

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
7+ points
General style sound
Jump raises = PRE, Mixed Raises = Jump Opener suit, when no jump and 2NT available then 2NT = Mixed
New suit = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18, System on
4 th = 10-14 over 1♣/1♦, 10-16/17 over 1♥/1♠ - See responses
1any – 2NT = 18-20, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter weak natural, intermediate in 4 th – new suit = Forcing
Ghestem = 2-suiter
Reopen: Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem (1any) – Ghestem – (Dbl) – Rdbl = Shortage in one of partner's suits, (1any) – Ghestem – (P) – (3any) = game try
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
(1NT) - 2♣ - (P) – 3M = weak,
(1NT) - 2♣ - (P) - 2♦ - (P) – 2any – (P) - 3♣/3♦ = to play
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Double Thru 4♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ X = Majors, 1NT = minors, 2NT = minor/major 55
Vs 2♣ X = Majors, 2NT = minors
Vs (1♣) – Overcall – (P) - 2♣ = undefined Strong
OVER OPPONENTS' TAKEOUT DOUBLE
Jump new suit weak, 2NT = limit raise+, Bromad @ 2 and 3-level
Other jumps at 3-level are weak, Jumps @ 4-level Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or low from Hxx	4 th or low from Hxx	
NT	4 th or low from Hxx	4 th or low from Hxx	
Subseq	Attitude	Attitude	
Other: Highest from 3 small in partner's suit if supported			
MUD Ace asks for attitude and King for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQ109x	KQ, AKJ10(x), KQ10x(+)	
Queen	QJ, QJx(+)	QJ, QJx, AQJx, KQx(+)	
Jack	J10x, KJ10x(+)	J10x, KJ10x(+)	
10	109x, H109X(+)	109x, H109x(+)	
9	9x, 98x	98x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	HxX, HxxX(+), xXxx(+)	HxX, HxxX(+), xXxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi Enc	Hi/Low = Even	Hi Enc
Suit 2	Hi/Low = Even	S/P	Hi/Low = E
3	S/P		S/P
1	UD att lead of A/Q	Hi/Low = even	Hi = Enc
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = Forcing till suit agreement			
Single jump = 8-11 with 4 cards			
Double jump = 8-11 with 5 cards			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Neg, Rosenkrantz, Support Dbl/Rdbl – even when p shows 5			
Leading directing Doubles of Stayman, transfers, cue bids and keycard			
Rdbl after 1NT – (Dbl) = bid clubs, if transfer happy to compete			
Maximal, Lightner			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: SOUTH AFRICA
PLAYERS: Hennie Fick & Neville Eber
EVENT (African Zonals)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5 card majors
Light openers and responses usually on shape
Multi 2♦ - Strong Diamonds or Weak two in Major
Strong 2♥/2♠
WJO
Ghestem
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem
Gambling 3NT
Weak jump shifts and raises in competition
Scrambling 2NT
RKCB 1430
Italian style cuebids
Good/Bad 2NT
Splinters
Mixed raises
2-way checkback
Lebensohl – slow shows over 1NT, after a double of a weak two, and when we have reversed and 4 th suit is not available as a weak bid
Multi-Landy
SPECIAL FORCING PASS SEQUENCES
When we have bid to game vul, always forcing pass sequences
Pass and pull = slam try
IMPORTANT NOTES
1S – (p) – 3H = weak
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3		11-21	Inverted minors, strong jumps shift(+14-17)			
1♦		3		11-21	Inverted minors, strong jump shift(+14-17)			
1♥		5		11-21	Bergen, Jacoby 2NT, 3NT Bal fit; 3♣,4♣,4♦ strong 2 nd 5-card suit 12-15			
1♠		5		11-21	As Above; 4♣,4♦,4♥ strong 2 nd 5-card suit 12-15			
INT				15-17 Bal 5/4 or 6 card minor possible	Stayman, Puppet, Transfers 4-suits,Smolen + Ext	1NT-2♣-2♥-2♠ = 4-card Spade Inv		
2♣	Yes			Art GF	2♦ = neutral			
2♦	Yes			Multi 2♦	2♥ = relay, 2NT = ask			
2♥		5						
2♠		5						
2NT				20-21 Bal				
3♣		6		PRE				
3♦		6		PRE				
3♥		6		PRE				
3♠		6		PRE				
3NT				Gambling				
4♣		7		PRE				
4♦		7		PRE				
4♥		7		PRE				
4♠		7		PRE				
4NT				Blackwood				
5♣		7		PRE				
5♦		7		PRE				
5♥								
5♠								
							HIGH LEVEL BIDDING	

Hennie Fick & Neville Eber Supplementary Notes

1. 4-Card Major suit raise structure

a) Balanced hands

12 - 15 HCP – Jump to 3NT

Now:

4♣ asks for point count

4♦ = 12 – 13

4♥ = 14 – 15

16 – 19 HCP – Bid 2NT

If Opener bids 3♣ responder bids 3NT now:

4♣ asks for point count

4♦ = 16 – 17

4♥ = 18 – 19

b) Hands with another long suit

(A good source of tricks. Min holding AJ9xx, One loser if cards are well placed e.g. KQ109xx, AKxxx, AQxxx, AJ109x)

12 – 15 HCP – Triple jump in suit e.g.

1♥ - 3♠, 4♣, 4♦

1♠ - 4♣, 4♦, 4♥

16 – 19 HCP – Bid 2NT

If Opener bids 3♣ over 1♠ - 2NT now:

4♣ = Clubs

4♦ = Diamonds

4♥ = Hearts

If Opener bids 3♣ over 1♥ - 2NT now:

4♣ = Clubs

4♦ = Diamonds

4♥ = Spades

c) A Hand with shortage

If Opener bids 3♣ over 1♥ - 2NT now:

3♦ = Short ♦ and 3♥ asks:

3♥ = Short ♣ and 3♠ asks:

3♠ = Short ♠ and 3NT asks:

If Opener bids 3♣ over 1♠ - 2NT now:

3♦ = Short ♦ and 3♥ asks

3♥ = Short ♥ and 3♠ asks

3♠ = Short ♣ and 3NT asks

After ask:

1st step = 11-12 singleton, 2nd step = 11-12 void, 3rd step = 13-14 singleton

4th step = 13-14 void, 5th step = 15-16 singleton, 6th step = 15-16 void ETC.

Opener does not go via the 3♣ relay

If opener does not go via the relay he indicates a shortage in the suit shown. This would be done with a slammish minimum where opener doesn't want to take over in the auction.

After 1♠ - 2NT now:

- 3♦ = Short ♦
- 3♥ = Short ♥
- 3♠ = Short ♠

After 1♥ - 2NT now:

- 3♦ = Short ♦
- 3♥ = Short ♣
- 3♠ = Short ♠

Interference over our Jacoby

1♥ - (P) - 2NT - (3♠) - Dbl = Penalties

P - (P) - X = short in their suit

1♥ - (P) - 2NT - (3♠) - P - (P) - 4♣/4♦ = That suit 16-19

1♠ - (P) - 2NT - (3♥) - 3♠ = short in their suit

Dbl = Penalties

New suit = That suit

∴ whenever opener bids trumps = short in theirs

Puppet Stayman and 2NT bidding

2NT - 3♣ = Puppet Stayman

Now: 3♦ = I have 5 cards **Now:** Responder bids non-3-card-suit OR 3NT = Both

3M = 4 of Major(Hearts) **Now:** 3♠ = xfer to 3NT and 3NT = 4♠....slam try in Hearts = 3♠: 3NT now cue

Where direct 4minor = slam try in that minor

3NT = None

2NT - 3♠ - 3NT - 4minor = one suited slam try

2NT - 3♠ - 3NT - 4Major = 5/5 Both minors

2NT - 3♠ - 3NT - 4NT = 2/2/5/4 Slam try

2NT - 3NT = 5♠/4♥

2NT - 3♦ - 3♥ - 3♠ Now: 4♣ agrees Hearts and 4♦ agrees Spades

Raise structure after 1any – 1Major – 2 Major

May frequently be made on 3 card support if the hand contains a singleton or a weak doubleton

- Then : 1) A 3-LEVEL BID IN A NEW SUIT IS A LONG SUIT TRAIL
2) NEXT SUIT ASKS OPENER TO DESCRIBE HIS HAND
3) over 2♥, 2NT is inv.+ showing 4♠ **Now:**

4♣/4♦ = 4 hearts and shortage

3♠ = minimum with 3 Spades and 4♠ = maximum with 4 Spades

- 4) After 1minor - 1♥, 2♥ - 2♠ is an artificial relay denying 4 Spades **Now:** 2NT = minimum only 3 Hearts
as is 1minor - 1♠, 2♠ - 2NT (all the sequences are invitational or better)

Then a new suit = shortage + 3 card trump support

Jump new suit = shortage + 4 trumps

3M = 4 trumps, no shortage + minimum

4M = 4 trumps, no shortage + maximum

3m = 3 trumps, no shortage + minimum

3NT = 3 trumps, no shortage + maximum or 4M-3-3-3

(note 1minor - 1♥, 2♥ - 2♠ - 3♠ = 3/4 trumps + short ♠)

1♣ - 1♥ - 2♥ - 3NT = Balanced Now; 4♦ = Short

After a dove street raise splinters apply, even if the splinter is in partner's first suit. If you want to play in partner's first bid suit, go via the relay first.

Defence against the Multi

2Major = T/O of the other Major – 13/15 Limited

Dbl = 13-17 Balanced ideally stoppers in BOTH majors

2NT = 16-18 Balanced

Strong jump overcalls

Dbl + Bid = stronger

Dbl + Jump = 2♣ Like

***2♦ with 5-card Major.....Have to Pass

(2♦) – P – (2♥) – P – (2♠) – DBL Probably 16+

(2♦) – P – (2♥) – 2NT = 16-18

Good/Bad agreements

1♣ - (1♥) – P – (P) – 2NT = GOOD in Clubs

3♣ = BAD

1♣ - (1♥) – X – (2♥) – 2NT = BAD when partner has bid otherwise strong

Doubling their 1NT opening bid

(1NT) – X – (2minor – nat or transfer) – X = 5+ points and that minor

Pass = 5+ no pen dbl, if any partner doubles after transfer completed = T/O

Bid = weak

(1NT) – X – (2Major) – X = T/O by Both and Pass might have nothing

(1NT) – X – (XX) – Pass = Values – Bid with a bad hand

(1NT) – X – (XX) – Pass – (2♣) – All Dbls = T/O

Interference over our keycard ask

3♦ - 4NT - (5♣) - PASS = 1st step (1/4)
Dbl = 2nd step (0/3) etc

4♥ - 4NT - (5♠) - DEPO where Dbl = EVEN and Pass = ODD

Negative double structure

1♣ - (1♦) - Dbl = 4♠
1♠ = 5♠

1♣ - (1♦) - 1♥..... might have 4♠

Major suit limit raise structure

1Major - 3♣ = 10/11 4-card raise

3♦ = 10/11 3-card raise

3Major = Weak

Defence when they overcall 1NT

1minor - (1NT) - 2minor = Both Majors

1minor - (1NT) - other minor = T/O including that minor

Strong 2♣ agreements

2♣ - new major = good suit minimum QJxxx + Outside Ace

2♣ - 2♦ - 2♥ - 3♣ = double negative

2♣ - 2♦ - 3♦ - 3♥ = double negative

2♣ - 2♦ - 2♥ - 4♥ = weak otherwise via 2NT then 4♥ = slightly better

Double negative is not a good 3 points

2♣ - 2♦ - 2M - 2NT = Catchall

2♣ - any jump = solid suit thus 3♥, 3♠, 4♣, 4♦

Strong 2's

2♥ - 2NT = negative

2♥ - any other = positive

2♥ - 3♥ = 1 ½ Quick Tricks

2♥ - 3♠ = semi-solid suit

2♥ - 4♣/4♦ = splinter

2M - 3NT = 8/9 points soft

Hand discussion relating to strong two's

♠ A 10 ♥ Q x x x x ♦ x ♣ A Q x x x and partner opens a strong 2♠. Best to raise directly. Serious/non-serious applies. First cue high cards ahead of shortages. A later cue in a bypassed suit would show a shortage. Bypassing a cue altogether denies.

Raise structure when we overcall

(1♦) - 1♠ - (2♣) - ?

2♣ normal
2♦ = 3 card limit+
3♣ = 4 card limit+
2NT = Nat
3♦ = mixed

(1♦) - 1♥ - (1♠) - ?

2♦ = 3 card raise
2♠ = 4 card raise
3♦ = mixed raise
2NT = Nat

(1♦) - P - (1♥) - 1♠ - (P) - ?

2♦ = 3 card limit
2♥ = 4 card limit
3♦ = mixed
2NT = Nat

(1♣) - 1♥ - (2♦) - ?

3♣ = 3+ card limit
3♦ = mixed???

(1♦) - 1♥ - (2♦) - ?

2NT = mixed
3♦ = 3+ card limit

(1♠) - 2♥ - (2♠) - 2NT = good raise

Notes that don't fit anywhere else (Miscellaneous agreements)

1any - (Overcall) - P - (P) - 1NT/2NT Now system is on

1♠ - (P) - 2♦ - (P) - 3♦ = One round force

Any 13/14 is OK.

With a weaker hand just bid 2♠

1♠ - (P) - 2♥ - (P) - 4♥ = weak

1♠ - (P) - 2♥ - (P) - 3♥ = Better 3-card 15+ OR 4-cards solid opening or better

Serious/ Non-serious always via the relay

Jumps shifts to the 3-level are weak e.g. 1♠ - 3♣, but in a major is strong (14-17) e.g. 1♥ - 2♠, also 1♣ - 2♦ = strong

(1♣) - 1♠ - (1NT) - X = penalty

(P) - 1♣ - (P) - 1♠ - (1NT) - Dbl = Good hand

1♦ - (1♠) - 3♠ = splinter

Reverse agreements, if 4th suit is available that is the weak bid with no stopper and 2NT = weak with a stopper otherwise 2NT is always weak

Exclusion - if the exclusion suit is the one below the trump suit we invert our responses 30/14

No splinters after a minor suit opening bid, always go via inverted

3-level and 4-level major suit pre-empts - bids above 4 of the trump suit are control asks with step responses - 1st step = 0, 2nd = second, 3rd = first

The auction 1♠ - 2minor - 2♥ - 2♠ - 3♥ = NF therefore we have to go via 4th suit to force.

TRANSFER BREAKS:

1NT - 2xfer - 3Major = Min

2NT = Max after which any new bid = shortage. The same for minor suit transfers

2♦ Opening:

Auction 2♦ - 2♥ - 3♦ - 3♠ now: 4♣/4♦ = cue since opener cant have these suits

General auctions:

1♣ - (P) - 1♠ - (2♥) - P - (P) - 3♦ = NF.....have to start with a double

Also if the opener in the above auction had to bid 2NT - 3♦ by responder would be NF...so have to start with a cue.

The auction 1♥/1♠ - 5♣/5♦ = exclusion.

3rd round control ask:

7 of trumps = Queen

6NT = xx

(1♦) - 1NT - (2♥) Now:

Dbl = T/O

2NT = Lebensohl

New suit at 2-level = Non-F

New suit at 3-level = Forcing

After intervention by the opponents we can only splinter in their suit therefore:

All other jumps are either weak or fit.

(1♣) - Dbl - (1♠) now: Dbl = 4-card Spades

2♠ = 5-card Spades

3♠ = GF 5-card Spades

1NT - (2NT) - System on

1NT - (2♦) - P - (2♥) - P - (P) - now Dbl = T/O

2NT = Minors

2♠ = 2 Places to play including Spades

Maybe after 1NT - 3♦ now: 3♥/3♠ = weak.....

4♣/4♦ = strong agreement in ♥/♠

4♥/4♠ = good hand but nothing special

(1NT) - Dbl - Pass.....with weak hand take out less than 4

(1NT) - Dbl - (Rdbl) - Pass(5+) sets up a forcing sequence so with weakness bid

- Double is a penalty double after

1NT - (Dbl) - XX = weak hand with some suit so if we transfer slightly positive