

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5c 8+ sound at 2 level, UCB, new suit F1
Weak jumps
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15/18 system on, X then NT 18/19 system on as over 1NT
1A-P-1B-1NT 15/17 bal with stoppers
Protective 11-15 system on, over 2C bid 2NT max then 3C stayman
Protective X then NT 16/18 system on
Protective 2NT 19+ system on as over 2NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6c- UCB, new suit F1, 2NT natural
Leaping michaels over weak 2's strong
Unusual 2NT= 2 lowest
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 1C-2C, 1D-2D 5/5M's,
1H-2H 1S-2S other M+m 5/5:2NT asks m, bid = natural
VS. NT (vs. Strong/Weak; Reopening;PH)
Multilandy:2C=MM, 2D =long M,2H/S=5c+4cm, X=5m+4M
Over weak NT X=penalty
Over 2NT natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=t/o liebensol resp, 2NT15-18 system on,
3NT to play system on 4c staym, trs, 4S staym m's
Leaping/non-leaping michaels. Cue strong asks stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C-CRASH: X=colour, 1D=rank, NT=odd, H/S nat, weak jump
In 4 th position CRASH: X=colour, 1NT= rank, 2c= odd
2C X =C, natural
OVER OPPONENTS' TAKEOUT DOUBLE
1M-X-2NT=good 4c raise
XX=10+ implies no fit
Jump raise 4c weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	1/3/5	
NT	2/4	1/3/5	
Subseq	Natural remainder	natural	
Other: coded 9's and 10's 0 or 2 higher, 9 promises 10			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	A asks att	
King	AKx, KQx	AK,KQ asks count/unblock	
Queen	QJx, Qx	KQx, QJx	
Jack	J10x, Jx	J10x	
10	0 or 2 higher	0 or 2 higher	
9	0 or 10+1 higher	0 or 10+1 higher	
Hi-X	xx	2/4th	
Lo-X	Xxx	2/4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att/C nat rem	count	udca
Suit 2	Att	count	
3			
1	att	count	
NT 2	K count/unblock		
3	Nat remainder		
Signals (including Trumps):			
Count when dummy has 3 rd round control, udca			
When x in dummy low = lower ranking, H =higher ranking			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with suitable shape			
Jump response 9-11, double jump 5c 9-11			
Cue bid forcing until fit found			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
XX=10+ implies no fit			
D0P1 R0P1			
Support X and XX when p can have 4c suit up to 2S			
1A-1NT-X penalty orientated			

W B F CONVENTION CARD
CATEGORY:
Country: South Africa
PLAYERS: Anton Der Kinderen/ Chris Child
EVENT Wuhan cup/transnational
SYSTEM SUMMARY
2/1, 15-17 NT, 5533, 2C GF, 2NT 20/22, 3 x weak2's,
Forcing NT
Bergen 2M 8-10 3c, 3C=4c 8/9, 3D=4c 10/11, 3M 4c 0-7
Drury 2C=4c 7-11 (2D asks) 2D 3c 10/11
Jacoby 2NT GF
Inverted minors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Leaping and non leaping michaels
3NT gambling
Over opps 2 suiter overcall when suits known:
Q lower ranking=good raise, Q higher ranking gf in 4 th suit
X can penalize 1 or both suits, other bids natural nf
SPECIAL FORCING PASS SEQUENCES
When in GF P= unsure to bid or X
D0P1 R0P1
IMPORTANT NOTES
Jumps in competition pre emptive
PSYCHICS: no can be light in 3rd

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-19	1NT=7/9, 2NT=10/11,3NT=12/13 no 4cM Splinters 14+ 3D,H,S over C, 3H/S/4C over D, minorwood	Over 1NT 2 way CB, 2NT 3C CB Jump rebid by resp inv, new suit 5/5 inv	
1♦		3		Only if 4432	Inverted m's12+, 3m weak, 2D/H/S weak jumps 6c 4-7, 1D-3C 10/11 6c	1m-1NT-2S GF, jump GF	
					1M-2M 8-10 3c sup may be 4 if flat	2NT general game try	
1♥		5		11-19	1NT F1 0-15, 2NT Jacoby GF, 3NT 12-15 balanced 3c sup Bergen 4c sup 3C=8/9, 3D 10/11, 1M-3M 0-7, 1M-4M 5c sup weak	New suit asks for help game try splinters	
1♠		5			Splinters, weak jumps other M		
INT				15-17	2C staym,4way trs, 3C 5c stayman, 3D 5/5M's, 3M =x,3 other M 4/5m	super accept with 4c/max:2N bal,3A=xx, 3M=Xx	
				Can hv 5cM/6cm	4 level slam tries C=H, D=S, H=C, S=D,	Trs to m then bid M=x, new suit F	
2♣	y	0		21+ or 10 tricks	2D waiting, Bid 8+HH in suit	2NT 23/24, 3NT 25+system on 4c staym	
2♦		6		4-9	2NT asks feature A/K new suit F1	New suit asks sup NT=0/1, repeat suit =2,	
						With 3c sup bid x, if no x raise	
2♥		6		4-9	2NT asks feature A/K/x/0, new suit F1		
2♠		6		4-9			
					3C 5c staym, 3D=H, 3H=S, 3S m stayman	Bid 5cM, 3D 1/2 4cM, 3NT no M, after 3D resp	
2NT				20-22	4C=H,4D=S,4H=C, 4S=D slam try	Bids 4cM hasn't got, both 4C=slam try, 4D pick	
				Can hv 6cm/5cM		super accept 4c max	
3♣		6/7			4D minorwood		
3♦		7			4C minorwood		
3♥		7			4C rkc		
3♠		7			4C rkc		
3NT				Solid 7cm	4C/5C=P or correct, 4D asks x		
				No outside A/K			
4♣		7/8			New suit to play, 4NT RKC		
4♦		7/8			New suit to play, 4NT RKC		
4♥		7/8		Good suit			
4♠		7/8		+/- 8 tricks			
4NT				Specific A ask	5C=0, 5NT=AC		
5♣		8/9				HIGH LEVEL BIDDING	
5♦		8/9				RKC 14/30, 2, 2+Q, D0P1, R0P1	
5♥		8/9				5NT promises 5 controls +Q asks K's bid 1 have, with 2 bid 1 haven't got	
5♠		8/9				Exclusion RKC	
						splinters	
						Minorwood over inverted minors	

Note1

INV MINORS

1C/2C: 2D=bal 12-13, 2NT 18/19, 3NT = 14.

New suit is natural 5422 shape, 3C minimum, jump 3D/H/S shortage.

1D/2D= 2NT = bal 12-14, 3NT 18-19, new suit natural 5422 shape, 3D minimum, jump 3H/S/4C shortage.

Opener or resp can show min by 2NT or 3 of m

Minorwood always if the minor is bid on the 4 level by both parties.

Note 2

MINORS

splinters over 1C-3D/H/S, over 1D-3H/S/4C - (10/12HCP - not an opening hand)

1m- 1A- 3m = 15-17 6c

1m- 1A- 3A = 15-17, 4A = 18-19, 4 level bid splinter

1m- 1A-3NT to play

Note3

MAJORS

1M-2M constructive 8-10 3c sup maybe 4c with flat hand - thereafter business X

Splinters - 10/12 HCP- (not an opening hand)

1M-1NT F1 opener may bid 3c suit with min, NF if P hand

BERGEN: 4c sup 3C = 7-9, 3D = 10-11, 3M 0-7, 4M weak 5c sup, 3NT bal 3c sup 12-15

JACOBY 2NT GF/slam try: rebid suit = 17+, new suit 3 level =void/x, 3NT = 14-16, 4 level = 5c suit, sign out weak 11-13

2NT in competition =4c sup which means that limit raise is exactly 3 - even after 1nt, 2 suiter

1M-1NTforcing-2M weak, 3M 11 invitational. 1M-1NT-new suit weak to play, new suit raise to 3 level invitational 10/11

1M-2M long suit trial bids.

1M-2M -2NT balanced general game try. Bid 3nt if also balanced

2/1 GF 2NT rebid bal, reverse by opener does not promise extra

DRURY – 2C = 4c sup 7-11 (2D asks min or max), 2D = 3c sup 11

1M-X- 2NT= good 4c raise. XX= 9+ implies no fit

Over H and S 4nt is keycard. 1h4s/5c/5d is exclusion. 1s 5C/5D/5H is exclusion - even in interference

Note 4

GF BIDS OVER 1M/1NT

1H-1NT (denies 4S) then 2S by opener GF. 2NT by resp asks for other suit – any other bid is weak.

1H-1NT- jump bid highly invitational

1S-1NT- 3C is GF, 3D asks then 3H= S+H. 3S = S, 3N = S+C, any other jump bid highly inv. 1S-1NT-3D GF D+S

Note 5 (x/y)

2 way Checkback over all weak 1NT rebids – 2C trs to D, 2D = GF. 2 level weak (except 1C-1H-1NT- 2S-inv 44 in majors), new suit on 3 level is 5/5 invitational and rebid 3M highly inv.

When opps overcall showing 2 suits X=penalty orientated, cue lower suit= good raise, cue higher ranking =GF in 4th suit, any other bid natural NF

Note 5

NT

Superaccept with max 4c sup – 2NT =4333, bid useless xx, 3M unbal

OMST = other major slam try: if stayman is used an a M is bid on 2 level. 3 level other M is setting initial suit and forcing cue

weak NT 11-15 in 4th pos Crowhurst 2C stayman asks min or max answer as normal if weak, bid 2NT max then 3C is stayman, system on.

1NT- X penalty- system on, XX is a transfer to C

1NT-natural bid- X=t/o, artificial bid-X= values and that suit, 2 level overcall weak

Lebensohl FASS (via 2NT=no stopper)

1NT- 2C- 2D - 2M = 5cM + 4 other M and inv

Over 2NT overcall 3C=puppet, trs, 3S staym for m

Over 3NT overcall-4C= stayman, transfers, 4S staym for m

Note 6

PRE EMPTS

2NT asks feature: over M A,K,X, over m A,K

New suit over our pre-empt F1 and asks support NT=0/1, repeat suit=2, new suit=X +3, raise suit=3, resp bid of openers suit to play

Note 7

MULTI DEFENCE:

X = 13-15 bal t/o, X then bid strong or NT 19+, 2NT = 16-18, bid natural, 2D-X- 2NT lebensol, 2H/S weak, 3C/D/H/S strong, 3NT to play, leaping Michaels after suit disclosed.