference	UDCA	Multi 2♦
2NT = lowest suits : 3♠ = highest suits	2nd	UDC	Count	UDCA	Dutch 2 = 5M + 4/5 of any other suit 11 or less points
Leaping Michaels vs opposition weak 2 M - 4m = that m + other M 5	3rd	S/P dummy short			Gestehm (Jump to 2NT = loer 2 suits, Cue bid of opener's suit = extremes EXCEPT CLUBS- over a 1 Club opening 2D + Majors)
	NT: 1st	As above	As above	As above	Leaping Michaels
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd		in NT - Smith Peters	
Hamilton	3rd		Low=like lead		Lebensohl / Rubensohl
2C majors		Signals (including Trumps): Low encouraging High discouraging			Checkback Stayman
2D 6 card Major					Minorwood
2of a Maj 5 card with a minor					Kickback ie. 4♠ = RCK when suit is ♥
2NT = Minors		DOUBLES			Bromad Major -1
		TAKEOUT DOUBLES(Style;Responses;Reopening)			DONT
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape			Texas transfers (Namyats) 4♠ = solid ♥ suit , 4♦ = solid ♠ suit no outside values
Take out double - opening hand:Cue=2 suiter at least 5/5: Jump=St	Over Weak 2's Leibensol applies: Resp. bids 2NT=0-8pts			Support doubles	
NT = 16 - 18, resp 4♠=Stayman/slam int :4♠= Staman wk: 4♥/♠ slar	Bid of suit by Resp = 9-11pts			Roman Keycard 1430/Exclusion BW/Minorwood	
Vs 4 level pre-empt, 4NT = 2 suiter : Double = take out	Cue of openers suit = 12+pts			Stayman may not contain a Major	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	Dbl of artificial suit/cue = that suit				
	Response dbls and re-dbls			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Negative doubles = other M/both (6pts at 2 level) (10pts at 3 level)			When P opens 1 m bid a 4 card M with 5 + pts, 5 card M with 4 + pts, 6 card M any pts = Rule	
vs Strong ♠: dbl = Majors, NT = minors					
OVER OPPONENTS' TAKE OUT DOUBLE		Bidding when P opens 2M - 2NT = enquiry. Bid of suit = 2nd suit can be 4			
Bromad: Opening 1♠ x 2♠ =0-7(3♠), 3♠=0-7(4♠), 2♥=8-9(3♠),	Bid when P opens 2♠ - 2NT = enquiry, 3♠ by opener =good weak 2 forces 3♦ then flip			Psychics: Seldom	
3♥=8-9(4♥), Re-double = 10+ points. Jump fits.	ie. 3♥ = 6 card ♠ suit and 3♠ = 6 card ♥ suit.				