

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
2+ LEVEL 5 CARD SUIT
CAN HAVE 18 POINTS
FAIRLY AGGRESSIVE SYSTEM ON
NS BY ADVANCER F1
WEAK JUMPS
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 SYSTEM ON
11-16 IN 4 TH SEAT SYSTEM ON
RE-OPENING 2NT = 18-20 SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK 2NT FEATURE ASK
Reopen: JUMPS GOOD SUIT UP TO 15 POINTS
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
WEAK JUMP RESPONSES IN MAJORS
JUMP CUE = ASK FOR STOPPER
DOUBLE JUMP CB = BIG IN M
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = both M
2D = single M
2H = H + minor
2S = S + minor
2NT = minors
DBL over strong is 1 x 4 c M + longer minor
DBL over weak is penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB AFTER X OF WEAK 2
LEAPING MICHAELS
3 LEVEL CB = STOPPER ASK
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = BOTH M
1NT = BOTH m
WEAK JUMPS
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+
WEAK JUMPS
FIT JUMPS AT 4 LEVEL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 or 5	3 or 5	
NT	4th	4 th or top	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A from AK	ASKS ATTITUDE	
King	K from KQ	ASKS UNBLOCK/COUNT	
Queen	Q from QJ or other	ASKS ATTITUDE	
Jack	Promises 10 or shortage	NO HIGHER	
10	Promises 9 or shortage	0 OR 2 HIGHER	
9	Usually shortage	0 OR 2 HIGHER	
Hi-X	Doubleton/Singleton	MAYBE FROM 4 SMALL	
Lo-X	3 or 5	FROM AN HONOUR	
SIGNALS IN ORDER OF PRIORITY			
SUIT	Partner's Lead	Declarer's Lead	Discarding
	HI = DISC	HI/LO = ODD	HI=DISC
	HI/LO = ODD	COUNT IF NEC	S/P
	S/P		COUNT
NT	HI/LO = ODD	HI/LO = ODD	HI/LO-ODD
	S/P	S/P	S/P
Signals (including Trumps):			
HI/LO IN TRUMPS = S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
ALL LOW LEVEL ARE T/O			
CB PROMISES REBID F TO SUIT AGREEMENT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X THRU 3S			
SUPPORT X AND XX in D H S			
RERSPONSIVE X			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: South Africa
Bateman/Chemaly 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M in 1 st & 2 nd
15-17 NT can include 5M or 6m
2/1 GF
Natural weak 2's except Clubs
1430 KICKBACK
UDCA
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS AND LEAPING MICHAELS
GAMBLING 3NT
DOPI AFTER OUR 2C OPENING & INTERFERENCE
SPECIAL FORCING PASS SEQUENCES
GF ESTABLISHED, INVIT VALUES SHOWN, ESP VUL
IMPORTANT NOTES
1D RESP COULD BE 3 CARD
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	Clubs or bal	Inverted 10+ 3C weak; 2NT = invit	Bid of M on 3 level = shortage Bid of other m = GF	
1♦		3	3S	Only 3 if 4432	Ditto	Ditto	
					1NT = F1	Cue bids	DRURY
1♥		5	3S	Could be 4 in 3 rd /4 th seat	3C & 3D = inv with 6 card suit.	After 2nt = bid shortage or 3M 16+ or 4M min or 3nt = good 13-15	FIT JUMPS at 4 level
1♠		5	3H	Ditto	2NT Jac 3NT = 12 – 15 w 4M Ditto except add 3H too	4C/D/H = 2 nd suit	1NT= semiF
INT				15-17	Staymn. M transfers;3C puppet;2S range enq	Smolen	
					3D = 5/5M Invit ; 3H/S = shortage		
2♣				GF any	2D = at least 1 x King		
					2H = dbl neg 2NT = Hs		
2♦		6		Weak	2NT = asks for A or K on side		
					NS = F1		
2♥		6		Weak	2NT asks feature		
2♠		6		Weak	Ditto		
2NT				20-21	Puppet;red suit t/f; 3S t'f to 3NT;3NT= 5S + 4H SA Texas ,4H = 5-5Ms. 4S = 5-5 ms	3 S – 3NT then 4C/D slam try . 4H/S short both ms – then 4nt by Opener is to play	
3♣		7		Pre empt	NS = F	Opener rebids his suit or raises or 3NT dislike	
3♦		7		Pre empt	NS = F	Resp suit	
3♥		7		Pre empt	NS = F		
3♠		7		Pre empt	NS = F		
3NT				Gambling	4C = P/C; 4D asks shortage; 4H/S = to play		
4♣		8		Pre empt			
4♦		8		Pre empt			
4♥		8		Pre empt			
4♠		8		Pre empt			
4NT				Asks specific Aces	5C = 0; 6C = A clubs; 5NT = 2 aces; 6D = 3 aces		
5♣		9		To play		HIGH LEVEL BIDDING	
5♦		9		To play		RKCB 1430 After Q ask next step denies Q KICKBACK	
5♥		9		Bid 1 more with trump H		DOPI DEPO	
5♠		9		Bid 1 more with trump H		1 st & 2 nd round control bid equally	
						Serious and Non serious when both hands unlimited only	
						Lightner	
						Exclusion	

