

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 8-15, (could be 4+major)
2 level 10 -15
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18
4 th 11-14
Responses : systems on for direct overcall.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6-10 6 carder.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = game force hand.
VS. NT (vs Strong / Weak / re-opening)
DONT, may be light (vs strong NT)
Natural (vs weak NT)
X vs weak NT for penalties. (15+)
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	4 th		
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			
Sputnik Doubles			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: South Africa
PLAYERS: Rona Holmes and Stephen McBride
EVENT Berkowitz 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.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♥	Forcing	1♦ = 0-7 or 444 2♥♠3♣♦ semi positive all others 8+	Fit found = then Show controls below game.	Dbl = 5-7 , Pass = 0-4 New suit Game force
1♦		3	4♥	General approach			
1♥		5	4♦	Five card majors	Raise constructive with 3. 1NT forcing/2 level 1 round force.	1430 / long suit game tries	qbid = good raise
1♠		5	4♥	5 card major	Raise constructive with 3 1NT forcing/2 level 1 round force	1430 / long suit game tries	qbid = good raise
INT				13-15, may have 5 card minor	4 way transfers + stayman		
2♣		5	4♠	6+♣ or 5♣ and 4M	2♦ = forcing relay	2♥♠ = 4 card suit. 2NT = 2+ guards 3♣ denies with 6+♣	
2♦	✓	0		4414 or 4315 3415 or 4405	2NT=relay		
2♥		6		6-10	2NT = feature		
2♠				6-10	2NT = feature		
2NT		2		22-23 may contain 5m	3♣ Baron. Transfers.	Systems on but 3♣ = Baron	
3♣		6		Normal pre-empt, light in 3rd	Raise preemptive		
3♦		6		Normal pre-empt, light in 3rd	Raise preemptive		
3♥		6		Normal pre-empt, light in 3rd	Raise preemptive		
3♠		6		Normal pre-empt, light in 3rd	Raise preemptive		
3NT				Gambling, no ace or king	4♣ = pass or correct, 4M to play		
4♣		7		Pre-empt			
4♦		7		Preempt			
4♥		7		Preempt			
4♠		7		Preempt			
4NT				undefined			
5♣				undefined			
5♦				undefined t		D0P1 / R0P1	
5♥				undefined		1430	
5♠				undefined t		Gerber	