

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
1 level 8-18, Ronf	
2 level 10=19, ronf	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd 15-18	
4 th 11-14, 12-15 over !s	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak, ronf	
Reopen: intermediate 13-16 6+ cards	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels, no leaping Michaels, mixed Raise	
VS. NT (vs. Strong/Weak; Reopening;ph)	
Don't vs strong Multi Landy vs weak	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double = t/o	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=maj, nt=minors, 2!c = blacks, 2!d= reds	
OVER OPPONENTS' TAKEOUT DOUBLE	
Xx=9+, ne suit forcing, RONF	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3 ^{/5}	
NT	4 th /2nd	4 th /low	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, akx	akjtx	
King	AK, KQx	KQxxx	
Queen	Qx, qjx	KQT9, Qx, QJx	
Jack	Jx JTxx	JTxx	
10	AJT, KJT, Tx, T9x	same	
9	AT9, KT9, QT9, 9x	same	
Hi-X	high	high	
Lo-X	high	high	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	uda	udc	
Suit 2	Remainder count	Remainder count	
3	Suit preference	Suit preference	
1	uda	udc	lavinthal
NT 2	Remainder count	Remainder count	uda
3	Suit Preference	Suit preference	udc
Signals (including Trumps): frequent suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound, reopening transfer a king. Responsive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, maximal game try			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
PLAYERS: David Beinart Glen Holman
EVENT Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 udca
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2!d bad weak 2 in a major
2M 5/6 cards, 9-12 hcp, but not opening hand.
Gambling 3 nt
Dove street relay
Short suit game tries over majors
Mixed Raises
SPECIAL FORCING PASS SEQUENCES
At unfavourable vulnerability over our strong game sequence
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4!h	General approach	Walsh style, 1 nt=8-10, inverted, wjs	4 th suit forcing, Relays	
1♦		4	4!h	General approach	Inverted, wjs, 1nt=6-10, 3!c =invitational	4 th suit forcing, Relays	
1♥		5	4!d	Five card majors	Raise constructive with 3. Bergen raises, Modified Jacoby and Bergen, splinters, 1 nt forcing, 2 nt natural and game force	RKC Short suit game tries	
1♠		5	4!d	same	same		
INT				15-17, may have 5 card major	4 way transfers, 3 level are single suited slam tries		
2♣		0	4!s	Almost game force	2 !d gf relay, 2!h double neg. no king 4 or less, 2nt = pos with hearts. 3 level bids natural good suit	Kokish	
2♦		0		Baad wak 2 in a major 5-8	2!h = pass or correct, 2!s = 3+!h 2nt= enquiry 4!c = transfer me into your major	3m = max with suit 2 above, 3M = min M	
2♥		5		Good wk 2, 9-12	2 nt = equiry as to length and strength		
2♠				same			
2NT		2		20-21 may contain 5 card major	3 !c ordinary stayman, transfers		
3♣		6		Normal pre-empt, light in 3rd	RONF		
3♦		6		same	same		
3♥		6		same	same		
3♠		6		same	same		
3NT				Gambling, no ace or king Outside in 1 st or 2 nd .	4!c, 4!d= pass or correct, 4M to play		
4♣		7		preempt	RONF		
4♦		7		Same			
4♥		7		Same			
4♠		7		Same			
4NT				undefined			
5♣				same		HIGH LEVEL BIDDING	
5♦				same		Dopi, exclusion, XX = first round control	
5♥				same			
5♠				same			