

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1 level = 4+ cards, 2 level =5+, new suit = F1, All direct raises are Courtesy, Jump raises Pre-emptive, Mixed raises, new suit jumps = fit jump		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
2 nd = 15-18, X then 1NT = 19-21		
4 th = 10-14, X then NT = 15-17, 2NT = 18-19, X then jump = 20/21		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Style : Weak		
Reopen: 4 th = intermediate 6-card suit (10-14)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Jump cue bid = ask stopper		
1m – 2m = 5+spades & undisclosed suit weak/strong		
1M – 2M = other major & undisclosed minor weak/strong		
vs NT (Strong/Weak)		
Multi Landy		
Dbl = minor/Major		
2 nd /4 th :2♣ = majors, 2♦ = major		
2M = 5M & 4+m, 3m = Natural		
2NT = minors or any strong two-suiter		
DONT with a passed hand.		
vs PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
2 level - 2NT = 16/18 – systems on, cue = stopper ask, 3NT to play, Leaping Michaels. Non-leaping Michaels.		
vs ARTIFICIAL STRONG OPENINGS- i.e. Forcing 1♣		
vs 1♣: Dble = minor or both majors, 1NT = both minors,		
2m = minor + major		
OVER OPPONENTS' TAKEOUT DOUBLE		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th	Supported: x from Hxx Not supported: H from Hxx	
NT	4 th	4 th or low from Hxx	
Subseq	Low with interest	Low with interest	
Other: Honour leads: K ask for count or unblock in NT, AQJ ask for attitude Coded 9 or 10's in NT (2 higher or no higher)			
Journalist Leads in NT			
LEADS			
Lead	Vs Suit	Vs NT	
Ace asks att	AKx(+), Ax	AKx(+), Ax	
King asks count	AKxx(x), KQ, AK, KQ10, KQx(+),KQJ, Kx	AKJx(x), KQ109(x), KQJx Asks count or unblock	
Queen asks att	KQx(+), QJx(+), QJ10,	QJx, QJ10x, QJ9x, KQx, KQ10x, AQJx(x)	
Jack asks att	J10x, J108x, J109x, KJ10(x)	J10x, J108x, J109x	
10	109(x)(+), 10x	AJ10x(x),KJ10x(x),109x,10x	
9	9x	A109x, K109x, Q109, 9x(+)	
Hi-X	Xx	Top of nothing, Xx(+)	
Lo-X	HxXx(+), xxX(+)	HxX, HxxX(+); Xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	Attitude
2			
3			
NT 1	Attitude	Count	Attitude
2			
3			
Signals (including Trumps): Suit Prev, Smith Peters UD in NT			
UDCA, give attitude or count on a need-to-know basis.			
Remaining Count Standard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Sound in 2 nd . Light if partner is a passed hand			
Responses: cue-bid only force to suit agreement			
Single jump 4-card suit, Double jump 5-card suit, all 8-10pts			
Lebensohl in responses to doubles of weak two's			
SPECIAL, ARTIFICIAL & COMPETITIVE X/XX			
After Overcall: Rosenkranz X/XX (showing top honour)			
Negative Double up to 2♣			
(1x) – pass – (1y) – X = request partner to lead suit y in defence (Note 1)			
Sup X			

W B F CONVENTION CARD	
	
WBFF	SA Andre & Rose
CATEGORY: Green	
EVENT:	
COUNTRY: South Africa	
PLAYERS: André van Niekerk (0552) & Rose Duff (0459)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1, 15-17 NT, 5 card Majors, 5542, Constructive major suit raises (8-10pts), Weak raises in Competition	
Bergen Raises (3♣=6-9, 3♦=10-11), J2NT (4-card 12+pts), Inverted minor (11+), Multi 2♦ 4W (May Include Club Pre-Empty)	
2NT = both minors (weak) see note 8	
Weak jumps in competition, Scramble, Good Bad 2NT	
Lebensohl after weak 2's, Rubensohl after 1NT interference, RCKB 1430, Minorwood, KickBack, Exclusion Keycard (0314)	
Dutch 2's See note 2	
Namyats and SATexas Transfers,	
Two way Drury (2♣ = 9-11 3-card sup, 2♦ = 8-11 4-card sup)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Transfer Pre-Empts See Note 9	
Sup X/XX	
SST & 2NT Major Suit GT. See note 5	
Weak jump raises in competition	
Good/Bad 2NT	
Defence vs two suits called by opps. See note 1.	
Fit jumps, Mixed raises and Rosenkranz X/XX after an overcall from partner.	
Scrambling X or 2NT over (1M) – (2M) from opps.	
Defence vs opps opening or overcalling with two suits. See note 4	
2NT = both minors (weak or strong) see note 8	
Namyats (Opening 4♣ for hearts, 4♦ for Spades)	
Dutch 2's See note 2	
SPECIAL FORCING PASS SEQUENCES	
After 1NT – (X) – Pass = forcing to re-open	
IMPORTANT NOTES	
Defence vs opps overcalling our 1NT see Note 3	
Check Back Stayman see note 6	
PSYCHICS: Rare but possible	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	N	2	3♣	As short as 2 otherwise nat.	1♦ – could be 3, 1NT = 8-10, 2NT = 11-12, Jumps new suits weak, Inverted raises		
1♦	N	4	3♣		1NT = 6-10, jumps new suits weak, Inverted raises		
1♥	N	5	2♠	5+cards, could be 4 in 3 rd seat	1NT not Forcing, 2/1 GF, Bergen, J2NT, Splinters		
1♠	N	5	2♠	5+cards, could be 4 in 3 rd seat	1NT not Forcing, 2/1 GF, Bergen, J2NT, splinters		
INT	N			Balanced or Semi-Balanced 5c Major or 6c minor allowed	Stayman (Note 7), 4suit xfers, Smolen, SA Texas		
2♣	Y	0		Our strongest bid 22+ Bal, Otherwise GF	Control Showing (A=2, K=1) 2♦ < 2, 2♥ = 2, 2♠ = 3, 3♣ = 4 etc.	Kokish Relays after 2♣ – 2♦	
2♦	Y	0		Multi 4-ways. 20-21NT, Weak M, Club Pre-Empt (6+)	2♥ relay, 2NT asking, 3♣/M pass/correct 3♦ = Invitational+		
2♥	N	5		5M 4+m Weak 5-10	See Note 2		
2♠	N	5		5M 4+m Weak 5-10	See Note 2		
2NT	Y			Minors 5:5 weak			
3♣	Y	6		Transfer Pre-empt Diamonds	New suit F, 3NT to play		
3♦	Y	6		Transfer Pre-empt Hearts	New suit F, 3NT to play		
3♥	Y	6		Transfer Pre-empt Spades	New suit F, 3NT to play		
3♠	Y	7		Transfer Pre-empt. Gambling 3NT. Solid 7+minor	4♣ = P/C, 4♦ = asks shortage, 4M/3NT to play		
3NT	Y	7		7+ broken 7+minor Weak			
4♣	Y			Texas for Hearts, 7+ card suit	Relay (4♦) asks outside Control, 4♥ = to play		
4♦	Y			Texas for Spades, 7+ card suit	Relay (4♥) asks outside Control, 4♠ = to play		
4♥	N	7		Pre-emptive			
4♠	N	7		Pre-emptive			
4NT	Y			Ace Ask			
5♣	N			Pre-emptive		HIGH LEVEL BIDDING	
5♦	N			Pre-emptive		1 st and 2 nd round control treated equally, PODI after interference	
						Minorwood Note: The Kickback suit ignored in replying. Kickback = Keycard	
						Splinters and Mini splinters. RKCB 1430. Non-Serious 3NT	
						5M (Agreed suit) = asks for 1 st or 2 nd round control in opps or non-cued suit	
						With Exclusion we play 3014	
						Kickback in the heart suit (4♠)	
						Cue on the 5-level = Exclusion Keycard	

Note 1: Defence vs two suits called by opps.

After (1x) – pass – (1y) – X

X by an unpassed hand = requesting partner to lead suit y in defence

X by a passed hand = take-out 4-4 in other two suits, competing.

Note 2: Dutch 2's

5-card Major & 4+minor (5-10pts) Weak

2M - 2NT Ask then

3m = M + minor Weak

3♥ = M + Clubs max

3♠ = M + Diamonds max

2M – 3♣ = Pass or Correct to your minor

2M – 3♦ = Invitational+ in the Major

2M – 2OM = To Play

Note 3: Defence vs opps overcall of our NT

Rubensohl with take-out Doubles.

Any non-opps suit bid at the 2-level is weak and a sign-off.

2NT/3♣/♦/♥ = Transfer Invitational+

3♠ = GF, 5-spades no stopper in opps suit.

3♥ = 5-Spades + stopper

Note 4: Defence vs opps two-suited bids

Double = Penalties, one or both suits

Pass then Double = take-out

In direct seat after the two-suited opening or overcall bidding one of the opps suit is a take-out double showing length/interest in the other two suit(s).

Rest is natural.

Note 5: Short Suit Trial (SST) & 2NT Major suit GT

1M – 2M; 2NT = ask partner to show any doubleton, 3M = no xx min, 3NT = no xx max

1M – 2M; 3x = Short Suit GT (SST)

Over competition Long Suit GT (LST)

Note 6: Check Back Stayman (CBS)

1m – 1M; 1NT – ? then 2♣ = Invitational+ CBS and 2♦ = GF CBS

Responses to 2♣:

2♦ = both majors, 2M, 2NT = none, All min

3♣ = 5-card minor + 3-card major support max

3♦ = both majors, 3M, 3NT = none, All max.

Responses to 2♦ GF CBS: bidding will follow up the line.

1♣ – 1M; 2NT – ? then 3♣ = CBS with slam interest in Clubs

3♦ = CBS only interested in the majors.

1♦ – 1M; 2NT – ? then 3♣ = CBS = CBS only interest in the majors.

3♦ = CBS with slam interest in Diamonds

Note 7: Stayman not promising a 4-card major

1NT – 2♣ = Invitational+ then

2♦ = no 4 major, 2M = 4-major, 2NT = both majors min, 3♣ = both majors max then

3♦ = transfer to hearts, 3♥ = transfer to spades

Note 8: Possible Defence vs opening 2NT for both minors (Weak)

X = opening hand, penalty double in one or both suits

Pass then X = Take-out.

3♣ = Both Majors better hearts, 3♦ = Both Majors better spades, 3M = Single Suit

4m = Shortage at least 5-5 in Majors, 4M To Play

Note 9: Transfer Pre-Empts

3♣ = Transfer to Diamonds

3♦ = Transfer to Hearts

3♥ = Transfer to Spades

3♠ = Transfer to 3NT (Gambling 3NT – solid 7+minor)

Note: The Club pre-empt is included in our Multi 2♦ 4W

Possible Defence: Double = Would have bid the suit, Bidding the suit Transferred to is a take-out X