

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1 level and reopen vul matters 2 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 18 system on
11 14 in reopen position
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2nt = 2 lowest
Reopen: about 14 16
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = high + low
Jump cue = 2 highest
VS. NT (vs. Strong/Weak; Reopening;PH)
Dble = 5+ minor +4 major or strong
2c= both majors 4+4+
2d= 1 major usually 6
2h =5 + 4+ minor
2sp -5 +4+minor
2nt =both minors 5+5+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=t/o 2nt =15 18 after wk 2 wide range after wk3
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dble=majors nt =minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdble =10 + new suit fl jump raise or new suit = weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4TH		
NT	4TH		
Subsequent			
Other: if supported high from xxx in partner's suit YES			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Asks att	
King	KQxx or AK BARE	Asks unblock or count	
Queen	QJx	Asks att	
Jack	J10x KJ10x	AJ109 KJ109 J10x	
10	K109 Q109 109x	A1098 K1098 Q1098 109x	
9	9x 98xx	98xx	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	attitude
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
STD signals hi we like STD count hi low = even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative responsive support dbles only to 2 of responders suit			
Redouble imply no fit after maj opening			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:SOUTH AFRICA
PLAYERS:RITA GAVRON CRAIG GOWER
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors 2/1 INT15 -17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem 2 suiter overcalls
2c 2d after 1nt opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			Single raise invite + jump raise 6-9 5+ support Jump shift = nat weak		Cue = inv +
1♦		4		3 if 4 4 3 2	Single raise invite+ jump raise 6-9 4 +support Jump shift = nat weak		
1♥		5		4c possible in 3rd	Jump raise = 11 12 2nt =GF splinters =10 13 with more go via 2nt		JUMP RAISE = WEAK CUE= INV+
1♠		5		4c possible in 3rd			
INT				15 17	4 suit trfs 3cl = puppet stayman 3d 3h 3sp = nat slam going		Neg dbles
2♣				23+ if bal or strong other	2d waiting +ve 2h = bad hand no A K or 3 Qs		Dble = values after direct overcall Bids =5+ cds +VE
2♦		6		weak	New suit F1 2nt asks high card feature if max		Dble = penalty after overcall"
2♥		6					
2♠		6					
2NT				20 22	Puppet and trfs to maj only 4c 4d = nat slam try		
3♣		6\7 if vul					
3♦		6\7 if vul			New suit below game =F1	3nt =0 1 in resp suit repeat suit = 2 card sup new suit = short with 3 card support	Rdbl invites opener to co operate Dble = penalty after overcall
3♥		7					
3♠		7					
3NT				Gambling long minor in 1 st or 2 nd 3 rd + 4 th to play			
4♣		8					
4♦		8					
4♥		7\8					
4♠		7\8					
4NT							
5♣						SLAM BIDDING	
5♦						1430 key card 5nt continuation asks specific kings	
5♥						Control cue bids = 1 st or 2 nd round	
5♠							
