


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
9+ points 5 Card suit		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: South Africa Event: WBF 2024 Players: Dornon Glynis 9155 Dianne Penlington 2475
Responses natural 6-9 for support in partner's suit(Jump10)	Suit	small from honour	small from H or High low for doubleton		
change of suit shows 4 card, cue bid opps suit asks how good	NT	4 highest	count		
partners over call is (could ask for stopper)	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17 points (2nd or 4th) all systems on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
Transfers, Stayman and Puppet Stayman	Ace	from Akx	A from Akxx or 4th highest		1C minimum length 2 points 12-22 Rebid of 1NT 12-14 responder Checkback Stayman.
					1C opening and rebid of 2NT is 18/19
JUMP OVERCALLS(Style; Responses; Unusual NT)					
1-Suit: weak jump 5 or 6card suit not opening hand	King	K from AK bear or K from KQJx	K from KQJx (K lead asks partner to drop a hand)		5 Card Majors Diamonds = 4 , Club can be as short as 2
2-Suit: Unusual 2NT Ghestem 3C =highest suits, cue bid extremes	Queen	Q form QJ10	Q from QJ10x		Strong 2 openings S and H minimum 5 cards 19-22 points (8 trick hand)
Reopening:	Jack	J from J10 or J109	J from J10xx		2NT opening 21-22 points (can have singleton Honor can have a 5 card major) - Response Puppet and Transfers
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		10	10 9 or 10 9 xx	10 9 xx	Multi 5 ways (Strong in minors, weak in majors or 20 points = rebid of 2NT) Bid of 2NT by resp 14+,
Re-open double eg Opening 1S overcall 2H pass by Responder,		9	9 8		1NT Openings: 15-17
then Opener must re-open with double (unless she holds the	Hi-x	2nd or 4 highest from 4	4 highest		2 OVER 1 Responses: 10+ points s/be 5 card suit (except C can be short)
overcallers' suit,or unless has already passe).		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
		Partner's Lead	Declarer's Lead	Discarding	Multi 5 ways (Strong in minors, weak in majors or 20/21 points = rebid of 2NT) Bid of 2NT by resp 14+,
VS. NT(vs. Strong/Weak; Reopening;PH)		Suit	Count	Count	Roman
After Any 1NT opening we play DONT		top of sequence	Count		Roman
Double is any 6 card suit,C = C and a higher suit,D = D and a higher		singleton / doubleton	Count		Roman
suit, H = H and S, S = S and C	NT:	4th highest	Count		what we don't need
		top of sequence	Count		what we don't need
		unbid suit	Count		what we don't need
		Signals (including Trumps):			2D x is a good raise to 2nt, after 2H or 2S Lebensohl,
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Count high low shows 2, 4 or 6 of that suit and Attitude (7 and higherlike)			Strongest opening 2C 23+ points or 3 loser hand, Rebid by opener of 2NT 23/24 points
After any Preempt opening by Opps a double is take out, 3NT to play		Count low high shows 1,3,5,7 ect			Responses to 2C opening: 2H weak (no A, K or <3 Q's) 2D positive; 2S/3C/3D/3H 5 card suit.
Partner will bid suit after double With 9/10 points she will jump		DOUBLES			
		TAKEOUT DOUBLES (Style;Responses;Reopening)			SPECIAL FORCING BIDS
VS. ARTIFICIAL STRONG OPENINGS		Up to and including 3S			Unassuming cue bid, any bid of Opp suit, forcing for one round.
1C strong Precision)		Re-opening double unless holding overcaller's suit or if a passed hand			Negative doubles showing other major or other unbid suits
1C strong opening, overcall of 1D = D and H,1H = H and S		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1NT = C and D		Double is Points or Opening hand or other major			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		Redouble with 9+ points no fit with partners' suit			4NT Keycard responses 5C 1 or 4, 5D 0 or 3, 5H=2/5 and 5S = 2 /5+Q of trumps.
OVER OPPONENTS' TAKE OUT DOUBLE		Defence over Weak 2 opening:			5NT asking for K's bid lowest unbid K.
1 Opening by Partner and double by Opp, a redouble response is		2H/2S opening a x Lebensohl, 2S weak to play, 2 NT transfer to C, 3 level suit is forcing.			Partner opens 1, any jump response in new suit sets the suit, is strong, 16+ good suit cue bids thereafter.
showing no fit and 9+		Same defence over Multi opening. x is takeout			Partner opens 1 response of 2NT strong 16+ agreeing H, cue bids thereafter.
AFTER 4NT, and suit bid by Opp, double by responder means		Defence over Ghestem i.e. 1S 3C Ghestem bid lowest suit is good raise in partners' suit,			Opening by Opp of 4 bids (double is take out, bid of 4NT is 2 suiter
that was my bid. DOPI		Bid of highest suit forcing in an unbid suit, bid of 3S weak raise and x can double one of the suits.			1H opening response of 3H is 10+ points with H fit
					Reverse bids

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	x	1		11 =22 points	1D 0-5 negative, 2D 10+, 1H/1S 6-15 points	natural	neg doubles up to 3S
1D		5		11 =22 points	1H 1S 6+, 1NT 6-9 points, 2NT 16+ agreeing suit		
1H		5		11-22 points	1S 6+, 1NT 6-9 points, 2NT 16+ agreeing suit		
1S		5		11-22 points	1H 1S 6+, 1NT 6-9 points, 2NT 16+ agreeing suit		
1♥ / ♠							
1NT				15-17 points no singleton, no doubleton	2C Stayman, 2D transfer to H, 2H to S, 2S to C, 2NT to D		
2C	x	0		23+ points or 3 loser hand	2D 0-5 points or 10+, 2H,2S, 3C, 3D 6-9 points		
2D	x	0		Multi 5 ways strong in minors, weak in majors or 20 points	2H weak relay, 2S good raise to H, 2NT 14+		
2H		5		strong 18-22 points	2NT negative no fit with partner		
2S		5		strong 18-22 points	2NT negative no fit with partner		
2♥							
2♠							
2NT				21=22 points can have singleton A	3C = Baron, 3D transfer to H, 3S transfer to C		
3C		6		6-9 pre-empt	Natural		
3D				6-9 pre-empt	Natural		
3H				6-9 pre-empt	Natural		
3S				6-9 pre-empt	Natural		
3NT				Gambling 12+ strong minor	pass		Cue bids, Keycard 5C = 0/3, 5=1 or 4, 5H =2 5S=2 with Q
4C		7		8-11 pre-empt	natural		
4D		7		8-11 pre-empt	natural		
4H		7		8-11 pre-empt	natural		
4S		7		8-11 pre-empt	natural		
4NT				not applicable			
5C		8		Strong pre-empt			to play
5D		8		Strong pre-empt			to Play
5NT				not applicable			