

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
2+ LEVEL 5 CARD SUIT
CAN HAVE 18 POINTS
FAIRLY AGGRESSIVE. SYSTEM ON
NS BY ADVANCER F1
WEAK JUMPS
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 SYSTEM ON
11-16 IN 4 <sup>TH</sup> SEAT SYSTEM ON
RE-OPENING 2NT = 18-20 SYSTEM ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK Jumps
Unusual 2NT
Reopen: JUMPS GOOD SUIT UP TO 15 POINTS
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
WEAK JUMP RESPONSES IN MAJORS
JUMP CUE = ASK FOR STOPPER
DOUBLE JUMP CB = BIG IN M
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEB AFTER X OF WEAK 2
LEAPING MICHAELS
3 LEVEL CB = STOPPER ASK
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = BOTH M
INT = BOTH m
WEAK JUMPS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 9+
WEAK JUMPS

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 or 5	3 or 5	
NT	4th	4 <sup>th</sup> or top	
Subseq	Std rem. Count UDA	Std rem. Count UDA	
Other:			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
SUIT	Partner's Lead	Declarer's Lead	Discarding
	Low is Enc	Low is Enc	UDCA
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
ALL LOW LEVEL ARE T/O			
CB PROMISES REBID F TO SUIT AGREEMENT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG X THRU 3S			
SUPPORT X AND XX in D H S			
RESPONSIVE X			

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

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 2C
1♥		5	3S	Could be 4 in 3 <sup>rd</sup> /4 <sup>th</sup> seat	3C & 3D Bergen Raises 3S=splinter 2NT Jacoby GF		1NT= semiF
1♠		5	3H	Ditto	Ditto except add 3H too		
INT				15-17	Stayman. 4 way trfs. 3C Puppet. SA Texas	Smolen	
					3H/S = shortage in that M .3 other M		
2♣				GF any	2D = at least 1 x King 2H = dbl neg		
2♦		6		Weak	2NT = asks for A or K on side NS = F1		
2♥		5		Weak	2NT asks feature		
2♠		5		Weak	Ditto		
2NT				20-21	Puppet. 3D 3H trfs. 3S Minor Stayman		
3♣		6		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		<b>HIGH LEVEL BIDDING</b>	
5♦		9		To play		RKCB 1430 After Q ask next step denies Q KICKBACK DOPI DEPO	
5♥		9		Bid 1 more with trump H		1 <sup>st</sup> & 2 <sup>nd</sup> round control bid equally	
5♠		9		Bid 1 more with trump H		Serious and Non serious when both hands unlimited only Lightner	
						Exclusion	