

DEFENSIVE AND COMPETITIVE BIDDING
<b>VS. 1-LEVEL SUIT OPENER (Style: Responses:Reopening)</b>
<b>Simple Suit Overcalls</b>
1-level may be 4-crd suit (re-bidding RHO's minor is nat)
2-level is intermediate to quite strong (X will follow later)
In Protective seat may be 4 card suit (even at 2-level)
<b>Responses:</b>
New suit by unpassed p = F1; by passed p implies some fit ; 1NT = 8-10; 2NT=11-13; UCB = good raise
<b>Simple NT Overcall</b>
Direct seat = 15/18
Protective seat = 11/14
<b>Responses:</b>
System On
<b>Jump Overcalls</b>
2NT – lower 2 suits (weak or strong)
4 bid of a minor = that minor and a (other) Major
2/3 of a Suit = WJO (like weak 2/3 openings)
<b>Responses:</b>
New suit = F1; 3NT to play
<b>Cue Bids</b>
Simple Cue of a minor = MAJORS
Simple Cue of a major = OM & a minor (weak or strong)
Direct Cue at 3-level = stopper ask
<b>Take Out Double</b>
<b>Responses:</b>
Jump = 8-10, 4crd; Dbl Jump = 8-10, 5-crd
Cue of opener's suit = 11+; NT bid = Natural – 8-10
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
vs Strong NT =Hamilton where x = 5/6m + 4M
vs Weak NT = Hamilton
X = Penalty; 2C = Majors; 2D = 1-suiter
2M = M/m 2-suiter; 2N = minors
vs Protective NT = X shows good hand
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X: up to 3-level = T/O; 4+level = optional
Cue at the 3-level is stopper ask
Cue of a minor at the 4-level = Majors (Michaels)
4 of a minor = that minor and a (other) Major (Leaping and non-leaping Michaels)
4N over 2/3M = minors
4N over any 4-level bid = 2 of the other suits
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=Majors NT= Minors; 2♣=blacks; 2♦=reds
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=strong, no fit; Trf raise; System of raises on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
<b>Leads vs</b>	<b>Own suit</b>	<b>Partner's suit</b>	
<b>Suit contract</b>	3/5 from H, or 2 <sup>nd</sup> without	Highest if supported (O)	
<b>NT contract</b>	2/4/ToN/coded 9/T	Same	
<b>Subsequent</b>	As above	As above	
<b>HONOUR LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>See Note 4 below</b>	<b>See Note 4 below</b>	<b>See Note 4 below</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>SUIT 1</b>	Uda or suit pref	Udc	Uda
<b>2</b>	Udc	S/P	Udc
<b>3</b>			
<b>NT 1</b>	Uda or suit pref	Smith echo (ud)	Uda
<b>2</b>	S/P	Udc	Udc
<b>Signals (including Trumps): Suit Pref</b>			
<b>DOUBLES</b>			
<b>GENERAL RULE</b>			
In principle all DBL's are for T/O, except			
1. X of a weak NT is penalty			
2. Partner has pre-empted			
3. A t/o X has previously been converted			
4. All X's after a penalty XX is for penalties			
5. X of a 4-level opening is optional			
6. X of cue bids or artificial bids are lead directional			
7. Lightener X			
8. X up to 3S are takeout, but can be converted to penalties			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative; Responsive; Co-operative; Penalty; Support;			
Lead directional; Sacrifice; Protective			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>2025 SA Mixed Team Trials</b>
<b>PLAYERS:</b>
Lorraine Weers (1147)
IMTIAZ KAPREY (5163)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, 5crd Majors, 4+crd♦, ♣ approach, 15-17 NT UDCA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ opening may show only 2crds
1♠-1♦ may be a bid on a doubleton (5-7, 3325)
1♠-2♦ shows 4crd♠ & 5crd♥, 8-10
<b>NOTE ON HONOUR LEADS:</b>
Our honour leads request info from partner. To this end, we may lead A or K from AK(xx...), K or Q from KQ(xx...), depending on the rest of our hand or the info required. A/Q/J asks for attitude and K for count, but does not promise or deny a touching honour
<b>NOTE ON LEADS THRU DECLARER:</b>
2 <sup>nd</sup> thru declarer
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have shown game values in competition
<b>IMPORTANT NOTES</b>
See attached sheet
<b>PSYCHICS</b>
Rare

OPENING	ARTIFICIAL?	MIN. LENGTH	NEG. DBL TO	M=Major; m=minor; oM=other Major; om=other minor; JS=Jump Shift; DJS=Double Jump Shift; Trf=Transfer; p/c=Pass/correct			COMPETITIVE & PASSED HAND BIDDING	NOTES
				NF=Non-forcing; SF=Semi-forcing; GF=Game force; F1=Forcing for 1 round; inv=Invitational; GT=Game try; ST=Slam try				
				dbl'tn=doubleton;				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION		
1♣	Y	2	3♠	12HCP-<GF	1♣-1♦ – May be bid on 2crd♦ if too weak for 1N (i.e. 5-7)	1NT (12-14)[1]; Reverse[2]; 2NT(18-19)		
1♦	N	4	3♠	We open 1♦ with 4/4 in the m's unless suit quality dictates otherwise. We may open 1♦ with 4♦/5♣ if NT rebid is flawed or ♣'s not rebiddable (alertable)	1♣-1N = 8-10; denies 4crdM; 1♣-2♦=4crd♠ & 5crd♥, 8-10	Min: 2N=bal; 3m=unbal; GF: 2m+1=GF relay		
					1♦-1N = 6-10; denies 4crdM; 1♦-3♣= inv, 6+crd; 1♦-2♣=GF	Non-min: new=stopper; JS=splinter; 3N=bal		
					1♥/♠ = 4+crd, F1; over 1♣ may conceal longer ♦'s if < GF	1NT (12-14)[1]; Reverse[2]; 2NT(18-19)		
					2♦ = Inverted, 4+crd support; denies 4crdM; F3m	Min: 2N=bal; 3m=unbal; GF: 2m+1=GF relay	Simple raise, NF	
					JS in M's [2♥/♠] = Weak (3-6); 6+crd suit	Non-min: new=stopper; JS=splinter; 3N=bal		
				2N = 10-12; denies 4crdM				
				Jump raise = Weak (3-7); 5+crd support				
				DJS = Splinters; limited hands 5+crd support; denies 4crdM				
1♥/♠	N	5	3♠/4♥	May be 4crd in 3 <sup>rd</sup>	2M = constr (8-10)	1M-2M[3]	Drury; 2♦=9-11, 3crd 2♣=7-11, 4crd, 2♦ asks	
					2N=4crd GF bal raise, or big splinter (12-15)	Long suit tries, 3N=15-17 bal		
					Splinters: 9-11 or 16+	Splinters by opener at 4 level		
					3/4M = tactical			
				3♣=7-9, 4crd raise; 3♦=10-11, 4crd raise; 3N=12-15,		1M-3♣-3♦ asks min or max;m		
INT	N			15-17; May contain	2♣ = Stayman; 3♣= Puppet Stayman; 3♦=5/5 in Majors - invitational	After 1N-2♣-2♦-2M=inv, 3M=Smolen		
				- 5crdM	2♦/♥/♠/N = Trf's With Super Accepts	New suit after trf to M=nat; after trf to m=shortage		
				- 6crdm	3♥/♠ = shortage, 3/1 in M's, 5/4 in minors			
				- singleton A/K	4♣ = 5/5 in M's GF 4♦/♥ = Trf, To play; 4♠=minors at least 5/5 GF			
				4/5NT = Quantitative				
2♣	Y	0		G/F Except	2♦ = artificial positive min 2 x Qs or 1 x K	2N=22-23;		
				after 2NT rebid	2♥ = bust			
2D//H/S	N	5		Weak 6-10	All responses F1; 2NT = Enquiry	Repeat of suit min hand: new suit is natural and better than min hand; 3nt is max, no 2 <sup>nd</sup> suit.		
2N	N			20-21	3♣=Puppet stayman	2N-3♦-3♥; 3♠ by responder = trf to 3NT bal to play, 3NT by responder =4 card♠		
					3♦/3♥=transfer; accept with 2crd, 3N with 3/4, cue if appropriate			
					3♠=to play in 3N, or slam try in a minor, or quant raise			
					3/4/5N=5crd♠ & 4crd♥, GF			
					4♦/♥=trf to 6+crd suit, weak or slam try			
				4♣=5/5 in Majors				

3 suit	N	6		Nat pre-empt	New suit forcing; 4♣ (4♦ over 3♣)=RKCB		
3N	Y			Long solid minor	4♣=p/c		
4 suit	N	7		Pre-empt	Natural		
4N	Y			Minors		<b>High Level Bidding</b>	
5 suit	N	7		Pre-empt		PODI/PORI; RKCB (1430), minorwood, 1 <sup>st</sup> /2 <sup>nd</sup> rd control cues	

				<u>NOTES</u>		
		1	Check back after 1NT rebid	After 1N rebid a. 2♣ forces 2♦, to play or make invite b. 2x/y is to play c. 2♦ is GF, all bidding natural d. 3 any is nat GF		
		2	Reverse bids	2NT= Leb to show weak hand by Responder a.		
		3	Simple raise of 1M to 2M	Long suit tries, need help in suit		
		4	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
			Ace	Usually AKXX	AKXX	
			King	Either from KQ or AK	AKJ10 / KQ109	
			Queen	Usually from QJX	Either AQJXX or KQXX	
			Jack	J- no higher	J- no higher	
			10	2 higher or no higher	2 higher or no higher	
			9	2 higher or no higher	2 higher or no higher	
			Hi-X	Natural or from 4 small	Natural or from 4 small	
			Lo-X	3 card or longer , or above	3 card or longer, or above	