

DEFENSIVE AND COMPETITIVE BIDDING
VS. 1-LEVEL SUIT OPENER (Style: Responses:Reopening)
Simple Suit Overcalls
1-level may be 4-crd suit (re-bidding RHO's minor is nat)
2-level is intermediate to quite strong (X will follow later)
In Protective seat may be 4 card suit (even at 2-level)
Responses:
New suit by unpassed p = F1; by passed p implies some fit ; 1NT = 8-10; 2NT=11-13; UCB = good raise
Simple NT Overcall
Direct seat = 15/18
Protective seat = 11/14
Responses:
System On
Jump Overcalls
2NT – lower 2 suits (weak or strong)
4 bid of a minor = that minor and a (other) Major
2/3 of a Suit = WJO (like weak 2/3 openings)
Responses:
New suit = F1; 3NT to play
Cue Bids
Simple Cue of a minor = MAJORS
Simple Cue of a major = OM & a minor (weak or strong)
Direct Cue at 3-level = stopper ask
Take Out Double
Responses:
Jump = 8-10, 4crd; Dbl Jump = 8-10, 5-crd
Cue of opener's suit = 11+; NT bid = Natural – 8-10
VS. NT (vs. Strong/Weak; Reopening)
vs Strong NT = Hamilton where $x = 5/6m + 4M$
vs Weak NT = Hamilton
X = Penalty; 2C = Majors; 2D = 1-suiter
2M = M/m 2-suiter; 2N = minors
vs Protective NT = X shows good hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X: up to 3-level = T/O; 4+level = optional
Cue at the 3-level is stopper ask
Cue of a minor at the 4-level = Majors (Michaels)
4 of a minor = that minor and a (other) Major (Leaping and non-leaping Michaels)
4N over 2/3M = minors
4N over any 4-level bid = 2 of the other suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Majors NT= Minors; 2♣=blacks; 2♦=reds
OVER OPPONENTS' TAKEOUT DOUBLE
XX=strong, no fit; Trf raise; System of raises on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Leads vs	Own suit	Partner's suit	
Suit contract	3/5 from H, or 2 nd without	Highest if supported (O)	
NT contract	2/4/ToN/coded 9/T	Same	
Subsequent	As above	As above	
HONOUR LEADS			
Lead	Vs. Suit	Vs. NT	
See Note 4 below	See Note 4 below	See Note 4 below	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	Uda or suit pref	Udc	Uda
2	Udc	S/P	Udc
3			
NT 1	Uda or suit pref	Smith echo (ud)	Uda
2	S/P	Udc	Udc
Signals (including Trumps): Suit Pref			
DOUBLES			
GENERAL RULE			
In principle all DBL's are for T/O, except			
1. X of a weak NT is penalty			
2. Partner has pre-empted			
3. A t/o X has previously been converted			
4. All X's after a penalty XX is for penalties			
5. X of a 4-level opening is optional			
6. X of cue bids or artificial bids are lead directional			
7. Lightener X			
8. X up to 3S are takeout, but can be converted to penalties			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative; Responsive; Co-operative; Penalty; Support;			
Lead directional; Sacrifice; Protective			

W B F CONVENTION CARD
CATEGORY: Green
2026 May SABF Mixed Pairs Trials
PLAYERS:
Lorraine Weers (1147) South Africa
Imtiaz Kaprey (5163) South Africa
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 5crd Majors, usually 4+crd ♠, ♣ approach, 15-17 NT UDCA
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ opening may show only 3 cards
1♦ maybe 3 if 4432 shape
1♣-1♦ may be a bid on a doubleton (5-7, 3325)
1♣-2♦ shows 4crd♠ & 5crd♥, 8-10
NOTE ON HONOUR LEADS:
Our honour leads request info from partner. To this end, we may lead A or K from AK(xx...), K or Q from KQ(xx...), depending on the rest of our hand or the info required. A/Q/J asks for attitude and K for count, but does not promise or deny a touching honour
NOTE ON LEADS THRU DECLARER:
2 nd thru declarer
SPECIAL FORCING PASS SEQUENCES
When we have shown game values in competition
IMPORTANT NOTES
See attached sheet
PSYCHICS
Rare

OPENING	ARTIFICIAL?	MIN. LENGTH	NEG. DBL TO	M=Major; m=minor; oM=other Major; om=other minor; JS=Jump Shift; DJS=Double Jump Shift; Trf=Transfer; p/c=Pass/correct			COMPETITIVE & PASSED HAND BIDDING	NOTES
				NF=Non-forcing; SF=Semi-forcing; GF=Game force; F1=Forcing for 1 round; inv=Invitational; GT=Game try; ST=Slam try				
				dbl*tn=doubleton;				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION		
1♣	Y	3	3♠	12HCP-<GF	1♣-1♦ – May be bid on 2crd♦ if too weak for 1N (i.e. 5-7)	1NT (12-14)[1]; Reverse[2]; 2NT(18-19)		
				We open 1♦ with 4/4 in the m's unless suit quality dictates otherwise. We may open 1♦ with 4♦/5♣ if NT rebid is flawed or ♣'s not rebiddable (alertable)	1♣-1N = 8-10; denies 4crdM; 1♣-2♦=4crd♠ & 5crd♥, 8-10	Min: 2N=bal; 3m=unbal; GF: 2m+1=GF relay		
1♦	N	3	3♠		1♦-1N = 6-10; denies 4crdM; 1♦-3♣= inv, 6+crd; 1♦-2♣=GF	Non-min: new=stopper; JS=splinter; 3N=bal		
					1♥/♠ = 4+crd, F1; over 1♣ may conceal longer ♦'s if < GF	1NT (12-14)[1]; Reverse[2]; 2NT(18-19)		
					2♦ = Inverted, 4+crd support; denies 4crdM; F3m	Min: 2N=bal; 3m=unbal; GF: 2m+1=GF relay	Simple raise, NF	
					JS in M's [2♥/♠] = Weak (3-6); 6+crd suit	Non-min: new=stopper; JS=splinter; 3N=bal		
					2N = 10-12; denies 4crdM			
					Jump raise = Weak (3-7); 5+crd support			
					DJS = Splinters; limited hands 5+crd support; denies 4crdM			
1♥/♠	N	5	3♠/4♥	May be 4crd in 3rd	2M = constr (8-10)	1M-2M[3]	Drury; 2♦=9-11, 3crd	
					2N=4crd GF bal raise, or big splinter (12-15)	Long suit tries, 3N=15-17 bal	2♣=7-11, 4crd, 2♦ asks	
					Splinters: 9-11 or 16+	Splinters by opener at 4 level		
					3/4M = tactical	See Note 5 for GF/inv bids after 1M opening		
					3♣=7-9, 4crd raise; 3♦=10-11, 4crd raise; 3N=12-15,	1M-3♣-3♦ asks min or max;m		
INT	N			15-17; May contain	2♣ = Stayman; 3♣= Puppet Stayman; 3♦=5/5 in Majors - invitational	After 1N-2♣-2♦-2M=inv, 3M=Smolen		
				- 5crdM	2♦/♥/♠/N = Trf's With Super Accepts	New suit after trf to M=nat; after trf to m=shortage		
				- 6crdm	3♥/♠ = shortage, 3/1 in M's, 5/4 in minors			
				- singleton A/K	4♣ = 5/5 in M's GF			
					4♦/♥ = Trf, To play;			
					4♠=minors at least 5/5 GF			
					4/5NT = Quantitative			
2♣	Y	0		G/F Except after 2NT rebid	2♦ = artificial positive min 2 x Qs or 1 x K	2N=22-23;		
					2♥ = bust			
2D//H /S	N	5		Weak 6-10	All responses F1; 2NT = Enquiry	Repeat of suit min hand: new suit is natural and better than min hand; 3nt is max, no 2nd suit.		
2N	N			20-21	3♣=Puppet stayman			
					3♦/3♥=transfer; accept with 2/3crd, 3N with 4 or cue if appropriate			
					3♠=minor suit stayman at least 5/4 in the minors	3nt no minor suit fit; 4m = accept ST in that suit		
					3nt to play; 4♣/♦ = 6+crd slam try in that suit	4nt not interested; cue accept ST in that suit		
3 suit	N	6		Nat pre-empt	New suit forcing; 4♣ (4♦ over 3♣)=RKCB			
3N	Y	7		Long solid minor	4♣=p/c	High Level Bidding		
4 suit	N	7		Pre-empt	Natural	PODI/PORI; RKCB (1430), minorwood, 1st/2nd rd		
4NT	Y	7		Minors		Control cues		
5 Suit	N	7		Pre-empt				

			<u>SUPPLEMENTARY NOTES</u>				
		1	Check back after 1NT rebid	After 1N rebid a. 2♣ forces 2♦, to play or make invite b. 2x/y is to play c. 2♦ is GF, all bidding natural d. 3 any is nat GF			
		2	Reverse bids	2NT= Leb to show weak hand by Responder a.			
		3	Simple raise of 1M to 2M	Long suit tries, need help in suit			
		4	Lead	Vs. Suit		Vs. NT	
			Ace	Usually AKXX		AKXX	
			King	Either from KQ or AK		AKJ10 / KQ109	
			Queen	Usually from QJX		Either AQJXX or KQXX	
			Jack	J- no higher		J- no higher	
			10	2 higher or no higher		2 higher or no higher	
			9	2 higher or no higher		2 higher or no higher	
			Hi-X	Natural or from 4 small		Natural or from 4 small	
			Lo-X	3 card or longer , or above		3 card or longer, or above	

		5	<p>Game force/invitational bids after 1M openings:</p>	<p>a) 1H 1NT 2S is artificial gf 2nt by responder accepts the gf 8 +</p> <p>b) 1S 1NT 3C is artificial gf. 17 plus 3D by opener accepts gf 8+ Any bid by opener (except Diamonds) shows openers hand: 3S = single suited hand 3h shows 5s and 4+h 3nt shows 5s and 4+ clubs.</p> <p>c) the other gf sequence is: 1S 1NT 3D...17+ 5s and 4+D</p> <p>Other invitational bids involving 1M suit opening:</p> <p>d) 1S 1NT 3H must be 5/5 invitational</p> <p>e) 1H 1NT 3C/3D/3H is invitational 2S is artificial game force.</p>	