

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
7+ points	
General style sound	
Jump raises = PRE; Mixed Raises = Jump Opener suit, when no jump and 2NT available then 2NT = Mixed	
New suit = Forcing	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd = 15-18, System on	
4 th = 10-14 over 1♠/1♦, 10-16/17 over 1♥/1♣ - See responses	
1 any - 2NT = 18-20, system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-suiter weak natural, intermediate in 4 th - new suit = Forcing	
Ghestem = 2-suiter	
Reopen: Michaels	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
GHESTEM:	
Direct Cue = Two NON-TOUCHING suits	
2NT = LOWER TWO suit	
3♣ = HIGHER TWO suits EXCEPT when 1♦ opened 3♦ = HIGHER	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Multi Landy	
(INT) - 2♣ - (P) - 3M = weak,	
(INT) - 2♣ - (P) - 2♦ - (P) - 2any - (P) - 3♣/3♦ = to play	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Takeout Double Thru 4♣	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Vs 1♣ X = Majors, INT = minors, 2NT = minor/major 55	
Vs 2♣ X = Majors, 2NT = minors	
Vs (1♣) - Overcall - (P) - 2♣ = undefined Strong	
OVER OPPONENTS' TAKEOUT DOUBLE	
Jump new suit weak, 2NT = limit raise+, Bromad @ 2 and 3-level	
Other jumps at 3-level are weak, Jumps @ 4-level Fit jumps	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Suit	Lead
NT	4 th or low from Hxx
	4 th or low from Hxx
Subseq	Attitude
Other: Highest from 3 small in partner's suit if supported	
MUD Ace asks for attitude and King for unblock	
LEADS	
Lead	Vs. Suit
Ace	AKx, Axxxx(+)
King	KQ, AK, KQ109x
Queen	QJ, QJx(+)
Jack	J10x, KJ10x(+)
10	109x, H109X(+)
9	9x, 98x
Hi-X	Xx, xXxx
Lo-X	HxxX, HxxX(+), xXxx(+)
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
1 Hi Enc	Hi/Low = Even
Suit 2 Hi/Low = Even	S/P
3 S/P	Hi/Low = E
1 UD att lead of A/Q	Hi/Low = even
NT 2	Hi = Enc
3	
Signals (including Trumps):	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
May be light with classic shape	
Cue = Forcing till suit agreement	
Single jump = 8-11 with 4 cards	
Double jump = 8-11 with 5 cards	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
Responsive, Neg. Rosenkrantz, Support Dbl/Rdbl - even when p shows 5	
Leading directing Doubles of Stayman, transfers, cue bids and keycard	
Rdbl after 1NT - (Dbl) = bid clubs, if transfer happy to compete	
Maximal, Lightner	

WBF CONVENTION CARD	
CATEGORY: Green	
NCBO: SABF	
PLAYERS: Val Bloom & Neville Eber	
EVENT: SA Mixed Pairs	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong NT, 5 card majors	
Light openers and responses usually on shape	
Multi 2♦ - Strong Diamonds or Weak two in Major	
Strong 2♥/2♣	
WJO	
Ghestem	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Ghestem	
Gambling 3NT	
Weak jump shifts and raises in competition	
Scrambling 2NT	
RKCB 1430	
Italian style cuebids	
Good/Bad 2NT	
Splinters	
Mixed raises	
2-way checkback	
Lebensohl - slow shows over INT, after a double of a weak two, and when we have reversed and 4 th suit is not available as a weak bid	
Multi-Landy	
SPECIAL FORCING PASS SEQUENCES	
When we have bid to game vul, always forcing pass sequences	
Pass and pull = slam try	
IMPORTANT NOTES	
1S - (p) - 3H = weak	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	Inverted minors, strong jumps shift(+/-14-17)		
1♦		3		11-21	Inverted minors, strong jump shift(+/-14-17)		
1♥		5		11-21	Bergen, Jacoby 2NT, 3NT Bal fit; 3♠, 4♠, 4♦ strong 2nd 5-card suit 12-15		
1♠		5		11-21	As Above; 4♠, 4♦, 4♥ strong 2nd 5-card suit 12-15		
INT				15-17 Bal 5/4 or 6 card minor possible	Stayman, Puppet, Transfers 4-suits, Smolen + Ext	INT-2♣-2♥-2♠ = 4-card Spade Inv	
2♣	Yes			Art GF	SA Texas, INT-3♦ = 5/5 major inv+ 2♦ = neutral		
2♦	Yes			Multi 2♦	2♥ = relay, 2NT = ask		
2♥		5					
2♠		5					
2NT				20-21 Bal			
3♣		6		PRE			
3♦		6		PRE			
3♥		6		PRE			
3♠		6		PRE			
3NT				Gambling			
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				Blackwood			
5♣		7		PRE			
5♦		7		PRE			
5♥							
5♠							
						HIGH LEVEL BIDDING	