

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level = 4+ cards; 2 level = 5 cards + Can be very light and aggressive
NS by advancer is NF at 1 and 2 levels if responder bids otherwise F
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP (in 4 <sup>th</sup> , usually source of tricks); system on
Re-opening 2NT = 19-21 balanced
In balance 1NT = 11-16 after (1M) and 11-14 after (1m)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit – weak, aggressive
2 suiters: (1m)-2m = majors; (1M) – 2M = OM + C’s; (1X) – 2NT = 2 lowest unbid suits
Leaping Michaels over weak 2’s
Reopen: 2NT = balanced 19-21; suits = intermediate HCP and 6+
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = majors; (1M) – 2M = OM + C’s
(1X) – 3X = stopper ask (usually long running minor)
<b>VS. NT</b>
2c = majors, 2D = single suited M 6+
2H = 5 x H’s + 4/5 in m. 2S = 5 x S’s + 4/5 in m
2NT = minors; 3 level = nat + pre-emptive
Double = penalties vs Weak NT; otherwise = 5m + 4M
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = t/o. Lebensohl after weak 2’s
Cue at 3 level = stopper ask; at 4 level = Michaels
(2X) – 2NT = 15-18 HCP balanced, system on
<b>VS. ARTIFICIAL STRONG OPENINGS- 1C or 2C</b>
(1C/2C) – X = majors; NT = minors
Aggressive interventions
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
1 level NS = F; after 1M opening: 2C = 3 cards, inv+; 2D = constructive single raise; 2H = nat, 10+
Fit showing jumps over M opening; weak preemptive over m
1M – (X) – XX – denies fit. 1M – (X) – 2NT = 8+ 4 card support.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner’s Suit	
Suit	3 <sup>rd</sup> highest = even; low = odd	3 <sup>rd</sup> highest = even; low = odd	
NT	3 <sup>rd</sup> highest = even; low = odd	3 <sup>rd</sup> highest = even; low = odd	
Subsequent	3 <sup>rd</sup> highest = even; low = odd	3 <sup>rd</sup> highest = even; low = odd	
Other: vs NT, K asks for CT/UB; AQ asks ATT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; AKJ, Ax	AKx(x)	
King	AK; KQx; Kx	AKJ10; KQ109	
Queen	QJx; Qx	KQx(x), QJ10; QJ9; AQJ	
Jack	J10x; Jx	AJ10; KJ10; J10x	
10	109x; 10x	109x; H109	
9	9x	9x; 98xx or HH9x	
Hi-X	Doubleton or even	Doubleton or even	
Lo-X	odd	Hx(x)x	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Hi = disc	Hi/Lo = odd	Hi = disc
Suit 2	Hi/Lo = odd	S/P	Hi/Lo = odd
3	S/P	S/P	S/P
1	Hi = disc	Hi/Lo = odd	Hi = disc
NT 2	Hi/Lo = even	S/P	Hi/Lo = even
3	S/P	S/P	S/P
Signals (including Trumps): Trumps usually S/P			
S/P when dummy short; count when dummy has 3 <sup>rd</sup> round control			
Standard present count subsequent to attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(1m) – X – (1M) – 2M = Nat 5+ whereas X = takeout			
Cue-bid F to suit agreement			
Aggressive re-openings			
Generally t/o below 2NT & competitive			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles to 4D			
T/O doubles to 4S			
Responsive doubles to 4D			
Support doubles and redoubles			
Lead directional doubles			
Strong over 2M – (X) – XX and bid your suit after 2D* - (X) - XX			

W B F CONVENTION CARD
<b>CATEGORY: Open</b>
<b>NCBO: South Africa</b>
<b>PLAYERS: Alon Apteker/Craig Gower</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Majors
15-17 NT (can include 5c major, 6c minor, often upgrade 14 with 5 x m)
2-over-1 GF
Multi 2D’s: 2M = 6c M 10-13; 2NT = 22-24 bal
1430 RKCB
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Reverse good-bad 2NT
3NT opening = Solid M with 1 x A or K o/s max
2C opening = art; 20-21 bal or GF
1M-2NT = 4 card support; Inv +
1H – 3S or 1S-3NT = 4c+ supp, 8-11, o/s singleton
1m-2m = inverted minor, GF
DOPI/ROPI
Multi 2D three way: weak 2M or GF Diamonds or 25 + Bal
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT*) – Dbl – (2m) – P = F to 2M *12-14 NT
1X – (Dbl) – Rdbl = F to 2m
1NT – (Dbl) – P = opener is forced to Rdbl
<b>IMPORTANT NOTES</b>
Fit jumps after M in comp; pre-emptive after m
Drury by passed hand; Woolf-signoff after 2NT rebid by opener
Gazilli after 1H – 1S/1NT or 1S-1NT
<b>PSYCHICS: Rare. Can be very light openings in 3<sup>rd</sup> position</b>

OPENING	ART	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4D	Nat	1D could be 3; 1NT = 8-10 HCP; 2NT = Nat inv	2-way checkback after 1NT	JS = weak; by passed hand = fit showing
1♦		3 if exactly 4-4-3-2	4D	Nat	2C = GF; 1m – 2m = inverted, inv+	3C = Woolf signoff after 2NT rebid by opener	Inverted still on by a passed hand
1♥		5 (4 in 3 <sup>rd</sup> )	4D	Nat	2NT = 4+ inv+; 1NT = semi forcing (no game going options)	1M – 2NT – 3C = min, any shape; 3D = 15+, no shortage, 3H = C shortage extras, 3S = D shortage extras, 3NT = oM shortage extras; 4NS = void	By passed 2D/2H = Nat & NF; 1NT = semi F
1♠		5 (4 in 3 <sup>rd</sup> )	4D	Nat	3C/D/H = nat 6+ inv; 3S = nat, pre-emptive	1M-2M-NS = LSGT; 1M-2M-4NS = LSST 1M-2M-Next step = SSGT	By passed hand 2C = 3+ support, inv; 2NT = 4 + support, inv +
INT			3S	15-17 (can be 14); balanced or semi balanced	2S = Minor Suit Stayman; 2NT= Tfr to 3C; 3C = Puppet Stayman; 3D = 5/5 Majors inv +; 3M = 3 card + singleton oM + GF; 4m = SA Texas Transfers; 4H = Majors; 4S = minors	Smollen after 2D response to Stayman; Super accepts of transfers into doubletons; After 2NT either weak signoff in a minor or GF with 4-4 in minors	Same as by UPH
2♣	/			Art; 20-21 bal or any GF	2D = waiting; 2H/2S/3C/3D = to play opp 20-21	2M = nat GF, 3 level bids = C's with 4+ another	Same as by UPH
2♦	/	5 (usually 6 if weak 2)		Multi – a weak 2 in either Major or 25+ balanced or GF Diamonds	2H/S = P/C; 2NT = enquiry; 3C/D = nat, F; 3H = P/C; 3S = 6S/1H GF; 4C = bid one under suit; 4D = bid your suit; 4M = to play	2NT = 25+ balanced; 3 level bids = D's with 4+ another GF over 2NT enquiry: 3C = min/intermediate H; 3D = min/intermediate S; 3H = max S GF; 3S = max H GF; 3NT = 25+ balanced	Same in 3 <sup>rd</sup> and 4 <sup>th</sup> position. Over X: P = D's; RD = bid your M
2♥		6		6c+, 10-13 HCP	NS = Nat, F1; 2NT = asking; 3H = pre-empt	After to 2NT: same as after 1M – 2NT 2H-2NT-4H = S void	Dbl = penalties; RD = strong but NS = NF. Same in 3 <sup>rd</sup> & 4 <sup>th</sup> position
2♠		6		6c+, 10-13 HCP	NS = Nat, F1; 2NT = asking; 3S = pre-empt	After to 2NT: same as after 1M – 2NT	Dbl = penalties; RD = strong but NS = NF. Same in 3 <sup>rd</sup> & 4 <sup>th</sup> position
2NT	/	5		Balanced 22-24 NT	3C = Puppet Stayman; 3D/H = M Transfer; 3S = minor suit Stayman; 4m = SA Texas Transfers; 4H = Majors; 4S = minors	After 3C: 3D = 1 or 2 4c M After 3D/H: 3M = 2c or poor 3c support; 3NT = 3c	Same in 3 <sup>rd</sup> and 4 <sup>th</sup>
3♣		6		Pre-empt	NS = F1; 4C = Nat; 4D = RKCB	3NT = shortage in NS; Optional Keycard applies	Anything OK in 3 <sup>rd</sup>
3♦		6		Pre-empt	NS = F1; 4C = RKCB	Same	Anything OK in 3 <sup>rd</sup>
3♥		6		Pre-empt	NS = F1; 4C = RKCB	Same	Anything OK in 3 <sup>rd</sup>
3♠		6		Pre-empt	NS = F1; 4C = RKCB	Same	Anything OK in 3 <sup>rd</sup>
3NT	/			Solid M	4C = asks extra length or A, 4H p/c; 4S = to play	4C: 4D = min H; 4H = min S; 4NT = extra A, solid 7, 5D = 8 solid H, 5H = 8 solid S	Same in 3 <sup>rd</sup>
4♣		7		Pre-empt	4M = Nat, to play, 4NT = RKCB		Same as by UPH
4♦		7		Pre-empt	4M = Nat, to play, 4NT = RKCB		Same as by UPH
4♥		7		Pre-empt	4NT = RKCB; 4S = T/P; NS = cue		Anything OK in 3 <sup>rd</sup>
4♠		7		Pre-empt	4NT = RKCB; NS = cue		Anything OK in 3 <sup>rd</sup>
4NT	/			Specific Ace Ask	5C = no aces; 5NT = 2; 6C = AC	<b>HIGH LEVEL BIDDING</b>	
5♣		7		Pre-empt	Next step = Keycard ask	<b>DOPI/ROPI; Lightner Doubles</b>	
5♦		7		Pre-empt	Next step = Keycard ask	RKCB 14/30	
5♥						1 <sup>st</sup> and 2 <sup>nd</sup> round control bids equally	
5♠						Serious/non-serious 3NT when both hands are unlimited in GF auction after M fit	
						Minorwood and kickback	
						Exclusion RKCB (reverse to 3014 responses)	