

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level 8+hcp, 2 level overcalls solid, reopening can be light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 direct, 16-18 after 2 level bids, 11-15 4 <sup>th</sup> seat. 2♣ afterwards
Will be a value range stayman, with 14/15 will bid 2nt and 3♣
Retstarts the stayman else will answer. Dbl then 1nt in 2 <sup>nd</sup> seat = 18/19, 2nt 4 <sup>th</sup> seat = 18/19, dbl then 1NT = 15-17 systems on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2nt = 2 lowest suits, WJO,
Reopen: 2nt = 18/19, JNS = 12-15 good 6cd suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1M -2M =OM and 5+m, 1m-2m= 2M
1M-3M and 1m-3m= stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣= both Majors
2♦ = 6+ unspecified M
2♥ = 5♥ and 4+m
2♠ = 5♠ and 4+ m
2NT = both minors
X = 5+m and 4cd M against 12-14 NT = penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = t/o, cue bid = stopper ask, jump = leaping michaels
4level bids after 3 preempts = non leaping Michaels
NT= 16-18
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = majors, NT = minors, 2♣ or 3♣ = natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = Opps cant play below 2NT undoubled, jumps= weak
NS = non forcing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1/3 <sup>rd</sup> / 5 <sup>th</sup> / top of sequences	3 <sup>rd</sup> / 5 <sup>th</sup> / low =H if supported	
NT	3 <sup>rd</sup> /5th	3 <sup>rd</sup> / 5th low= H if supported	
Subseq	Low = Honour/	Low = odd	
Other: if playing the suit already led then gives std ct.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKQ,	AKQ, AKxx asks Att	
King	KQ, KQJ	AKJT, KJT9/ unblk or ct	
Queen	QJx QJT	KQJT, KQJ, QJT, AQJ, QJ9	
Jack	JTx, JT9	AJTx, KJTxx, JT9xx	
10	T98	AT9x, KT9x, QT9x, T9xx	
9	987, 9x	J98, Q98, K98, 98xx	
Hi-X	Doubleton	doubleton	
Lo-X	From 3/4/6	From 3/4/6	
<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 = ENC
3			
1	Low= Enc	Low = Even	Low = Enc
NT 2	Low = odd	Low = Even	Low = Enc
3			
Signals (including Trumps):			
UDCA, against NT, K asks for count or unblock,			
Ace asks for attitude against pre-empts K then A =dblth, K - NS = shortage			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Solid, reopening in 4 <sup>th</sup> suit can be light, reopening after previous bids = Value showing or shortages in opps suits/			
Responses - jump = 9+hcp, can jump to game with a 6 card suit, dbl jumps			
Generally show values, low level rdbls = 10 + can have support			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbls/rdbls/ lightner/ negative/ responsive/			
Dbls after interference after a 2♣ opener = weak (-ve relay)			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> South Africa
<b>PLAYERS:</b> Carol Stanton RSA8590 & Duncan Keet RSA1354
<b>EVENT</b> Mixed
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, UDCA, 5542,15-17 NT, wk 2s, 2♣=/ 9 playing tricks or 22+,
135 leads vs suits and NT,
3 <sup>rd</sup> hand can open light / inverted minors/ INV jump shifts
Pre-empts = 6-9
2 way checkback, 2 way drury, dove street,
Bart after 1M-1NT - 2♣
Multi-landy, lebensohl after 1NT interference/ weak 2s and dbl
And reverses
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1NT -3♣ = heart shortage, 1NT-3♦ - spade shortage
1NT - 4♣ = hearts, 1NT- 4♦ = spades
Gambling 3nt
Strong 2♣
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2/1 auctions/ after inverted minors/ after 2♣ openings
After 5 level hands if we are aware we have values/
After forcing bids if opps interfere below level forced to
<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♣	✓	2	4♠		1♣-2♣ = inverted	2♦ = ART GF, Jumps = shortages/ NS = stoppers	Rdb = GF, Pass = F1, NS = stopper shows	
					1♣ - jump responses = Invitational 6cd suit	NS= Forcing, 2NT = Ogust		
1♦		4	4♠		1♦-2♦ = Inverted	2♥ = ART GF/ jumps = shortages/ NS = stops	Rdb = GF, P = F1, NS = stopper	
					1♦- jump responses = INV	NS = F1, 2NT = Ogust		
1♥		5	4♠		1NT =F1	- see bart notes - supplementary notes 4	2NT = 4cd supp INV +	
					2♠ = INV after 2♥/ 2level raise = 6-9, 2NT- Jacoby	- see supplementary notes 3	Cue bids = 3cd SUPP INV +	
1♠		5	4♥		3♣/3♦ = bergen, 4♣, 4♦. = splinters			
INT			3♠	15-17 bal	2♣-stayman- 2♦/2♥/2♠/2NT = Transfers/ 3♣ = ♥ short/ 3♦ = ♠ short, 3♥= 5/5M weak, 3♠ = 5/5 Maj GF, SA Texas		lebensohl	
2♣	✓		5♠	22+HCP or 9+ tricks	2♦ = +ve relay,	Kokish 2♥ forces 2♠ to show 2suiter or values	Dbl =-ve relay, P= +ve relay NS= good and UNBAL hand	
					2♥= neg relay, 2NT = 5+ good ♥	3♥ = 5+♦ and 4♥, 3♠ = 5+♦ and 4♠		
2♦		6	PEN	6-9 HCP	Ogust 2NT enquiry,	3♣ = wk hand wk suit, 3♦ = wk hand and gd suit, 3♥ = gd hand wk suit, 3♠ = gd hand and gd suit	Dbl = PEN	
					NS =F1	2NT = shortage p's suit, 3♦ = dblt p's suit, NS= 3cd p's suit and shortage in suit bid		
2♥		6	PEN	6-9 HCP	Same as 2♦	Same as 2♦	Same as 2♦	
2♠		6	PEN	6-9HCP	Same as 2♦	Same as 2♦	Same as 2♦	
2NT				20/21	Puppet stayman, Jacoby transfers 3♠ = minor suit stayman, 4♣ = 6+♥, 4♦ =6+♠	3♦ = 4cd unspec M, 3♥/3♠= 5cd, 3NT = no M Complete with 2, break with 3		
3♣		6		6-9	NS =F1	3nt = void or singleton in P's suit		
3♦		7		6-9	NS =F1	3nt = void or singleton in P's suit		
3♥		7		6-9	NS =F1	3nt = void or singleton in P's suit		
3♠		7		6-9	NS =F1	3nt = void or singleton in P's suit		
3NT	✓	8		Long running minor	4♣ = pass or correct			
4♣		8		weak				
4♦		8		weak				
4♥		8		weak				
4♠		8		weak				
4NT	✓	5/6 m		5/6 in the minors weak				
5♣		10		weak				
5♦		10		weak				
♠5♥		?						
5♠		?						
<b>HIGH LEVEL BIDDING</b>								
							4NT = 2 places to play after 4♣, 4NT - both minors after 4♥	

Supplementary notes

**1. Dove Street**

**Major Suit raises after 1m – 1M**

**2M** – may frequently be made on 3 card support if the NT bid is flawed

- 1) A return to 3m is natural NF
- 2) New suits are NF game tries (e.g. 3♦ would show longer ♦ than M)
- 3) over 2♥ 2N is invitational+ showing 4♠ and is F1
- 4) After 1m - 1♥, 2♥ - 2♠ is an artificial relay

as is 1m - 1♠, 2♠ - 2N (all the sequences are invitational or better)

Then a new suit = shortage + 3 card trump support

Jump new suit = shortage + 4 trumps

3M = 4 trumps, no shortage + minimum

4M = 4 trumps, no shortage + maximum

3m = 3 trumps, no shortage + minimum

3N = 3 trumps, no shortage + maximum or 4M-3-3-3

(note 1m - 1♥, 2♥ - 2♠ - 3♠ = 4 trumps + short ♠ and

1m - 1♥, 2♥ - 2♠ - 2N = 3 trumps + short ♠

Here, shortage is void/singleton.

**2. 2 way checkback**

- i. All invitational hands start 1X-1Y / 1N - 2♣

2♣ is transfer to 2♦ which may be passed or

2 own suit = balanced or semi balanced 5 card suit

2 other major = 5/4 shape (with 4/4 inv.- would have just bid 1♣-1♥-1nt- 2♠)

2N = invitational balanced (in principle denies 5M)

3 minor opened = 5 major + 4 in minor opened

3 new suit = 5/5

- ii. 2♦ is game forcing checkback – responses are up the line and natural by both sides

- iii. 2nt is transfer to ♣

Immediate jump to new suit = 5/5 GF

**3. Jacoby 2nt**

3 level bids = shortages

4 level NS = good 5 cards suits

3NT = 15-17

3M = 18/19

4M = 12-14

**4. Tim's System/ Bart**

1. Openers Actions after 1S -1NT

- a) 2C – Either genuine clubs or a catchall response of all balanced hands up to 17pts with no other second suit
- b) 2D/2H – Natural
- c) 2S – Natural 6+ card suit
- d) 2NT – 18/19 balanced (or a good 17)

- e) 3C – GF – either with S & C or S& H or just S
- f) 3D – GF with S & D
- g) 3H – 5S & 5H – good hand but NF
- h) 3S – 15+/17 – invitational 6+c
- i) 3NT – 6+ solid spades with about a trick and a half on the side
- j) 4S – close to (or equal to) an Acol 2 in spades

### Responders actions

- a) 2D – Transfer to 2H (showing 5+ card suit) – 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 **guarantees 4 clubs** –
  - 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. After this bid if opener has the strong NT type hand they can bid 2NT or 3NT
- 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) – this gives Opener a chance to convert to 3NT when also balanced (or they can pass or raise to 4S)

If the auction does not start 1S -1NT /2C then all actions are natural with the one exception of the auction 1S 1NT / 3C – it can be:

- a) Spades and Clubs
- b) Spades and hearts
- c) A spade one suiter

Whilst we say that 3C is a GF, the responder can try to break the GF by NOT bidding 3D

- 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
- 2. BART after the 1H opener
- a) 1H – 1NT / 2C is again the catchall response for all balanced hands (12-17) – here responder has one action of bidding 2D – this is a transfer to 2H which responder can:
  - 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
3. Game Forcing hands after 1H – 1NT

Here after this start to the auction 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.

#### 5. Lebensohl after a 1nt and interference

Any bids at 3 level and direct are GF, any bids that were unavailable at the two level and go through lebensohl are weak and to play.

A bid of lebensohl and then cue bid opponents suit shows a stopper and 4cd OM.

A cue bid of opponents suit directly denies a stopper and 4cd OM.

#### 6. Kokish

- 2H = relay to 2S, with follow-up of 2N showing semi-balanced. 24/25, 3NT direct = 26/27,
- 2N direct = semi-balanced. 22/23
- Other bid shows hearts and second suit
- Direct bid of 3♥ after 2♦ relay = 5+♦ and 4♥
- Direct bid of 3♠ after 2♦ relay = 5+♦ and 4♠

#### 7. Responses to the weak majors

##### Responses to 2N relay after 2♥/♠ opening:

3♣ = weak hand 5 card suit

3♦ = good hand 6 card suit

3oM = good suit poor points

3M = weak hand 6 card suit

3N = good hand 5 card suit

4 any = 6/5 shape

#### 8. Drury

After partner opens a M in 3<sup>rd</sup> or 4<sup>th</sup> seat

- 2♣ shows 4cd support 8+ HCP
- 2♦ shows 3cd SUPP and 10+HCP

### 10 . Defence to the 2nt opening which shows 5/5 in the Minor suits.

Dbl = equivalent to the 2nt overcall over weak 2 bids – 15-18 HCP balanced

3♣ = weak takeout 12-15 HCP

3♦ = stronger takeout 16-18HCP

3♥/3♠ = good overcall

4♣ = slam try in ♥

4♦ = slam try in ♠

### 11. Bergen

3♣ = 7-9 4cd SUPP

3♦ = 9-11 4cd Supp

3M = less than 7 4cd SUPP

### 12. Competitive bids over a dbl by responder

2M-1 = 3cd supp 7-9

3M-1 = 4cd supp 7-9

2NT = 10+ 4cd supp

Rdbl = F1 can have 3cd supp

NS = non forcing

### 13. 1s-1NT-2NT - transfers apply

14. Game tries 1♥-2♥-2♠ - General game try asks where partner can help

- 1♥-2♥-2NT - ♠ shortage
- 1♥-2♥-3♣/3♦ - shortages
- In competition all new suits are long suit game tries

15. Defence to 2 suiter overcalls

- Cheapest opponents suit = cue bid raise in p's suit
- The other suit is a GF bid in 4<sup>th</sup> suit