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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **DEFENSIVE AND COMPETITIVE BIDDING** |  | LEADS AND SIGNALS | | | | | |  | W B F CONVENTION CARD |
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** | **OPENING LEADS STYLE** | | | | | |  |
| 1 LEVEL 7-17; NS – F1 |  | | Lead | | In Partner’s Suit | | **CATEGORY:** Green |
| 2 LEVEL 6 CARD SUIT OR GOOD 14+; | Suit | | 3rd & 5th | | ATT if supported or 3rd/5th | | **NCBO: SOUTH AFRICA** |
| 2NT FORCING CB = GOOD RAISE IN PARTNER’S SUIT  1NT SHOWS 9-13 ON PARTNER’S OVERCALL | NT | | 2nd or 4th | | 2nd or 4th | | **PLAYERS: VANESSA ARMSTRONG / CAROL STANTON** |
| 2NT = 4 CARD RAISE 8+ | Subseq | | 2nd/4th through declarer | | Suit pref | |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)**  15-18 SYSTEM ON  11-14 IN 4TH seat after m opening  11-16 in 4th seat after M opening  2♣ asks strength - 2♦- min; 2NT – max now 3♣ = stayman  **JUMP OVERCALLS (Style; Responses; Unusual NT)**  Weak 6 or 7 cards – new suit forcing  Intermediate in 4th seat (11-15 points good 6 card suit)  Unusual 2NT – 2 lowest suits  **DIRECT & JUMP CUE BIDS (Style; Response; Reopen)**  Modified Michaels Supplementary note 16  Leaping Michaels  Cue bid of Opener’s m suit at 4 level shows strong pre-empt in a Maj  Jump cue = stopper ask  **VS. NT (vs. Strong/Weak; Reopening;PH)**  X = penalty over weak NT 5M + longer minor over strong NT  2♣ - Majors  2♦ - single suited  2♥/♠ - ♥/♠ + minor  2NT - minors  **VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)**  After their cue bid – cheaper suit = forcing raise in p’s suit and bidding their higher suit is forcing in the 4th suit  X - 10+ balanced  3NT – 16+ bal, Strong jump overcalls over pre-empts  Leaping Michaels  Lebensohl VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ X = Majors  NT = minors  2♣ = natural | Other: If supported high from xxx in partner’s suit. | | | | | | **EVENT**: Venice Cup |
| Coded 9’s and 10’s. Lead of honour in NT asks for unblock of card below | | | | | |  |
| LEADS | | | | | | SYSTEM SUMMARY |
| Lead | | Vs. Suit | | Vs. NT | |
| Ace | | AKx(+) | | A asks for ATT | | GENERAL APPROACH AND STYLE |
| King | | KA to show shortage  KQ(x) Kx | | Kx AKJ10x KQx | | 1♣ any 11-13 or 17-18 bal or natural with clubs. If bal, diamonds can be longer (even 5) |
| Queen | | Qx QJx | | Qx KQ109 QJx | | Transfer responses to 1♣ |
| Jack | | Jx J10(x) | | Jx J10x | | 2/1; 1NT forcing 1R, Bart |
| 10 | | 10x HJ10x 1098 | | 0 or 2 | | 14-16 NT |
| 9 | | 98x 9x | | 0 or 2 | | 1♦ is unbalanced usually 5 except if 4414 |
| Hi-X | | Xx doubleton | |  | | Weak 2♥/♠ |
| Lo-X | | 1/3/5 | | 4th highest | | 2♦ is 18-19 balanced |
| SIGNALS IN ORDER OF PRIORITY | | | | | | 2NT – 20-21  Jump shifts by RES are INV without competition  UDCA, 2/4 through declarer |
|  | Partner’s Lead | | Declarer’s Lead | | Discarding | SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 1 | LOW - ENC | | LOW - EVEN | | LOW - ENC | Transfer responses to 1♣ opening |
| Suit 2 | LOW - ODD | | SUIT PREF | | LOW – ODD (RSC) | 2♦ 19-20 balanced hands |
| 3 | SUIT PREF | |  | |  | Modified Michael’s |
| NT 1 | LOW - ENC | | LOW - EVEN | | LOW - ENC | Bart |
| 2 | LOW - EVEN | | SUIT PREF | |  | Gambling 3nt |
| 3 | SUIT PREF | |  | |  |  |
| Signals (including Trumps): | | | | | | SPECIAL FORCING PASS SEQUENCES 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 IMPORTANT NOTES Serious and non serious slam tries in game force auctions  Can open light in 3rd seat  **PSYCHICS: rare** |
| UPSIDE DOWN on a need to know basis | | | | | |
| After high level pre-empts K is for count in suit contracts | | | | | |
| DOUBLES | | | | | |
| **TAKEOUT DOUBLES (Style; Responses; Reopening)** | | | | | |
| 11+ | | | | | |
| Responses; Jump 9+Cue bid forcing to suit agreement,  Scrambling 2NT | | | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support X thru to 2S, Neg X thru to 3S; T/O X thru to 4S  Game try; lead directing; Penalty; lightner against 3nt or slam  Value showing at 4 level  Thrump 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 | | | | | |
| OVER OPPONENTS’ TAKEOUT DOUBLE |
| 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) |

|  |  |  |  |  |  |  |  |
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| **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 | Supplementary note 1 | System off unless opps double |
|  |  |  |  |  | Transfer responses to 1♣ - Supplementary note 2  2NT 13+ / 2♦ - GF can have 4 card Maj | Supplementary note 3 (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  Supp note 17 |
| 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 | BART supplementary note 4  Next suit up = general game try  3 level = long suit game try  Supplementary note 18/19  Next suit up asks with shortage shown in stepwise  Supplementary note 5 - subsequent actions to Jacoby | Drury 2♣ 8-10 4 card support  2♦ 9-10 3 card support  Supp note 13: raises in competitive auctions  Supplementary note 6 what to do with interference of Jacoby |
|  |
| 1♠ |
| INT |  |  |  | 14-16 (can be 5422 or 6 card m) | Supplementary note 7: responses to 1nt | Super accept max & 4 – 1 up | Rubensohl - Supp note 15 |
| 2♣ | YES | 0 |  | 23+ or any 9 trick hand | 2♦ = positive  2♥ = negative | Kokish Supplementary note 8 | 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 - Supp note 11 | Supplementary note 9  Supp note 10 - responses after a transfer to 2nt |  |
| 2♥ | NO | 6 |  | 6 card weak | 2NT Ogust asks about Partner’s hand | Responses to Ogust Supp Note 12 |  |
| 2♠ |  |  |  |  |  |  |  |
| 2NT |  |  |  | 21-22 balanced | Sames as 2nt after 2♦ opener except 3♠  3♠ transfer to 3nt  3nt 5♠/4♥  3♦/♥ transfer to ♥/♠ | Supp note 14 subsequent actions after transfers  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+ |  |  |  | HIGH LEVEL BIDDING | |
| 4♥ |  | 7+ |  |  |  |  | |
| 4♠ |  | 7+ |  |  |  | DOPI D = 0. P = 1 | |
| 4NT | Yes |  |  | Both minors weak |  | 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

1. Further development: 1♣ (P/Dbl) 1♠ (P) / 1NT (P) ?
   * 1. Pass
     2. 2♣ both minors (pass or correct) *at least 5/4 either way*
     3. 2♦ to play
     4. 2♥/♠ shortage in M and 5/5 minors
     5. 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
     6. 3♣ both minors invitational **2254 either way**
     7. 3♦ diamond suit 9-11
     8. 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:

1. 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:

1. Pass
2. Bid 2S – this will show 5H and 2S and a constructive hand of 8/10 pts
3. Bid 2NT – this will show 5 hearts with 10 ½ - 11 ½ pts
4. Bid 3C – invitational with 5H and 4C
5. Bid 3D – invitational with 5H and 5D
6. Bid 3H – invitational with 6H
7. Bid 3S – Invitational with 5H and 3S
8. 2H – This is a transfer to 2S – Opener here has **no option** but to bid 2S – now Responder can:
9. Pass –
10. Bid 2NT – Invitational to 3NT but **guarantees 4 clubs** –
11. Bid 3C – guarantees 5+ clubs and is invitational
12. Bid 3D – shows 6+ D and is invitational to 3NT
13. Bid 3S – invitational with 3 spades and guarantees a singleton (opener can ask for the singleton by bidding 3NT, whereupon Responder bids the singleton)
14. 2S – this shows a good 8 to a bad 10 pts specifically with a doubleton spade.
15. 2NT – Invitational to 3NT but denies a four card clubs suit (with which we would go via the 2H transfer above)
16. 3C – pre-emptive in clubs (with an invitational hand we would go via 2H)
17. 3D – pre-emptive in diamonds – with an invitational hand we would go via 2H)
18. 3S – invitational with 3S, but denying a singleton (again via 2H)

**1S – 1N / 3C GF** –can be:

1. Spades and Clubs
2. Spades and hearts

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

1. 3H with a GF hand with S & H
2. 3S with a GF hand with a spade single suiter
3. 3NT with a GF hand and S & C
4. 4C with a GF hand with S & C and extreme distribution
5. **BART after the 1H opener**
6. 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)
7. Pass – on any hand they wish to play in 2H
8. Bid 2S – to show invitational 5/5 in minors
9. 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
10. Bid 3C – guarantees 6+ clubs and is invitational
11. Bid 3D – shows 6+D and is invitational to 3NT
12. 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)
13. 1H – 1NT / 2C / 2S 5c clubs invitational
14. 1H – 1NT / 2C / 2NT invitational without 4c clubs
15. 1H – 1NT / 2C / 3C/D preemptive with clubs/diamonds
16. 1H – 1NT / 2C / 3H invitational in H without singleton
17. 1H – 1NT / 2D/H natural
18. **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:

1. 3C will be GF with H&C
2. 3D will be GF with H&D
3. 3H will be GF with just H
4. 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 2nd 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 quantative

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

(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