

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style: Responses: 1/2 Level; Reopening)

1 level 8-18 Sound, NS-F1 unless RHO bids.  
 CB= good raise in partners suit.  
 1NT shows 9-13 on partners overcall.  
 2NT is Jacoby style over partners 1M overcall.

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd seat 15-18.  
 4th seat live 15-18.  
 4th seat reopening 10-14 over opening 2C range enquiry.

### JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak jump overcalls.  
 Unusual 2NT lowest unbid 5/5. Approx 5 losers.

#### Reopen:

11-15. 6 c suit.

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels, stopper asks.  
 Leaping Michaels

### VS. NT (vs. Strong/Weak; Reopening; PH)

VS WEAK = 2C=M, 2D=single M, 2M= 5+M and 4+m, Penalty dbls, 2NT both minors.  
 VS STRONG = Dbl = 4M 5/6m, as above.

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Strong Jump Overcalls.  
 NT nat. wide range System On.  
 CB=GF 2 suiter, over m = both M, Leaping Michaels.  
 Jump cue Stopper Ask.

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=M. 1NT = m.

### OVER OPPONENTS' TAKEOUT DOUBLE

Weak jumps.  
 Redbl implies no fit.  
 Natural bidding constructive.

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
<b>Suit</b>	135	same
<b>NT</b>	135	same
<b>Subseq</b>	135	Same
<b>Other:</b>	0 or 2 higher vs. NT King on 5level or higher asks count.	

### LEADS

Lead	Vs. Suit	Vs. NT
<b>Ace</b>	AK	A asks att
<b>King</b>	Kx KQ(x)	Kx AKJ10x KQx
<b>Queen</b>	Qx QJ(x)	Qx KQ109 QJx
<b>Jack</b>	Jx J10(x)	Jx J10x AQJx
<b>10</b>	10x H109(x) 109x	0 or 2
<b>9</b>	9x, 9, KJ9(x)	0 or 2
<b>Hi-X</b>	135	135
<b>Lo-X</b>	135	135

### SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
<b>Suit</b>	1	Low enc	Low-even	Low enc
	2	Std current count		Low-even
	3			
<b>NT</b>	1	Low enc	Low-even	low enc
	2	Low-even		Low-even
	3			

#### Signals (including Trumps):

Hi lo in trump suit = suit pref OR enc ruff

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ short in opened suit, 18+ good hand, F to suit agreement level.  
 8+ in reopening position.

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Lightner.  
 Responsive after T/O dbl thru 4H; after overcall thru 4S.  
 Competitive. Invitational.

## W B F CONVENTION CARD

**CATEGORY:** Green

**NCBO:** SABF -South Africa

**PLAYERS:** Jude Apteker  
Rob Stephens

**EVENT:** SA Open Trials

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

2/1  
 1NT 15-17  
 5542  
 5c Majors  
 1NT response NF, but up to invitational values  
 Limit raises & Game Force raises of M  
 UDCA  
 1430

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Michaels Cue Bids  
 2NT unusual  
 Rubensohl after 2 level overcall of our 1NT  
 2 way Drury 2C/2D, 2NT by passed hand promises shortage

### SPECIAL FORCING PASS SEQUENCES

Rare but in operation if full game values shown

### IMPORTANT NOTES

#### PSYCHICS:

Rare, 3rd seat may be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	<input type="checkbox"/>	2	11-21, no 5c M (Neg Dbl thru 3S)	May bypass diamond suit. Inverted raise GF 2D=unbal C Inv	Shape showing or range showing	
1♦	<input type="checkbox"/>	4	ditto (Neg Dbl thru 3S)	Inverted raise GF. 3C=Unbal D Inv	Shape showing or range showing	
1♥	<input type="checkbox"/>	5	5c suit 10-21 (Neg Dbl thru 3S)	Jacoby style 2NT GF 3 or 4 c supp. 3H weak 4+ card support 3C = 8-11 4+H. 3D = 9-11 3H.	3C min, 3D extras, 3H = short club extras etc. 4x = void	Drury (2C=4+no shortage, 2D=3, 2NT= 4 card raise with shortage)
1♠	<input type="checkbox"/>	5	5c suit 10-21 (Neg Dbl thru 3H)	Jacoby style 2NT GF 3 or 4 c supp. 3H weak 4+ card support 3C = 8-11 4+S. 3D = 9-11 3S.	Same	Drury (2C=4+no shortage, 2D=3, 2NT= 4 card raise with shortage)
1NT	<input type="checkbox"/>		15-17 5M and 6m permitted	2C=Stayman, 2D=H, 2H=S, 2S=Range ask OR Clubs, 2NT=Minors weak OR Diamonds. 3C=Pupp, 3D=Majors Inv+. 3H/S=Short. SA Texas	Smolen after Stayman.	
2♣	<input checked="" type="checkbox"/>	0	Any GF hand	2D promises at least 3xQ, K, or Ace 2H = dbl negative		
2♦	<input type="checkbox"/>	6	Weak	2NT asks side Ace or King		
2♥	<input type="checkbox"/>	6	Weak	2NT asks feature with max		
2♠	<input type="checkbox"/>	6	Weak	2NT asks feature with max		
2NT	<input type="checkbox"/>		20-21	Stayman, transfers, Smolen and Extensions. 3S= minors, 4C/D=H/S.		
3♣	<input type="checkbox"/>	7	Preempt	NS=F1, asks description		
3♦	<input type="checkbox"/>	7	Preempt	NS=F1, asks description		
3♥	<input type="checkbox"/>	7	Preempt	4 level cues		
3♠	<input type="checkbox"/>	7	Preempt	4 level cues except not 4H		
3NT	<input type="checkbox"/>		Gambling, zero outside	4CP or C, 4D asks shortage		
4♣	<input type="checkbox"/>	8	Preempt	Natural		
4♦	<input type="checkbox"/>	8	Preempt	Natural		
4♥	<input type="checkbox"/>	8	Preempt	Natural		
4♠	<input type="checkbox"/>	8	Preempt	Natural		
4NT	<input type="checkbox"/>		Asks Specific Aces	5C=0 aces, 5NT=2 aces		
5♣	<input type="checkbox"/>	9	To play			
5♦	<input type="checkbox"/>	9	To Play			
5♥	<input type="checkbox"/>	9	Asks for 1 card	Jump to 5NT invites 6NT		
5♠	<input type="checkbox"/>	9	Asks for 1 card	Jump to 5NT invites 6NT		

#### HIGH LEVEL BIDDING