

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Light 1 level O/C, some time 4card M, 8-17HCP at 1 level, 10-17 at 2 level, R/O can be on weaker values.

Responses: Natural (1lev NF, After 2+ level New suit = F1),
NTs=limited, CUE = SUPP . Jump raises = PRE. JUMP CUE: splinter

1 NT overcall (2nd/4th Live; Responses; Reopening)

2nd: 15-18 bal (subs auction as after 1nt opening)
4th Live: 11-14 .System is "ON", treatments similar to 1NT opening

Jump Overcalls (Style; Responses; Unusual NT)

Aggressive style, WJO on normal O/C - WK, 5+ cards Unusual NT - 55. Leaping Michaels on WK 2 M opening (4m = m + OM, CUE= any 2 suiter), Balancing 2NT=14-16 hcp, BAL (Dir 2NT = 16-19 hcp)

Direct and Jump Cue Bids (Style; Responses)

(1♣) / (1♦) – cue = Michael's Q {NV - Mini (<11)/Maxi(>16)}, when
VUL – Intermediate (12-17) = Majors
(1M) – cue = Michael's Q = OM + m
Jump cue = Asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl = Penalty, responder bids as if dbler has opened 1nt
2♣ = Major oriented enquiry, typically 5-4.(no guarantee of 4 card major) 2♦, 2♥, 2♠ = natural
2NT = Both minors, at least 5-5
3X = Pre-emptive (NV) & Constructive (VUL)

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs, 2NT : 15-18, (4M)-4NT=any strong 2-suiter

VS. Artificial Strong Openings

Vs Precision 1♣ and 1♠ – 1♦ response
Dbl = M's, 1NT = m's, Rest = Natural

Over Opponents' take out double

Over 1M opening and Opps X, ignoring the double, Over 1m opening...1level bids are ignoring the double , RDBL=10hp+

LEGEND: INV = Invitational. GF = Game Force. M's = Majors. m's = minors. OM = Other Major. Om = Other minor. cd = card. WK = Weak. BAL = Balanced. SUP = Support. NAT = Natural. PRE = Pre-emptive. CONS = Constructive. GT = Game Try.

STR = Strong. Q = Cue bid. ENC = Encouraging. CNT = Count. F1 = Forcing for 1 Round. RESP = Responsive. O/C = Overcall. WJO = Weak Jump Overcall. ART = Artificial. XFR = Transfer. SOL = Solid.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd / 5th. Hi/w 2 cards	3rd / 5th. Hi/w 2 cards
NT	4th best	3rd best

Subseq	Hi=no interest, count original	
	Other: NT ⇒K asks count; Q asks unblock; A for att. High level or X'ed suit contracts ⇒ A asks ATTitude, K asks for count. Leads cud be deceptive.	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx / AKxx(x)	AKx / AKJ10x / AK+
King	AK / KQ / KQJ(x) / KQT(x)	KQ / KQJ(x) / KQT(x)
Queen	AQJ(x) / QJ(x) / QJT(x)	AQJ(x) / QJ(x) / QJT(x)
Jack	HJT(x) / JT(x)	HJT(x) / JT(x)
10	HT9x / T9+	HT9x / T9+
9	H9x / 9xx / T9	H9x / 9xx / T9
Hi - x	doubleton	doubleton
Lo - x	3+	3+

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	ATT, Lo =ENC	Hi/Lo= Odd	ATT, Lo = ENC
2 nd	Hi / Lo = Odd	Count, S / P	CNT, Hi/Lo= Odd
3 rd	S / P		
NT:	ATT, Lo = ENC	R.Sm,Lo=ENC	Lavinthal1 st dis
2 nd	S / P	CNT	original Count
3 rd	CNT Hi-Lo =Odd		

Vs suit : Hi/ Lo in trumps = interested in ruff or in higher ranked suit.
Vs NT: Reverse Smith Echo = low card interested in suit lead.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Style: Opening values. Responses: cue F1, jump=8-10.
Reopening: 10+

Special, Art and Comp Dbl/Rdbl's

Most low level DBLs are T/O. NEG+RESP+COMP DBL (showing Take Out-distr) SUP DBL and RDBL (thro' 2M)



WBF

Convention n Card



System: 2 over 1 GF Natural

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BFI MP No	KS 000715	KS 000332	
NCBO	KSBA, BFI	Category	GREEN
Event	BFAME, 2017		

System Summary

General Approach and Style

Standard American, 5 card Majors. 2/1 FG or 4 of m. 1NT resp over 1M: S/F. 1m=3+ m (better m – no sanctity). Rev. Bergen over 1M in 1st and 2nd seats. 2 way Rev. Drury over 1M in 3rd and 4th seats. 1NT=approx. 15-17, 2NT= (19)20-21, 3NT=Gambling, 7card SOL m (no extras), ART Strong 2♣ opening (22+/8+ tricks).

2♦, Multi, wk in Major or 18-19 bal

2♥, 2♠, 2♣ - 10-13, 6 card suit, CARDING: UDCA carding, Leads: 3/5th in suit, 4th in NT.

Rev Smith in NT, Lavinthal 1st discard in NT

Special bids that may require defence

Gambling 3NT (SOL m, no outside A or K). Competitive Cue = Limit Raise or better. 4 card Rev. Bergen raises. Shaded 2 way drury.

One over one can be 3 cards(rare) e.g. 1d-1h

Light opening. Multi. 2d and 2H and 2S opening hand

Intervention over 1nt

After 2 level intervention over our 1nt, double is stolen bid transfer is ON at 2 and 3 level, 2nt is inv with 7-9 hcp NO Lebensohl, cue is stopper ask, transfer cue is stayman...80% times opener reopens with dble to compete

Important notes that don't fit

Weak Jump Shifts except 1♦-3♣, Weak Jump Overcalls, transfer over 1NT intervention, and lebensohl over weak 2 X's and after Reverses.

Psychics

Rare in Opening bids, rare to occasional in other bids

Opening	ART	Minimum in	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11- 21 hcp, 3+, no sanctity in opening better minor	Up the line (No Walsh), 1♦ = 3+ .1♥/ 1♠ = NAT 4+ F1(rare can be 3 cards), 1/2NT = 6-10 /11-12. 2♣ = Inverted minor (does not deny 4 card M) 11+SUP, 3♣ = PRE. 2♦/2♥/ 2♠ = Weak Jump Shifts 6+ NAT.	After 1♣-2♣ raise, 2NT rebid denies 4 card ♣ and 3♣ is weakest. 1♣-1M-1NT-2♦ is New Minor Force – GF. 1♣-2♣-3NT=18-19: 3-3-3-4. After 1♣-1any,3NT=18-19 with 3 Aces	No Fit Jumps
1♦		3	3♠	11- 21 hcp, 3+, no sanctity in opening better minor, can have longer clubs	1♥/ 1♠ = NAT 4+ F1(rare can be 3 cards), 1/2NT = 9-10 /11-12. 2♦ = Inverted minor (does not deny 4 card M) 11+SUP, 3♦ = PRE. 2♥/ 2♠ = Weak Jump Shifts 6+ NAT. 3♣ = Invit. 6 card ♣.	After 1♦-2♦ raise, 2NT rebid denies 4 card ♦ and 3♦ is weakest. 1♦-1M-1NT-2♣ is New Minor Force - GF. 1♦-2♦-3NT=18-19: 3-3-4-3. After 1♦-1any,3NT=18-19 with 3 Aces	No FitJumps
1♥		5,4	4♦	11-21, 5 card ♥	1♠ = NAT 4+, 1NT=S/F, 2♣ / 2♦ = NAT 4+ & GF. 2♥□/ 3♥□/ 4♥ Raises = 6-10raise / Limit (3 card) / PRE (4+ trumps& Singleton). 3♣ / 3♦ = Rev. Bergen 10+ (limit) / 7-9 (mixed) ,4 cd SUP. 2NT = ART. GF Raise 4+ trumps, Jacoby 2NT ASK bid. 2♠ = NAT, Weak Jump shift 6+	After 1♥- 2♥, 2NT = BAL GT. 2♠/3♣/3♦ = Help suit GT in ♠/♣/♦. After 1♥-1♠,3NT=18-19 with 3 Aces	After 3rd / 4th hand 1♥ opening :2♣ (4 card SUP) / 2♦ (3 card SUP) – Rev Drury , 1NT = NF, 2NT =NAT, 3♣ / 3♦ is invitational Natural 6 cards Drury: 8-11
1♠		5,4	4♦	11-21, 5 card ♠	1NT=F1, 2♣ / 2♦ = NAT 4+ & GF. 2♥□ = NAT 5+ & GF. 2♠□/ 3♠□/ 4♠ Raises = 6 to 10 raise / Limit (3 card) / PRE (4 trumps& Singleton). 3♣/♦ = Rev. Bergen 10+ (limit)/ 7-9 (mixed), 4 cd SUPP. 2NT = ART. GF Raise 4+ trumps, Jacoby 2NT ASK bid.	After 1♠- 2♠, 2NT= BAL GT.3♣/3♦/♥ = Help suit GT in ♣/♦/♥.	After 3rd / 4th hand 1♠ opening : 2♣ (3 cd SUP) / 2♦ (4 cd SUP) – Rev Drury, 1NT = NF, 2NT = NAT, 3♣ / 3♦ = INV, NAT, 6 cds Drury: 8-11
1 NT		---		(14)15-17 semi balanced, can have 5 card major and 5422 distribution. Stiff Singleton Honor Possible. 6331 with 6cd minor possible	2♣ F1 Stayman. 2♦/♥/♠/NT = ♥/♠/♣/♦ TRF's . XFR break = super acceptance. 3♣=5,5wk in minor,3♦ = 5,5 GF n slam interest in minor, 3♥/♠ = singleton ♥/♠, 54 in minors only GF, 3/2 in OM. 4♣/♦ = S.A. Texas TRF in ♥/♠. 4♥/ ♠ = To play.	Responder's new suit after transfer =NAT,GF & jump new suit = auto splinter. 1NT-2♣-2any-2NT = INV, doesn't promise a 4 card M. NT-2♣-2♦-3M = Smolen, 4 cds in M, 5 cds in OM. 1NT-2♣-2♦/2♥/2♠ -3♣ is natural 1NT-2♣-2M-3♦ = natural D 1NT-2♣-2♦-2♥ = Pass or Correct to 2♠.Garbage Stayman .contd	1NT-2♣-2♦-2♠ = Pass or Correct , spade and a minor Garbage 1NT-2♣-2♦-3♦ = 5-5 in M's INV.
2♣	X	0		Forcing STR, 22+, if BAL, or 8+ tricks	2♦ waiting, semi-positive GF, 2♥ = trash, double negative. 2♠/ 2NT/3♣/3♦ = Positive in ♠/♥/ ♣/♦	2♣-2♦-3M/4m = Semi SOL, 4m auto rkc	After 2N – Baron, Xfrs, MSS, 4c/d flipflop, no transfer of M at 4 level After 3N – Baron, Xfrs, MSS
2♦ 2♥♠		Multi 6,5		Wk in Major or 18-19 bal 6 crad opening hand 10-13	2NT = enquiry, 2d-2h pass or correct, 2nt =natural	2d-2nt-3c for H and 3d for s wk hand...3h and 3s better suit and hand	
2NT		---		(19)20-21 Semi Bal. Can have 5card Major / 6card minor	3♣ = Baron. 3♦□/ 3♥□ =TRF's to ♥/ ♠. 3♠ = 5-5 m's. 3NT= To Play. 4♣/4♦ = flip flop for minor 4c for d and 4d for c , auto rkc response over flip flop NO 4 LEVEL TFER in M.4♥/4♠=To Play. 4N = quant	Super Acceptance = Accept XFR at 4M level only.	
3 bids		7/6		Natural Preempts	Natural, New suit = F1,	4N on 3M = RKC, 4minor is minor wood	
3NT	X	7		Running 7cm, No side values	4♣ / 5♣ / 6♣ = Pass or correct, 4♦ = singleton ask. 5♦/ 6♦ = To play		
4♣, ♦	X	8 or 9		Namyats.	Strong pre-empt in H/S New suit is cue-bid, 4NT=RKCB		
4♥, ♠		7 or 8		To play. Pre-emptive.	New suit is cue-bid, 4NT=RKCB		
4NT	X	---		Asks for specific aces	5♠=zero Ace, 5 Suit=that Ace, 5NT=♣Ace,6♣ = 2 Aces		
High Level Bidding / Slam Conventions							
1430 Roman Key Card Blackwood: 4NT = RKCB; 4♣ and 4♦ as RKCB in ♣ and ♦ when ♣'s and ♦'s agreed and GF established. 1430 Exclusion RKC. Specific K asking. (with 2K's bid the K which is not there). Cue style: 1st or 2nd round control up the line, Lightner DBL's, Forcing pass - Double discouraging after forcing pass, DOP1, ROP1. Splinter.							