

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-15, the lower the point count, the better the suit quality. RESPONSES: Any raise from ptr=preemptive Cue Bid asks for the quality of the overcall 1Nt and 2NT =8-13, and 11-16 respectively, depending upon vulnerability New suit=constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd and 4 th position RESPONSES: Same as if partner opened 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls-natural responses 2NT=2 lowest unbid suits-opponents suit forcing Michaels=2 highest suits-2NT and opponents suit forcing 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.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid=Michaels(see above) Jump cue bid=as above

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	middle from even, small from odd(Honour from Hx)	middle from even, small from odd(Honour from Hx)	
NT	-----do----	-----do-----	
Subseq	Count from original holding	Count from original holding	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx..., Ax	same	
King	AK, KQx..., Kx	KQ, KQx..., Kx	
Queen	KQ, QJx...,Qx	QJx..., Qx	
Jack	Interior sequence or top of sequence	Same	
10	109, 109x..., 10x, interior sequence	Same	
9	Singleton or H9X	Same	
Hi-X	Middle card from even number	Same	
Lo-X	Lowest card from odd number	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Odd encourage	H-L=odd,L-H=even	Odd=encourage
Suit 2	Suit preference lavinthal	Lower=odd, Higher=even	Count from remaining. L=even, H=odd
3	Low=even number		Lavinthal
1	(same)	Smith peter	(same)

W B F CONVENTION CARD
CATEGORY: WUC
NCBO: Botswana
PLAYERS: Tebogo/Tshegofatso/Lucky/Prince/Mokgabo
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card spade, 15-17 NT, weak 2D, 2H, 2S, 2C and 2NT strong 1C could be a 3 card suit but only if 4-3-3-3 with 4 card spade.
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.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 4C/4D=natural preempt or solid hearts/spades(8-9 playing tricks)
1C-2D) 1D-2H) Artificial Game force. 1H-2S) 1S-3C)

[illegible]

1♥		4	3S	12-19	2S=GF, 2Nt=10-12 balanced, 3h=limit, other jumps=strong Double jump=splinter(void)	Basically natural continuation	same
1♠		5	3S	12-19, 5+cards in 1 st and 2 nd position	3C=GF,2NT=11-12 balanced, 3S=limit, other 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	
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		6-11hcp, could be less in 3 rd position	2Nt=GF, asking for shortage, 3C=F1, asking for point count and suit quality, raise=preemptive, 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 preempt	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♠		6		Same	Same, but 3S-4h=natural	same	
3NT				Solid minor	4d=relay, 4Nt =to play in ptr's suit		
4♣	x			Preempt or solid hearts	4d=slam interest, 4H =to play opp solid hearts		
4♦	x			Preempt or solid spades	4h=slam interest, 4S=to play opposite solid spades		
4♥		7		preempt			
4♠		7		preempt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Cue bids (1 st and 2 nd round controls) Roman Key Card Blackwood Splinter (1 st response splinter to opening bid shows a void) 5nT=grand slam force(5S if clubs is trumps) Asking bids in specific situations.	
5♥							
5♠							