

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One level may be a good 4 card suit; Re-bidding RHO's minor is natural after initially passing; Two level is intermediate to quite strong – X will follow
later, In protective seat maybe 4 card suit (even at 2 level)
New suit by unpassed p = F1; by passed p implies a fit;
1NT = 8 – 10; 2NT = 11 – 13; UCB = good raise;
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat: 15 – 18; System on
4 th seat: 11 – 14; System off. where
2C = enquiry; Responses are 2d = min & 2nt = max
Then check back Stayman (3C) applies
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT lower suits (weak or strong)
4 m = that m and a Major
2/3 of a suit = WJO (like weak 2/3 openings)
New suit = F1; 3NT to play;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Simple cue of a Minor = Majors (min 5/4)
Simple cue of a major = Other Major & minor 5/5 weak or strong
Direct cue at 3 level = stopper ask
VS. NT (vs. Strong/Weak; Reopening)
Vs Strong NT = Hamilton where x = 4M and 5+m
Vs weak NT = Hamilton where x = Penalty
Both Strong and Weak:
2c = Majors (min 5/4); 2d = one suited Major
2M = M/m (min 5/4); 2NT = minors (min 5/4)
Versus protective NT: X shows a good hand
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X up to 3 level = takeout; 4+ level = optional; Cue at 3 level = stopper ask; Cue of minor = Majors (Michaels); 4m = that minor and other M (Leaping and Non-L Michaels); 4NT over 2/3M =minors; 4NT over any 4-level bid = 2 of the other suits.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors; 1NT = minors;
2c = blacks; 2d = reds
All min 5/4 shape
OVER OPPONENTS' TAKEOUT DOUBLE
xx is its our hand;
System of transfers etc all on over opps x.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	Highest if supported	
NT	4 th	As above	
Subseq	As above	As above	
Other:			
LEADS			
	See Note 1 Blow		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Uda or suit pref	Udc	Uda
Suit 2	ude	Udc	Udc
3			
1	Uda or suit pref	Udc	Uda
NT 2			
3			
Signals (including Trumps): Suit Preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In principle doubles are for takeout except:			
X of weak NT = Penalty; Partner has pre-empted; A takeout X has previously been converted; All X's after a penalty xx is for penalties;			
X of a 4 level opening is optional; Lightner X's asks for unusual lead ; X of cue or artificial bids are lead directional.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative; Responsive; Co-operative; Penalty; Support;			
Lead directional; Sacrifices; Protective			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Zela Stern /Imtiaz Kaprey EVENT: SA Mixed Teams 2026
SYSTEM SUMMARY
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels
Journalist leads (coded 9/10s)
Lebensohl
Checkback forcing and non-forcing
2-way Drury
Keycard 1430
Inverted minors
Bromad / one under bids after X of Major/Bergen
Smolen after 2C
Checkback after 2C opening
Transfers and Super accept/Retransfers
Cue bid raises/Mixed raises & fit non jump
SA Texas transfers over our NT only (opening 4m: pre-empt Nat)
Weak 2DHS; Splinters; Jacoby & Mini- Jacoby; Kokish;
SPECIAL FORCING PASS SEQUENCES
When we have shown game values in competition
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Y	2	3S	12HCP - < GF	1C 1D may be bid on 3D if too weak for 1NT (5-7) 1C 1NT = 8 – 10 denies 4M; 1C 2D = mini-Flannery		
1♦	N	4	3S	We open 1D with 4/4 in minors unless suit quality dictates otherwise. We often open 1D with 4D/5C then rebid 2C if NT rebid is flawed. (Alertable)	1D -1NT = 6-10 denies 4M; 1H/S = 4+ and F1; over 1C may conceal longer D's if <inverted raise; Simple raise = 4+ support denies 4M and F to 3D; Jump shift in Majors = weak (3-6) 6 carder; 2NT = 10-12 denies 4M; Jump raise = weak (3-7) 5+ card support; Double Jump shift = splinters;		
							In 3 rd /4 th
1H/S	N	5	3S	May be 4card suit in 3 rd seat	1NT = F1; 2M = constructive usually 3crd support; 2NT = Jacoby 4crd M support 12+ Bergen: 3c =7-9; 3D = 10-11; 3M = 0-6; All 4 card support.		Drury applies 2c 4card support 8-11 (2d asks min or max) 2d 3crd support 9-11
INT	N			15-17; may contain	2c = Stayman does not promise 4M		
				5M or 6m or singleton A/K	2D/H/S/NT = transfers with super accepts; 4C/D transfer to 4H/S; 4H/S = both minors weak/strong; 4NT = quantitative	2NT min both 4M; 3C max both M. Responder now bids 1one under to transfer to the 4M he/she has	
2♣	Y	0		Game force except after 2NT rebid	2D is positive 2Queens or better; 2H = bust; 2S/2NT(H)/3C/3D = 2 of top 3 honours of 5+card suit.	2H is Kokish	
2D/H/S	N	5		Weak 6-10	All responses F1; 2NT = Enquiry	Ogust responses: 3C min; 3D good suit bad hand; 3H Bad suit good hand; 3nt max.	
2NT	N			20-21; may contain	3c = normal stayman		
				5M or 6m or singleton A/K	3d/h= transfers to H/S		
					3S = minor suit stayman; 3nt = to play		
					4m = slam try in that suit	Cue by opener accepts ST; 4NT sign off	
3C/D/H/S	N	6		6-10 natural	New suit F1	Optional	
3NT	Y	8		Gambling NT in minor	4C pass or correct		

4C/D/H/S	Y	8		8 card pre-empt	Natural and weak		
4NT	Y			Minors		HIGH LEVEL BIDDING	
5C/D/H/S	N	8/9		Pre-empt		P1D0	
			1	Lead	Vs. Suit	Vs. NT	
				Ace	Usually AKXX	AKXX	
				King	Either from KQ or AK	AKJ10 / KQ109	
				Queen	Usually from QJX	Either AQJXX or KQXX	
				Jack	J- no higher	J- no higher	
				10	2 higher or no higher	2 higher or no higher	
				9	2 higher or no higher	2 higher or no higher	
				Hi-X	Natural or from 4 small	Natural or from 4 small	
				Lo-X	3 card or longer , or above	3 card or longer, or above	