

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
May be light at 1 level.
Usually constructive at 2 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Maybe be off shape with small singleton.
11-14 in protective/balancing seat
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: 2NT = 2 lowest suits.
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = both majors (usually 9+ cards, but can occasionally be 4/4)
2D = 1 long major
2H/S = 5 & 4+minor
2NT = both minors
X vs strong NT = 4M+5m
X vs weak NT = pen (15+)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles, natural overcalls.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. Strong 1C: X = both majors, 1NT = both minors.
OVER OPPONENTS' TAKEOUT DOUBLE
XX = (9)10+ may or may not have support.
New suits = nat F1. Jumps = Weak
2NT = Usually becomes a cuebid raise.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th / MUD Att	4 th / Att if supported	
NT	4 th / MUD Att	4 th / Att if supported	
Subsequent			
Other: K in NT ask's for unblock or count. A/Q ask's for attitude			
Q can be from KQxx in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx(x)	
King	AK, KQ10, KQx	KQ10(x)	
Queen	QJ(x), Qx	KQ(x)(x), Qx	
Jack	KJ10, J10(x) Jx	AJ10(x), KJ10(x), J10, Jx	
10	K109, Q109, 109(x), 10x	A109, K109, Q109, 109(x)	
9	98x(x), 9x	98x(x), 9x	
Hi-X	xXx, xXxx, Xx	xXx, Xxx, xXxx, Xx	
Lo-X	Hxx, Hxxx, xXx	Hxx, Hxxx, Hxxxx, xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High Enc	Std Count	High Enc
Suit 2	Std Count / S/P	S/P	
3			
1	High Enc	Std Count	High Enc
NT 2	Std Count / S/P	S/P	
3			
Signals (including Trumps):			
Standard – High Enc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually standard doubles. Can be light with classic shape.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles & redoubles at 1 & 2 level.			
T/O doubles			
Responsive doubles			
Negative doubles (Higher levels may just show values)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: South African Bridge Federation
PLAYERS: Lex van Vught & Joy Rothenberg
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC 5542 (14)15-17NT.
Standard Carding (High Enc)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C = Artificial Strongest Bid
2D/H/S = Weak
SPECIAL FORCING PASS SEQUENCES
When its 110% certain opp's are sacrificing.
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	4H	11-21 NF	New suits F1. May bid a 4 card major before longer diamonds.		
1♦		4	4H	11-21 NF	New suits F1		
1♥		5	4D	11-21 NF	New suits and 2/1 F1.		
1♠		5	4H	11-21 NF	New suits and 2/1 F1.		
INT				(14)15-17	4way transfers. 3C=puppet stayman		Lebensohl after interference
				May contain a singleton			
2♣	Yes	0		Strongest system bid	2D=positive relay. 2H=artificial weakest resp.	Natural	
				GF unless NT rebid			
2♦		5		Weak, usually 6 cards	New suits = NF. 2NT = enquiry	After 2NT, Opener shows outside A/K	
2♥		5		Weak, usually 6 cards	New suits = NF. 2NT = enquiry	After 2NT, Opener shows outside A/K	
2♠		5		Weak, usually 6 cards	New suits = NF. 2NT = enquiry	After 2NT, Opener shows outside A/K	
2NT				20-22 Bal/Semi bal	3C=pupp, 3D/H=transfers		
3♣		6		Pre-emptive	New suits = F1		
3♦		6		Pre-emptive	New suits = F1		
3♥		6		Pre-emptive	New suits = F1		
3♠		6		Pre-emptive	New suits = F1		
3NT							
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT							
5♣							
5♦							
5♥							
5♠							