

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 LEVEL 7-17; NS – F1
2 LEVEL 6 CARD SUIT OR GOOD 14+;
2NT FORCING CB = GOOD RAISE IN PARTNER'S SUIT
1NT SHOWS 9-13 ON PARTNER'S OVERCALL
2NT = 4 CARD RAISE 8+
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 SYSTEM ON
11-14 IN 4 <sup>TH</sup> seat after m opening
11-16 in 4 <sup>th</sup> seat after M opening
2♣ asks strength - 2♦ - min; 2NT – max now 3♣ = stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 or 7 cards – new suit forcing
Intermediate in 4 <sup>th</sup> seat (11-15 points good 6 card suit)
Unusual 2NT – 2 lowest suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Modified Michaels <a href="#">Supplementary note 16</a>
Leaping Michaels
Cue bid of Opener's m suit at 4 level shows strong pre-empt in a Maj
Jump cue = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty over weak NT 5M + longer minor over strong NT
2♣ - Majors
2♦ - single suited
2♥/♠ - ♥/♠ + minor
2NT - minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
After their cue bid – cheaper suit = forcing raise in p's suit and bidding their higher suit is forcing in the 4 <sup>th</sup> suit
X - 10+ balanced
3NT – 16+ bal, Strong jump overcalls over pre-empts
Leaping Michaels
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors
NT = minors
2♣ = natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jumps weak else system on after a minor opening
2NT = limit raise or better if Major opened. If 1♣ opened, 2NT = 13+ bal
Major -1 (constructive raise – 3 card support at 2 level, 4 at 3)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & 5 <sup>th</sup>	ATT if supported or 3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> or 4 <sup>th</sup>	2 <sup>nd</sup> or 4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> through declarer	Suit pref	
Other: If supported high from xxx in partner's suit.			
Coded 9's and 10's. Lead of honour in NT asks for unblock of card below			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	A asks for ATT	
King	KA to show shortage KQ(x) Kx	Kx AKJ10x KQx	
Queen	Qx QJx	Qx KQ109 QJx	
Jack	Jx J10(x)	Jx J10x	
10	10x HJ10x 1098	0 or 2	
9	98x 9x	0 or 2	
Hi-X	Xx doubleton		
Lo-X	1/3/5	4 <sup>th</sup> highest	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW - ENC	LOW - EVEN	LOW - ENC
Suit 2	LOW - ODD	SUIT PREF	LOW – ODD (RSC)
3	SUIT PREF		
NT 1	LOW - ENC	LOW - EVEN	LOW - ENC
2	LOW - EVEN	SUIT PREF	
3	SUIT PREF		
Signals (including Trumps):			
UPSIDE DOWN on a need to know basis			
After high level pre-empts K is for count in suit contracts			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+			
Responses; Jump 9+Cue bid forcing to suit agreement, Scrambling 2NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X thru to 2S, Neg X thru to 3S; T/O X thru to 4S			
Game try; lead directing; Penalty; lightning against 3nt or slam			
Value showing at 4 level			
Thrupp X - 1♥ - (3♠) – X asks for stopper for NT			
X of strong NT – conventional 5+ minor / 4M			
X after 2♣ and interference = weak no AK or 3 Q's			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: SOUTH AFRICA</b>
<b>PLAYERS: VANESSA ARMSTRONG / CAROL STANTON</b>
<b>EVENT: Venice Cup</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ any 11-13 or 17-18 bal or natural with clubs. If bal, diamonds can be longer (even 5)
Transfer responses to 1♣
2/1; 1NT forcing 1R, Bart
14-16 NT
1♦ is unbalanced usually 5 except if 4414
Weak 2♥/♠
2♦ is 18-19 balanced
2NT – 20-21
Jump shifts by RES are INV without competition
UDCA, 2/4 through declarer
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses to 1♣ opening
2♦ 19-20 balanced hands
Modified Michael's
Bart
Gambling 3nt
<b>SPECIAL FORCING PASS SEQUENCES</b>
When our side has shown game force values, forcing pass is on
After a 2♣ opener if direct OPP overcalls or dbls a Pass is F1
Inverted minor sequences pass if F1 if RHO interferes
<b>IMPORTANT NOTES</b>
Serious and non serious slam tries in game force auctions
Can open light in 3 <sup>rd</sup> seat
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	2	3S	2+ 11-13 or 17-18 bal (can have longer diamonds) or natural with clubs	Inverted minor raise – forcing to 3m/2NT	<a href="#">Supplementary note 1</a>	System off unless opps double
					Transfer responses to 1♣ - <a href="#">Supplementary note 2</a> 2NT 13+ / 2♦ - GF can have 4 card Maj	<a href="#">Supplementary note 3</a> (opener's rebid after transfer responses)	System on if space
1♦		4	3S	Always unbalanced	natural inverted	1♦ - 1♠ - 1nt = 5♦/4♥ 11-3 2♥ art game force	Forcing and non forcing cb <a href="#">Supp note 17</a>
1♥ 1♠		5+	3s		1NT = 6-12 F1 2♥/♠ = 6-10 2♠/3♣/3♦ = 6+ cards invitational 9-11 3♥/♠ = 10-12 4 card support 1♥ - 3♠ = unspecified shortage 10-13 1♠ - 3NT 1M - 4 level = void Jacoby 2NT = 3+ support GF Fit showing jumps by passed hand	<a href="#">BART supplementary note 4</a> Next suit up = general game try 3 level = long suit game try  <a href="#">Supplementary note 18/19</a>  Next suit up asks with shortage shown in stepwise  <a href="#">Supplementary note 5 - subsequent actions to Jacoby</a>	Drury 2♣ 8-10 4 card support 2♦ 9-10 3 card support Supp note 13: raises in competitive auctions  <a href="#">Supplementary note 6 what to do with interference of Jacoby</a>
INT				14-16 (can be 5422 or 6 card m)	<a href="#">Supplementary note 7: responses to 1nt</a>	Super accept max & 4 – 1 up	<a href="#">Rubensohl - Supp note 15</a>
2♣	YES	0		23+ or any 9 trick hand	2♦ = positive 2♥ = negative	Kokish <a href="#">Supplementary note 8</a>	Pass no 5 card suit X. 0-3 (no A, K or 3 Q) 2 any 5 card suit positive
2♦	YES		2	19-20 BALANCED	2♥ TRANSFER to 2♠ for minor suits or ♠ holdings 2♠ transfer to 2nt Other bids after the 2♦ opening - <a href="#">Supp note 11</a>	<a href="#">Supplementary note 9</a>  <a href="#">Supp note 10 - responses after a transfer to 2nt</a>	
2♥	NO	6		6 card weak	2NT Ogust asks about Partner's hand	<a href="#">Responses to Ogust Supp Note 12</a>	
2♠							
2NT				21-22 balanced	Sames as 2nt after 2♦ opener except 3♠ 3♠ transfer to 3nt 3nt 5♠/4♥ 3♦/♥ transfer to ♥/♠	<a href="#">Supp note 14 subsequent actions after transfers</a> 4♣ choosing ♥/4♦ choosing ♠ Accept transfer with 2 and break to 3nt with 3	
3♣		6		4-9	change of suit F1/ 4om = kickback	3NT = 0 or 1 of P's suit	
3♦		7+					
3♥		7+					
3♠		7+					
3NT	YES			Gambling solid minor	4♣ = P/C, 4♦ = do you have a singleton		
4♣	NO	8+					
4♦		8+					
4♥		7+					
4♠		7+					
4NT	Yes			Both minors weak		DOPI D = 0. P = 1 ROPI	
5♣		8+				Roman Key Card 1430. Exclusion 1340	
5♦		8+				Minorwood	
5♥	No	?				Kickback 4♠ is keycard ask after 4♥ agreed	
5♠	No	?					

## Supplementary notes

### Supplementary note 1: Responses to inverted minors 1♣-2♣ - subsequent actions

2♦ art game force

2NT 11-13 bal no 4 clubs

3♣ 11-13 bal with 4 clubs

3♦/♥/♠ splinter 10-12

3NT. 17-18 bal

### Supplementary note 2: Transfer responses to 1♣

1♦ transfer to 1♥

1♥ transfer to 1♠

1♠ transfer to 1nt to play or to show various minor suit holdings

a) Further development: 1♣ (P/Dbl) 1♠ (P) / 1NT (P) ?

- |         |   |
|---------|---|
| a) Pass |   |
| b) 2♣   | both minors (pass or correct) <i>at least 5/4 either way</i>  |
| c) 2♦   | to play   |
| d) 2♥/♠ | shortage in M and 5/5 minors  |
| e) 2NT  | transfer to 3♣ – eg XXX, XXX, X, AQJXXX i.e too good for pre-emptive raise but not good enough for inverted minor raise |
| f) 3♣   | both minors invitational <b>2254 either way</b>   |
| g) 3♦   | diamond suit 9-11   |
| h) 3NT  | 13-15 natural   |

1♣ – 1♠

3NT Long club suit **long clubs with 1 ½ tricks outside**

2NT 13+

2♦ - GF can have 4 card Maj

### Supplementary note 3: Opener's rebid options over 1♣- transfer -?

Complete transfer with 2-3 cards and 11-13

Jump with 11-13 and 4 card support

2NT with either 17-18 and 4 card support or 14-17 and just clubs

1nt with 17-18 bal

3♣ = 3 card support and 6 clubs 14-17

4♣ - 4 card support and 6 clubs. 14-17

3♣ - range ask

### Supplementary note 4 (Bart)

After 1S – 1NT / 2C:

Responder's bids bid:

- a) 2D – Transfer to 2H (showing 5+ card suit) – Opener breaks – i) with a heart void or ii) with 3 card heart support and a game try hand opposite a weak hand with long ♥s = jump to 3H.

After the transfer has been accepted then responder can:

- |      |   |
|------|---|
| i)   | Pass  |
| ii)  | Bid 2S – this will show 5H and 2S and a constructive hand of 8/10 pts |
| iii) | Bid 2NT – this will show 5 hearts with 10 ½ - 11 ½ pts                |
| iv)  | Bid 3C – invitational with 5H and 4C                                  |
| v)   | Bid 3D – invitational with 5H and 5D                                  |
| vi)  | Bid 3H – invitational with 6H   |
| vii) | Bid 3S – Invitational with 5H and 3S                                  |
- b) 2H – This is a transfer to 2S – Opener here has **no option** but to bid 2S – now Responder can:
- |      |   |
|------|---|
| i)   | Pass –  |
| ii)  | Bid 2NT – Invitational to 3NT but <b>guarantees 4 clubs</b> – |
| iii) | Bid 3C – guarantees 5+ clubs and is invitational              |
| iv)  | Bid 3D – shows 6+ D and is invitational to 3NT                |

- v) Bid 3S – invitational with 3 spades and guarantees a singleton (opener can ask for the singleton by bidding 3NT, whereupon Responder bids the singleton)
- c) 2S – this shows a good 8 to a bad 10 pts specifically with a doubleton spade.
- d) 2NT – Invitational to 3NT but denies a four card clubs suit (with which we would go via the 2H transfer above)
- e) 3C – pre-emptive in clubs (with an invitational hand we would go via 2H)
- f) 3D – pre-emptive in diamonds – with an invitational hand we would go via 2H)
- g) 3S – invitational with 3S, but denying a singleton (again via 2H)

**1S – 1N / 3C GF** –can be:

- a) Spades and Clubs
- b) Spades and hearts

So after **1S 1NT / 3C 3D** opener would bid:

- a) 3H with a GF hand with S & H
- b) 3S with a GF hand with a spade single suiter
- c) 3NT with a GF hand and S & C
- d) 4C with a GF hand with S & C and extreme distribution

**1. BART after the 1H opener**

- a) 1H – 1NT / 2C is again the catchall response for all balanced hands (12-17) – here 2D – is a transfer to 2H which opener can then (which is consistent with the 1S -1N / 2C – 2H / 2S sequence)
  - i) Pass – on any hand they wish to play in 2H
  - ii) Bid 2S – to show invitational 5/5 in minors
  - iii) Bid 2NT – Invitational to 3NT but guarantees 4 clubs – this gives Opener a chance to pass, duck out to 3C (knowing there is a 4-4 club fit) or raise to 3NT
  - iv) Bid 3C – guarantees 6+ clubs and is invitational
  - v) Bid 3D – shows 6+D and is invitational to 3NT
  - vi) Bid 3H – invitational with 3 hearts and guarantees a singleton (opener can ask for the singleton by bidding 3S, whereupon Responder bids the singleton with 3NT showing the spade singleton)
- b) 1H – 1NT / 2C / 2S 5c clubs invitational
- c) 1H – 1NT / 2C / 2NT invitational without 4c clubs
- d) 1H – 1NT / 2C / 3C/D preemptive with clubs/diamonds
- e) 1H – 1NT / 2C / 3H invitational in H without singleton
- f) 1H – 1NT / 2D/H natural

**2. Game Forcing hands after 1H – 1NT**

Here after this we just bid 2S – this can be any GF hand. After this bid Opener can relay with 2NT to find out what the GF is based upon. So after 1H 1N / 2S 2N then:

- a) 3C will be GF with H&C
- b) 3D will be GF with H&D
- c) 3H will be GF with just H
- d) 3S will be GF with H&S

Because all GF follow this route, it means that 1H 1N / 3C or 3D are good hands, but only invitational and at least 5/5.

[Supplementary note 5 - Subsequent actions to Jacoby](#)

3♣ min with feature

3♦ asks

3♥ unspecified shortage

3♠ asks

3NT. Void 4♣ asks. 4♦ = ♣ singleton

4♥ = ♦

4♠ = ♥

3♠ 5422 min hand

3NT asks – answer in stepwise

3NT 6 card suit

4NS. 5 card suit with Kxxxx

4♥/♠ min with sharp cards AAK

3♦ extras with shortage  
3♥ asks  
3♠ void  
3NT/4♣/♦ = shortage in ♣/♦/♥  
3♥ extras with 5422 – next suit asks  
3♠ 6 card suit with extras  
3nt. 17-18 bal  
4NS. 5-5 slam try KQxxx  
4♥ min

[Supplementary notes 6: Actions after Jacoby with interference](#)

Pass min denies splinter  
3M splinter in opps suit  
3NS. Natural slam try  
3NT. Natural slam try NO CONTROL in OPP's suit  
Cue/jump. Void  
4M extras but no control  
Jumps to 5M in comp asks for 2<sup>nd</sup> round control in opps suit

[Supplementary notes 7 Responses to 1nt:](#)

2♣ stayman  
2♦/♥ transfer to ♥/♠  
2♠ invitational or transfer to ♣  
2NT. Both minors weak or transfer to ♦  
3♣ puppet  
3♦ both majors invitational +  
3♥ 5/4 minors short in ♥  
3♠ 5/4 minors short in ♠  
3nt  
4♣/♦ transfer to ♥/♠  
4♥ both majors P/C  
4♠ both minors  
4NT. Both minors 2245 slam invite

[Supplementary note 8 Kokish after 2c](#)

-2H = relay to 2S, with follow-up of 2N showing semi-balanced. 25+  
-2N direct = semi-balanced. 23/24  
-Other bid shows hearts and second suit  
-Jump to 3 of a Major shows 5+♦ and 4 of the major that was bid

[Supplementary note 9: Responses after a 2♦ opener and 2♥ transfer and subsequent actions:](#)

3♠ choice of games 5332  
4♣/♦/♥ autosplinters for ♠  
4♠ mild slam try  
2nt. Transfer to ♣  
3♣ transfer to ♦  
3♦ 5/4 minors with ♥ shortage  
3♥ 5/4 minors with ♠ shortage  
3nt 1156 both minors quantitative  
4nt. 2245 both minors slam force

[Supplementary 10: after 2♦ opener and 2♠ transfer to 2NT - the subsequent actions](#)

3♣ puppet  
♦/♥ transfer to ♥/♠  
3♠ 5♠/4♥  
3nt  
4♣/♦ transfer to ♥/♠

[Supplementary note 11 - responses after a 2♦ opening](#)

2NT. 2245. Weak both minors P/C

3NT. 2245. Both minors slam try

4NT. Weak both minors

4♥ 5/5 majors weak P/C

4♠ 5/5 minors weak

[Supp note 12. Responses to Ogust](#)

3♣ weak hand, weak suit

3♦ weak hand, good suit

3♥ good hand, weak suit

3♠ good hand, good suit

3NT. Solid suit

[Supplementary note 13: raises in competitive auctions](#)

Cue bid raises

2nt = 8+ 4 card support

Major – 1

Support X

[Supplementary note 14: After 2NT opener 3♠ is a transfer to 3NT after 3NT subsequent actions:](#)

4♣ clubs

4♦ diamonds

4♥ 5/5 minors short ♥

4♠ 5/5 minors short ♠

4NT. 5/5 minors slam force

[Supplementary note 15- Rubensohl -](#)

2 level bids NSST

2NT up are transfers

3♠ = stopper ask

[Supplementary note 16: responses to modified Michaels](#)

Modified michaels

1m-2m - both majors

Responses 2 levelsto play

2nt inv+ in ♥

3m inv+ in ♠

1♥-2♥ (spades and ♦)

2♠ weak to play

2nt- inv+ in ♦ but forces 3c, any ns is a cue agreeing d/ breaking transfer shows a monster

3♥ invitational+ in ♠

1♠-2♠ (shows hearts and ♦)

2NT (leb) forces 3c to show weak choices all other bids are inv+

1♥-2nt (two lowest suits)

[Supplementary note 17: GF Check-back after a 1♦ opening](#)

1♦ – 1♠

1NT – 2♦

2♥	2452 shape
2♠	2452 shape with doubleton ♠ honour (cannot be 3451 shape as would raise ♠)
2N	1453 shape
3♣	1444 or 0454 shape
3♦	1462 shape – probably poor diamonds

1♦ – 1♥

1NT – 2♦

- 2♥ 2245 shape, doubleton heart honour
- 2♠ 3145 shape
- 2NT 2245 shape, with spade stopper
- 3♣ 2245 shape with no spade stopper no heart honour

Supplementary note 18 Transfer responses after 1♥-1NT-2NT

Responder's 3 level bids are transfers

- |                    |               |                  |                              |
|--------------------|---------------|------------------|------------------------------|
| 1♥ - 1NT- 2NT - 3♣ | transfer to ♦ | 1♣ - 1♠-2NT - 3♣ | minors (pass or correct)     |
| 3♦                 | transfer to ♥ | 3♦               | 6 card diamond suit to play  |
| 3♥                 | 5/5 minors    | 3♥/♠             | short M; 5-4 minors slam try |
| 3NT                | to play       |                  | only accept with 4           |
| 3♠                 | transfer to ♣ |                  |                              |

Supplementary Note 19: Major suit development after invitational raises

- |       |  |
|-------|--|
| 1♠ 3♠ |  |
| 3NT   | Asks for shortage – show in stepwise fashion |
| 4m    | Shows shortage                               |
| 4♥    | Shows shortage                               |

- |             |  |
|-------------|--|
| 1♥ 3♥       |  |
| 3♠          | Asks for shortage – show in stepwise fashion |
| 3NT/ 4♣/ 4♦ | shows shortage in stepwise fashion i.e       |
|             | 3NT clubs                                    |
|             | 4♣ diamonds                                  |
|             | 4♥ spades                                    |
| 4♥          | No shortage                                  |

Supplementary Note 20: Drury development

Passed hand structure DRURY  
On after competition EXCEPT 1NT

P 1M  
?

- |                     |   |
|---------------------|---|
| 1NT                 | semi-forcing  |
| 2♣                  | Drury; 8-10; 4+ support – usually balanced; on in competition (except over a 1NT intervention); |
| 2♦                  | general game try<br>(after a 2M response, a new suit is long suit game try)                     |
| 2♥ after 1♠         | natural; full opening   |
| 2M                  | sub-min   |
| 2NT                 | 17-18 balanced: new suit is a source of tricks (slam)   |
| Between 2M to 3M    | short suit game try   |
| 3M                  | 15+; +6 card, slam try – no shortage  |
| 3NT                 | Choice of game  |
| Above 3M            | Long suit slam try 1♠-2♣-4♣   |
| 2♦                  | 3 card support 10-12  |
| 2M                  | minimum or subminimum   |
| New suit at 3 level | short suit game try   |
| 1♠ – 2♦ – 2♥        | natural full opening bid  |
| 2NT                 | 17-18 balanced New suit is a source of tricks and jumps in new suits are shortages              |
| 3NT                 | choice of game  |
| 2M                  | 5-9; 3+ support   |
| 2NT                 | 4+ support; O/S shortage; mixed raise 1♠-2NT; 1♥-2♠   |
| 3♣                  | enquiry   |
|                     | Shortage is shown in stepwise fashion   |

1♥ - 2♠ 4+ support with shortage

2NT enquiry - shortage shown in stepwise fashion

3M Preempt, normal 4M bid

DJS Fit jump

1♠-4♣

4M Pre-emptive

3♣/♦/♥ natural invitational as for unpassed hand

After drury 2♣ or 2♦ - 3M is forcing and slam try inviting cue bidding

[Supplementary note 21](#)

Relays after a doubt if partner raised the major with 3 card support:

1♥ - 1♠

2♠ - 2NT Next step is general game try

3♥ Minimum 3 card support

3NS 3 card support plus singleton

3♠ 4 card support minimum

3NT 3 card support maximum balanced

4♣/♦ 4 card support with singleton or void

4♥ 6 card suit plus 4 card support

4♠ 4 card suit maximum, no shortage

1♦ - 1♠

2♠

3♣/♥ 3 card support shortage

3♦ 4252 shape good diamonds minimum

3♠ 4252 shape poor diamonds minimum

3NT 4252 maximum with values in short suits

4♣/4♥ shortage with 4 card support

4♦ 4-6 shape

4♠ 4252 maximum