

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at favourable vulnerability 2 level – tend to be sound when vulnerable
Weak jump overcall
Good/Bad: 2NT = willing to compete when overcalling to 3 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 semi-balanced
All systems on for direct overcall
Protective 10-14 NT in 4 th seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6-10 with 6 card suit – 2NT with modified Jacoby responses
Reopen: opening hand natural with good suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Leaping Michaels over 2 level shows the minor + 5 card M
Jump cue bid = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
X – longer m + 4 card M (or strong hand with natural continuations)
2 D = long M
2H/2S = H/S with a minor
2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Non-leaping over pre-empts
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1 club (precision) – CRO – X = 2 suits same colour, 1D = 2 suits same rank, 1 NT = opposite
OVER OPPONENTS' TAKEOUT DOUBLE
Over M – X : 2 C = 10+ 3 card supp; 2 D = 6-9 supp, 2 M = weak raise; 2NT = good 8+ with 4+ card ; 3 new suit = pre-empt
XX = 10+ with at most 2 card support for M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th	4 th	
Subseq	Residual Stand count	Residual Stand count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx Axxx	Attitude	
King	KQx or AKx	Count/unblock	
Queen	QJ	Ask attitude	
Jack	J denies higher	J denies higher	
10	0/2 higher	0/2 higher	
9	0/2 higher	0/2 higher	
Hi-X	Even	Xx, xxx	
Lo-X	odd	Odd	
SIGNALS IN ORDER OF PRIORITY – Upside down count and attitude			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Attitude	Count if needed	Upside down
Suit 2	Count	Suit pref	Suit pref
3	Suit Preference		
1	Attitude	Count if needed	Upside down
NT 2	Count	Suit pref	Suit pref
3	Suit Preference		
Signals (including Trumps):			
Upside down			
Trump signals – small = lower suit, big = higher suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive at fav vulnerability			
All initial doubles are takeout			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: South Africa
PLAYERS: Rosslee 4919 and Hingle 6252
EVENT (Mixed)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 (1 NT is semi forcing) 5 card Majors (5,5,3,3)15-17 NT
2H/2S – intermediate 6 card 10-13
2D = weak 6 card M with 6-9 HCP
Gazilli 2C over 1H-1S or 1H- 1NT or 1S – 1NT – extended sequences apply
Bergen raises – 1M – 3C = 7-9 4 card M or 10-(12-) with 3 card M support 1M – 3D = 10-11 (or 12-) with 4 card support
Wolf sign off to 2NT rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 D = multi (weak 2 in a major)
SPECIAL FORCING PASS SEQUENCES
GF sequence = pass is forcing
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3+	3S	11+	2NT = 10- 12; 2C Inverted = Game force, 2D = inv in clubs. 2H/2S are weak.	Cue major suit stopper over inverted raise	New suit jumps = very weak
							Cue bid raise
1 ♦		3+	3S	11+	2NT = 10-12 bal, Inverted = GF; 3C = inv with D	Cue major suit stopper over inverted raise	New suit jumps = very weak; cue bid raise
1 ♥							
		5+	3S	11+	2/1, Bergen 3C and 3D, 2NT = GF with 3+ trumps		
1 ♠		5+	3S	11+	2/1, Bergen 3C and 3D, 2NT = GF with 3+ trumps		
INT		2		(14+) 15-17	4 way transfers, SA Texas; minor suit stayman etc		
2 ♣		0		22+ (if balanced)	2 D = positive with K or Better	Natural or Kokish relay of 2H	
2 ♦		0		Multi – weak 2 in H or S			
2 ♥		6		10 – 13 6 card	2NT = GF, or natural		
2 ♠		6		10 – 13 6 card	2NT = GF, or natural		
2NT		20/21		Semi balanced	Transfers; 3S = 5S and 4 H	Puppet stayman; SA Texas applies	
3 ♣		Pre-emptive		7 card	4 d = Key card		
3 ♦		Pre-emptive		7 card	4 C = key card		
3 ♥		Pre-emptive		7 card			
3 ♠		Pre-emptive		7 card			
3NT		Gambling		Long minor with little outside			
4 ♣		Pre-emptive					
4 ♦		Pre-emptive					
4 ♥		Pre-emptive					
4 ♠		Pre-emptive					
5 ♣		To play					
5 ♦		To play					
5 ♥		To play	Semi-premptive				
5 ♠		To play	Semi-premptive				

Supplementary System Notes

Modified Jacoby 2NT

The response to 1 Major – 2NT (Game force – 4 card Major support)

- 3C – Minimum hand – no void
 - o 3D – requests further information
 - 3H – singleton club
 - 3S – singleton diamond
 - 3NT – singleton other major
 - 4 level = cue with slam-ish minimum ie 4C = club cue (no shortage)
 - 4 D = denies club cue and shows D cue (no shortage)
- 3D – better hand – no void
 - o 3 H – shortage club
 - o 3 S – shortage diamond
 - o 3NT – shortage other major
 - o Bidding above shortage shows cue in bid suit

Above 3 D = step shortages 15+

- 3 H = shortage club
- 3S = shortage D
- 3NT = shortage other major (Note H agreement 4H = better hand shortage S)
- C/D = void in bid suit - minimum
- 4 H (over 1 H – 2NT) = spade void minimum

Wolf sign off (response to 1 minor – 1 Major – 2NT (18-19))

- Pass or 3 NT are usual bids
- 3 Club = minimum hand – may want to sign off below game
 - o Forces 3 D = relay
 - Pd may pass or bid a suit to play at 3 level

Over 2 NT rebid

- 3 D is all purpose checkback with responses up the line.
- 3 Major (rebid) is 6 card forcing;
- showing 2nd major = 5/5
- If H bid first then spades = showing 4/4 forward going
- If 5/4 shape – go via checkback. (general style = if shape go via checkback).