

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7+points
Usually sound
New suits forcing unless a passed hand
Jump new suit = fit jump or mixed raise if one below overcall major
Good bad 2nt in competitive auctions
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-18, system on
4 <sup>th</sup> = 11-14
4 <sup>th</sup> Dbl, then nt =15-17
4 <sup>th</sup> 2n = 18-20
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
preemptive
Reopen: 2 major = good opener with 6+card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels = two suiter – weak or strong, bid suits with intermediate.
If a passed hand any strength
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs Strong, DONT
2♣ = clubs and a higher, 2♦=diamonds+higher, 2♥=majors
Double = single suiter
vs Weak,
2♣ = single suiter, 2♦=majors, 2♣/2♥ major plus a minor
Double = penalties
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout thru 4♣, 4nt=2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣, crash (dbl=colour, 1♦=rank, 1nt=alternate suits) 54
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT=limit+raise, Bromad @ 2/3 level, other jumps are fit jumps

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
NT	2 <sup>nd</sup> 4 <sup>th</sup> or low from a Hxx	2 <sup>nd</sup> 4 <sup>th</sup> or low from Hxx	
Subseq	Attitude (UDCA)	Attitude (UDCA)	
Other: Highest from xxx in partner's suit if supported			
K for unblock , AQ for attitude. Show attitude if dummy wins the trick			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx+	AK, AKx+	
King	KQ, AK, KQT9x	KQ, AKJx+	
Queen	QJ, QJx+	QJ, QJx, AQJx, KQx+	
Jack	JTx+, Jx	JTx+	
10	T9x+, HJTxx+	10xx, T9x+, HJTxx+, 10x	
9	9x, 98x+, H109x+	9x, 98x	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc	Low/High = even	Odd Enc - 1 <sup>st</sup> only
Suit 2	Low/High = even		Even Disc - SP
3	S/P		
1	Low enc	Smith echo	Odd Enc - 1 <sup>st</sup> only
NT 2		Low/High = even	Even Disc - SP
3			
Signals (including Trumps):			
Trump signals, Smith echo (Low/High asks for switch)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Might be light if good shape			
Cue response forcing to suit agreement			
Single jump 9-11 4 card suit			
Double Jump 9-11 5 card suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive, Negative, Support Dbl/Rdbl			
<b>PSYCHICS: Rare</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: SOUTH AFRICA</b>
<b>PLAYERS: Janice East &amp; Terence East</b>
<b>EVENT (WBF Championships )</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1, Strong NT
Intermediate 2♠/ 2♥ (9-12)
Multi 2♦ - Weak 2 in a major
Michaels 2 suiter overcalls
UDCA
1 <sup>st</sup> Discard odd = encouraging, even discouraging with suit pref
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2♦
Michaels
Gambling 3nt
Italian style cues
RKCB 1430
Minorwood
2 way checkback
Bromad
Lebensohl – slow denies stopper, direct cue shows
<b>SPECIAL FORCING PASS SEQUENCES</b>
After showing quasi game values, pass over interference forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	Inverted 11+ no 4c maj, weak jump shift maj 2♦=9-11 with 5♥/ 4♠		
1♦		3		11-21	Inverted 11+, no 4c maj, weak jump shift maj 3♣ = 9-11 6 clubs		
1♥		5		11-21	3♣/♦= 9-11 – 6 carder 2nt = 7+hcp, 4+♥	3♣ asks strength, answer in steps of 3	
1♠		5		11-21	As above plus 1♠/3♥ = 9/11 with 6 hearts	Other suit is shortage	
INT				15=17 bal might have 5/4 or 6 minor	Stayman, Transfers, Smolen, SA texas 3-level = sing suiter slam try	1nt-2♣-(2n/3♣) = 44 major min/max	
2♣	yes			Game forcing artificial	2♦= 2 queens+, 2♥=<2queens Kokish after 2♦	See supp	
2♦	yes			Multi 6c maj < 9	2♥ relay, 2n asks	After 2n, 3♣=max 6♥, 3♦=max 6♠, 3♥/♠=min 4♣=6♥ and 4♠, 4♦=6♠ and 4♥	
2♥		6		9-12 6♥	2n asks	New suit is shortage, 4 level shows 6/5	
2♠		6		9-12 6♠	As above		
2NT				20-21	Stayman, smolen,,transfers		
3♣		6		pre	4♦=keycard		
3♦		6		pre	4♠=keycard		
3♥		7		pre	4♣=keycard		
3♠		7		pre	4♠=keycard		
3NT				gambling	4♣=pass/correct, 4♦ asks for shortage		
4♣		8		pre			
4♦		8		pre			
4♥		7		pre			
4♠		7		pre			
4NT				Blackwood			
5♣				pre			
5♦				pre			
5♥							
5♠							
						<b>HIGH LEVEL BIDDING</b>	
						PODI and PORI after keycard interference	

## Janice and Terence East supplementary notes

### Splinters and voids after major suit opening

After 1♠, 3N = 9-11 (or 16+) singleton somewhere, then 4♣ asks for singleton, we bid the short suit or 4♣ for club singleton  
4 level bids are voids

After 1♥, 3♠ = 9-11 (or 16+) singleton somewhere, then 3nt asks for singleton, we bid the short suit or 4♥ for spade singleton

### Inverted minors

Inverted minor relay (next suit up) 1♠ - 2♣, 2♦, or 1♦ - 2♦ - 2♥ = enquiry g/f

New suits are singletons, 3nt = 11-12 bal, 2nt = 13+ bal, then 3♣ as for range and we show in steps of 2 (3♦=13/14, 3♥=15/16 etc)

After inverted minor, 2n shows minimum weak nt, 3n show max weak nt (1/2 stopper in both majors)

### Kokish after 2♣

After 2♣-2♦-2♥ is a relay to 2♠, then 2nt = 24+ balanced

So 2♣-2♦-2nt = 22-23 balanced