

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural (can be weak)
Double take out
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15/17
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Double take out
3NT is to play
Ghestem
Pre-empt 6 card suits
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi Landy
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out Double
3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural / obstructive or lead directing
OVER OPPONENTS' TAKEOUT DOUBLE
Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th Highest	Count	
NT	4 th Highest	Count	
Subseq			
Other: Mud			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A From Ak	A from AK	
King	K From KQ	K from KQ	
Queen	Q From QJ	Q from QJ	
Jack	J From J10	J from J10	
10	10 From 9 or short Suit	10 from 10 9	
9	Top of nothing	9 From 98 or doubleton	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Odds and Evens
Suit 2	Count	Count	Odds and Evens
3	Count	Count	Odds and Evens
1	Count	Count	Odds and Evens
NT 2	Count	Count	Odds and Evens
3	Count	Count	Odds and Evens
Signals (including Trumps):			
Odds and Evens			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ Points			
Response jump 8+			
Reopening can be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
RONT redouble after partners 1NT has been Doubled			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red
NCBO:
PLAYERS: Dawn Palmer / Glynis Dornon
EVENT (Inter-Union 2026)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC 5542 ,15/17NT,
Multi 5 ways, Lebensohl, Ghestem, Multi Landy, RONT
Strong 2's 20-22 or 8 playing tricks, 2 Clubs 23+
Negative Doubles up to 3Spades
Reverse Key Card
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi
Lebensohl
Ghestem
RONT
Multi Landy
After 1 Major opening by partner 2 Clubs can be short with 10+
Points any other suit should be 5
Jacoby 16+4 card fit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very rear

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2					
1♦		4					
1♥		5					
1♠		5					
INT				Can have a 5 card Major15/17	Stayman (Does not need to have a major NGF)		
					Puppet (GF) and Transfers		
2♣	X	0					
2♦	X	0		Multi 5 ways			
2♥		6					
2♠		6					
2NT				Can have a 5 card Major21/22	Puppet, Transfers, 3NT=5S and 4H 3S = pick a Minor slam Try,4C or D is to play		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT				Long Minor Suit	Pass or bid 4Clubs Asking for Minor		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Key card			
5♣		7				HIGH LEVEL BIDDING	
5♦		7					
5♥		7					
5♠		7					