

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8+ hcp General style sound
Cue bid raises
Reopening tends to be less than an opening hand
X and then bid = 17+
Responders jump raise = preemptive
New suit F1 by responder
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15 - 18
After a X by opps, XX = bid 2C, and responder will pass or correct to 3D. 2C = stayman system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Suit weak Intermediate in 4th
Michaels 2 suiter
After weak 2, leaping Michaels
Reopen: Opening hand 12 - 15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, Subsequent X = good hand, F1
Jump cue stopper ask, or forcing cue
After opps 2 Suiter overcall, resp bids- lower cue = cbr in p's suit, Higher cue = 4 <sup>th</sup> suit F 4 <sup>th</sup> suit = natural NF
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Hamilton
X= longer minor and 4 card major
Resp. 2C =P/C, 2D bid your M, other M is a suit
X over weak nt = penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O x through 4S
Leaping Michaels over 2 opening
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 1C X = Majors 1NT = minors 2NT= Major + minor Weak jump overcalls
Vs. 2C X=majors, 2NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX Tends to imply no fit 9+
New suit = F1
2NT over M opening limit raise or better with 4 card support

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	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
Subseq STD remaining count, or SP when deemed to be more useful	Low from Hxx	Low from Hxx	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQTxx	KQ, AKJT(x), KQTx(+)	
Queen	QJ QJx (+)	QJ, QJx, AQJx, KQx(+)	
Jack	JTx, KJTx(+)	JTx, KJTx(+)	
10	T9x, ,HT9x(+),	T9x, KT9x(+)	
9	9x , 98x	98x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	odd	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc.	Low enc	Upside down
Suit 2	UDCA	S/P or count	Low enc
3	SP when applicable	UDCA	UDCA
NT 1	Low enc	S/P	UDCA
NT 2	UDCA	SP	UDCA
3	S/P		S/P
Signals (including Trumps): S/P			
On lead of A or Q, low = Enc. V nt K asks for unblock			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Single jump 8-10 4 card			
Double jump 8-10 5 Card			
Cue = F to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg Dbles up to 3 Spades			
Responsive doubles in competition			
Support Dbles and Re-Dbles DOPI ROPI DEPO			
XX after t/o X by opponents 9+points, usually no fit			
Lead directing Xs of artificial suits			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: South Africa</b>
<b>PLAYERS: Nicola Bateman / Val Bloom WOMEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 5533 15-17NT UDCA
1nt response is semi forcing
Light openers and responses usually on shape, or in 3 <sup>rd</sup> position
Multi 2D (see Note 1), ACOL 2H/S = 8tricks
WJO's
Michaels 2 suiter -any strength can be 5/4
Inverted m's(see note 3)
2C = strong
Hamilton over 1NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak jump shift raises in competition
Strong jump raise responses in non-competitive auction
Gambling 3NT opening
Lebensohl (see note 4)
Michaels - overcalls
RKCB 1430
Italian style cue bids
Jacoby 2nt (see note 2)
<b>SPECIAL FORCING PASS SEQUENCES</b>
2C – (any) P = Forcing
Pass 4+ X 0 - 3
In high level competitive forcing auction, pass is F
Following X of 1NT, pass is NF
<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	3S	Can be approach	1NT = 8 – 10 2c = 10 plus inverted(see supp notes) 3C = preempt Strong jump shift	3 Om = upper 13-14 2NT= weak 12 -13 3m = weak N/S = stopper	Jump shift pre-emptive over overcalls
1♦		3	3S		2D = 10 plus inverted 3D - Preempt Strong jump shift except 1D-3C = weak	SAME	
1♥		5	3S		1NT semi-forcing 2H 5-8 2NT Jacoby (see supp notes)	Long suit game try	Drury Fit jumps
					3C = Bergen 4 card 9-11. 3D= Bergen 3card 9-11 Same except 3H = 6+H inv	SAME	Drury + fit jumps
1♠							
INT				15 -17 Balanced/semi-balanced	Stayman Puppet Stayman Transfers Smollen		
					4C trf to H 4D trf to S 3D 5/5 Minors inv or better 4H = both M's 4S = both m's 3 of a M short and 3 of other M		
2♣	yes	2		GAME FORCE (except after 2H neg)	2H neg less than a king 2D Relay Natural positive requires good suit	2NT=22-23 3nt = 24-25 4nt = 26+	
2♦				MULTI weak M or 8trick D	2H/S Pass or correct 2NT Enq.	3C upper H 3D upper S	
						Rebid of a M = strong D + 4cM Rebid of D or NT = strong D or NT with D	
2♥		5/6		Strong two 8 tricks	2NT relay	3M = can be passed by resp, 3o/s = F	
2♠		5/6		Strong two. 8 tricks	SAME	SAME	
2NT				20/21Balanced / semi-balanced	Puppet Trfs. 3S trf to 3NT 3NT= 5S+4H 4C/D xfers 4H = both M, 4S=minors, 4nt inv, 5nt=str inv	4H/S by opener = superaccept C/D	
3♣		6/7		Pre-empt	New suit forcing	3NT=0/1, 3C=2, cue or rebid C = 3	
3♦		6/7		Same	SAME	Same in D	
3♥		6/7		Same	SAME	Same in H	
3♠		6/7		Same	SAME	Same in S	
3NT				Gambling	4C = pass/correct, 4D asks shortage,	reply of 5C/5D = shortage in other minor	
4♣				Pre-empt	4other suit =cue agreeing m		
4♦				SAME	Same		
4♥				Long Hearts	Same		
4♠				Long Spades	Same		
4NT				Blackwood	Show Specific Aces 5C – None, 5NT= 2Aces,		
5♣				Pre emptive		<b>HIGH LEVEL BIDDING</b>	
5♦				“		RKCB = 1430 DOPI DEPO ROP1	
5♥				“		Jump to 5level new suit after suit agreement = exclusion 1430	
5♠				“			

## NOTES:

### 1 MULTI 2D

Either

5/6/7 card M 5+hcp less than opening

2H/2S = pass or correct

2nt enq 3C=upper ranger H, 3D=upper range S

3H/3S natural, min

3H/3S pass/correct

4C = bid under your M

4D = bid your major

4H/4S natural

Or

8 trick D

Opener Repeat of D or bid of NT shows

Jump in M shows D and 4cM

### HAMILTON

Used in 2<sup>nd</sup> and 4<sup>th</sup> after 1NT opening.

2C = Majors can be 4/4

2D = Undefined 6 Card Major

2H = Hearts and a Minor, in 4<sup>th</sup> seat may not contain a minor

2S = Spades and a Minor,

2nt = minors

X = 4cM and longer min

X of weak nt = PEN

### LEBENSÖHL

Used over our own NT opening when opps bid, direct cue bid = no stopper and 4card OM, , 3NT = no stopper or cue, 2NT forces 3c, resp pass or correct

When Opps open weak 2's and we double - 2NT and then Cue bid = stopper and 4OM

### JACOBY

After Major suit opening a response of 2NT = 4 card + support GF

Opener to show shortage if possible.

3of Major 16 +, no shortage, 3NT = 13-15 no shortage, s/ns slam tries apply

4 of Major= Min

### FORCING AND NON FORCING CHECKBACK

1 ANY 1 ANY

1NT 2C forces 2D,

2 D game force

3 responder suit = GF 6+

3 other suit = GF, min 5-5

Afer 2NT rebid by opener

3C forces 3D, next bid is inv, - except 3nt = slam try in openers min

3D gf

Repeat of M = to play

#### MICHAELS

Cue of min = Majors. Can be 5/4

Cue of Major = Other M and a Minor

2NT = bid your minor, 3c/d = my suit

2NT = Two Lowest suits.

Resp. 3C P/C

After 1min by opener, 3 same min shows S and other m, gf

#### SERIOUS AND NON SERIOUS SLAM TRIES

Only after firm suit agreement

1<sup>st</sup> step is always not interested

When H agreed, 3S = Not interested, 3NT = interested and Spade cuebid

When S agreed, 3NT = not interested, cue = interested

#### DRURY

1H/S 2C= 3 or 4 card drury, 2NT = 4card support with shortage, 3C asks

2H/S min, other suit = game try, bid at 3 level = shortage, GF. Responder can cue or bid game.

Fit jumps, min 5-4, return to M = NF

#### 2C OPENING

After 2D response, jump in M shows long C and that M