

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level 8-15, (could be 4+major)
2 level 8-15,
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18
4 th 15-18
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak,
s
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = game force hand.
VS. NT (vs. Strong/Weak; Reopening;ph)
DONT, may be light
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = t/o up to 4♥ (4NT = take out after 4♠)
New suit = non forcing
2NT = 16-18 stopper and balanced non forcing
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Bid 5+ card suit.
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+, new suit forcing, RONF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	Low = something	Top = nothing	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, Akx	AKJTx	
King	AK, KQx	KQxxx, KQT9	
Queen	QJx	QJx	
Jack	JTxx	JTxx	
10	Tx, T9x	Tx, T9x	
9	AT9, KT9, QT9, 9x	AT9, KT9, QT9, 9x	
Hi-X	high	high	
Lo-X	high	high	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=enc/Hi=dis	Lo=even/Hi=odd	
Suit 2	Suit preference	Remainder count	Lavinthal
3		Suit preference	Lavinthal
1	Lo=enc/Hi=dis	Lo=even/Hi=odd	
NT 2	Suit Preference	Remainder count	Lavinthal
3	None	Suit preference	Lavinthal
Signals (including Trumps): frequent suit preference			
Lavinthal when opps drawing trumps.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ void, 12+singleton, 13+ doubleton on 1 level			
15+ 2 level , 17+ 3 level (HCP may be dropped with exceptional distribution)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Double			
Balancing doubles			
Sputnick Doubles			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: South Africa
PLAYERS: Rona Homes and Stephen McBride
EVENT SA Mixed Trials 2026
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision UDCA (Lavinthal Discards)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ 4441 or 4405 or 4315 or 3415 12-15 points
1♣ = 16+ any distribution
2♣ = 12-15 6+♣ or 5+♣ and 4 card major.
Gambling 3nt
SPECIAL FORCING PASS SEQUENCES
In game forcing situation
IMPORTANT NOTES
1♦ = 3+ in suit.
PSYCHICS: With good distribution might lower HCP.

