DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE					THE ESTATION OF THE		
8-15, the lower the point count, the better the suit quality. RESPONSES: Any raise from ptr=premptive Cue Bid asks for the quality of the overcall 1Nt and 2NT =8-13, and 11-16 respectively, depending upon	OF EATH		Lead		In Parti	ner's Suit	CATEGORY: WUC	
vulnerability New suit=constructive	Suit		middle from	even small	middle	from even, small	NCBO: Botswana	
new suit—constructive	Suit					dd(Honour from Hx)	TVCBO. Botswana	
	NT		dc			do	PLAYERS: Tebogo/Tshegofatso/Lucky/Prince/Mokgabo	
	Subseq		Count from o	original holding	Count	from original holding	4	
	Other:						1	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
15-18 in 2 nd and 4 th position	Lead		Vs. Suit		Vs. NT			
RESPONSES:								
Same as if partner opened 1NT	Ace		AKx, Ax				GENERAL APPROACH AND STYLE	
	King		AKx, Ax AK, KQx,	Kx	same KQ, KQx, Kx		5 card spade, 15-17 NT, weak 2D, 2H, 2S,	
	King		ini, nga, na		, , , , , , , , -		2C and 2NT strong	
	Queen		KQ, QJx,Qx		QJx, Qx		1C could be a 3 card suit but only if 4-3-3-3 with 4 card spade.	
	Jack		Interior sequence or top of sequence		Same		GAME CONVENTIONS Short suit trial bids if a major suit is agreed at the 2 level 2NT=trial bid without a singleton-now both sides show honours. Honour/stopper showing trial bids if a minor suit is agreed.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		109, 109x sequence	, 10x, interior	Same			
Weak jump overcalls-natural responses 2NT=2 lowest unbid suits-opponents suit forcing Michaels=2 highest suits-2NT and opponents suit forcing	9	1	Singleton or	H9X	Same			
Jump cuebid=solid minor, asking for stopper, or 2suited hand not covered by Michaels or unusual NT. Ptr assumes solid minor and bids 3NT with a stopper. Overcaller takes out with the 2 suiter.	Hi-X		Middle card from even number		Same			
			Lowest card from odd number		Same			
Reopen:	SIGNAL	SIGNALS IN ORDER OF PRIORITY						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner'	s Lead	Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue bid=Michaels(see above) Jump cue bid=as above		Odd end	courage	H-L=odd,L-H=	even	Odd=encourage	Opening 4C/4D=natural prempt or solid hearts/spades(8-9 playing tricks) 1C-2D) 1D-2H) Artificial Game force. 1H-2S) 1S-3C)	
		Suit pre lavintha	1	Lower=odd, Higher=even		Count from remaining. L=even, H=odd		
	3		en number	G 11		Lavinthal		
I		(san	ne)	Smith peter		(same)		

VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	(same)	(same)	(same)
DBL=penalties 2C=both majors	3	(same)		(same)
2D and 2H =trf in direct position, natural in last position.				
2S=spades, usually a one suiter				
2NT=both minors or any strong suiter(GF if the latter)				
Transfer bid followed by another suit bid shows a strong hand Eg: 1NT-2H-PASS-2S-PASS-3C=5hearts and 4 clubs and a strong hand	Signals (in	cluding Trumps	:	·
Similarly, 1NT-2H-PASS-2S-PASS-3S shows a strong one suited hand in spades.				
			DOUBLES	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Style; Responses; Reo	nening)
Double =takeout- (After a DBL over opp's weak 2 bid, 2NT by				or 16+ any distribution
partner is lebhonsol)			=16+ and a 5+ card sui	
Suit bid=natural			new suit=19-21(5+ca	
3NT=to play	partner's su	uit- in this case b	oid the opponents suit)	,
4NT=strong 2 suiter		wed by NT =19-		
Pass-4S-pass-pass-dbl=takeout with a 3 suiter. AFTER A WEAK 2 OPENING BY THE OPPONENTS:		wed by opponen		
2NT =16-20- the opponent's suit is now the only forcing bid, while a				
jump to 4 of a minor is natural and forcing.				
2H-2NT-(pass)-3H=4 or 5 spades. 3S from opener now shows 3 card				
spades.				
2S-2NT-(PASS) -3S shows 4 or 5 hearts				
3NT= for play				
4NT=both minors				
CUE BID(2H-3H) either asks for a stopper or shows a big 2				
suiter(not both minors)				
Jump over opp's weak 2 bid =strong				

VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		SPECIAL FORCING PASS SEQUENCES
Against strong 1C: 1D, 1H,1S=natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	Trap passes at the one and two level(even with a passed hand) Pass is forcing when it is known that it is our hand and the
1NT=spades and diamonds DBL=clubs and hearts	Responsive doubles upto 3S	balance of points are with us.
2c=clubs and diamonds 2D=diamonds and hearts	1h-dbl-2h-dbl=takeout	
2H=hearts and spades 2S=spades and clubs	Competetive doubles	
AGAINST strong 2C opening, DBL=clubs(lead directing)	1d-1h-1s-dbl=clubs and heart 3 card heart support(or doubleton honour)	
AGAINST OPPONENT'S MULTI 2D OPENING: DBL=12-16pts with at least 4 diamonds 2NT=17-20	1x-1/2y-dbl-rdbl=at least a doubleton top honour in y(ace or king)	
SUIT=sound overcall JUMP=weak		
PASS AND THEN: Dbl=takeout		
2NT=14-17 Suit=light overcall		
2D(multi)-PASS-2H-DBL=max 1or min 5 hearts, ie. Either a heart suit or a takeout double.		
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
Bid of a suit=weak and 5+ cards Jumps are premptive		
RD= 9+ 2NT=a limit raise or better in ptr's suit		
1NT=6-9 genuine points. Does not deny 4 card major.		
		PSYCHICS: rare

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OPENIN	TICK IF ARTIFICI MIN. NO. CARDS CARDS THRU THRU THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.*		3	38	12-19(4+clubs), could be 3 if 4-3-3-3with 4 spades	2D=GF, 2NT=11-12 balanced, 3C=limit, other jumps=strong Double jump=splinter(void)	Basically natural continuation	JUMP=natural +fit with a passed hand 2NT= strong raise to at least 3 or ptr's suit with a passed hand.		
1 ♦		4	38	12-19	2H=GF 2NT=10-12 balanced, 3d=limit, other jumps=strong Double jump=splinter(void)	Basically natural continuation	same		

	1	1 .	1	1	1	I	1
1♥		4	3S	12-19	2S-GF, 2Nt=10-12 balanced, 3h=limit, other jumps=strong Double jump=splinter(void)	Basically natural continuation	same
					Double Jamp Sprinter(1010)		
1.		_	20	12-19, 5+cards in 1 st and 2 nd	3C=GF,2NT=11-12 balanced, 3S=limit, other	Daniar Harris and a sadian adian	
1 🖍		5	3S	position	jumps=strong	Basically natural continuation	same
INT				15-17, may have a 5 card major	2c=NF staymen, 2d=F stayman, 2h, 2s, 3c, 3d=to play, 4c, 4d=trf to H/s respectively	Basically natural continuation	
	77	0		(10)20			
2*	X	0		(18)20+, any distribution	2D=0-6, other bids natural 7+, jumps=7+ good suit, 3nt=any solid suit	2C-2D-2h/s=F1, 2c-2d-2Nt=22-24	
2.		-		6-11hcp, could be less in 3 rd	2N4 CE salina fanakantara 2C E1 salina fan	2N/T f-11 1 h 4 1 2C f-11 1	
2♦		6		position	2Nt=GF, asking for shortage, 3C=F1, asking for point count and suit quality, raise=premptive, new suit=constructiveNF	2NT followed by suit=natural, 3C followed by suit =asking bid	
2♥		6		Same	Same	same	
					-		
2 🏟		6		Same	Same	same	
2NT				20-22 balanced	3c=baron, 3d=Flint, 3h/s=GF with 5+ cards, 4c/d=trf to H/S	Natural-4 card suits	
3 .		6		Normal prempt	New suit at 3 level-F1, 4m or jump to 4M=sharples(asking bid in the suit above)	Asking bids	
3♦		6		Same	Same	same	
3♥		6		Same	Same	same	
3 A		6		Same	Same, but 3S-4h=natural	same	
3NT				Solid minor	4d=relay, 4Nt =to play in ptr's suit		
				7.11	41.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.		
4.	X			Prempt or solid hearts	4d=slam interest, 4H =to play opp solid hearts		
4 ♦	X	7	1	Prempt or solid spades	4h=slam interest, 4S=to play opposite solid spades		
4 ∀ 4 ♠		7	1	prempt prempt			
4NT				prempt			
5 . *						HIGH LEVEL BI	DDING
5 ♦			1			Cue bids (1st and 2nd round controls)	
						Roman Key Card Blackwood	
						Splinter (1st response splinter to opening bid sh	ows a void)
						5nT=grand slam force(5S if clubs is trumps) Asking bids in specific situations.	
5♥			1			Asking dids in specific situations.	
5 ♦							
			1				