

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level can be 4 cards in 3 rd /4 th seat o/wise always 5+ 7-17
2 level 5+ cards 8-17
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 ; system on
Re-opening 2NT = 18-21 balanced
4 th : 1NT – 11-14 2C asks range:
2D or 2M = min 11-12 2NT = max 13-14 does not deny 4 cd M Over
2NT – 3C now stayman enquiry
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit – weak, aggressive more solid if VUL
2 suiters: 1m-2m = both majors 1m-2NT = 2 x lowest suits
1M – 2NT - minors
Leaping Michaels up (3C)
Reopen: 2NT – balanced 18-21; suits – intermediate HCP and 6+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(2H) (2S) cuebid = stopper ask for 3NT
(1M)2M = other M + unspecified minor
(1X) – 3X = stopper ask (usually long running minor)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C – majors MULTI LANDY
2D – single suited 6 cd M – relay 2H
2H – H+minor
2S – S+m
2NT -minors
X – penalties vs weak; 4M+5m vs strong or just 6D
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2 level pre-empts X + t/o(Lebensohl response if partner is 0-7)
Leaping Michaels over 2 level pre-empts
(3m) 4m = Majors (3m) 3 or 4 any Non Leaping Michaels
(3m) (3M) = 3NT to play now 4C stayman with 14+, 4D transfer to M – relay 4H p/c 4H or 4S slam try 6+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rds and 5ths	3rds and 5ths if not supported	
NT	4 th best, 2 nd highest from bad suit, top of sequence	3 rd and 5 th if not supported - if supported low fm H high from 3 or 4 bad	
Subseq	Attitude	Attitude if supported – or count	
Other: vs NT – K asks for count or unblock; AQ asks for attitude			
10 & 9 coded – 2 higher or none higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKx(+)	
King	KQ, KQ(J/10)x(+)	AKJ10(+), KQ109(+)	
Queen	QJ++	QJ10, QJ9, AQJx	
Jack	No higher usually has the T	No higher sequence lead	
10	0 or 2 higher	0 or 2 higher	
9	0 or 2 higher	0 or 2 higher	
Hi-X	Doubleton or even	Doubleton, tripletton sequence or 4	
Lo-X	3 rd highest from 3 or 4 5 th highest from 5 or 6	Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi/Lo – enc/discourage	Hi/Lo = count (odd) Low/Hi = even or H	Hi = discouraging Low = encouraging
2	Hi/Lo = count	Count	1 st discard odd/even
3	S/P	S/P	S/P
NT 1	Hi/Lo enc/discourage	Count	Hi= discourage Lo = encourage 1 st discard O/E
Signals (including Trumps): Lo/Hi shows interest in ruff or Hxx Hxxx			
Trumps: Hi/Lo is S/P			
S/P when lead is won in dummy or dummy shows 3 rd round control			
S/P when giving known ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
(1M) X (1m) X sound in 2 nd seat 9+ in 4 th seat			
(2M/2D) X sound in 2 nd seat more protective in 4 th seat (3M/3m) X in 2 nd seat sound real values more protective in 4 th seat			
Leb responses to (2M) X if weak or to show 8-11 4 spades after (2H)			
Responsive doubles if we double in 2 nd seat & 3 rd seat raises			

CONVENTION CARD
PLAYERS: Janine Masojada 5248 Tim Cope 1599
EVENT: SABF Trials Mixed Team 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors
15– 17 NT (may have 5 card M or a 6 card m) can be 14 in 3 rd seat May contain a singleton Ace in 3rd or 4th seat
2/1 GF
Intermediate 2's 9-12 6M
2D (3-7) 6 card Major OR 17-23 4/4/4/1 any singleton
1430 RKCB
UDCA
2NT – 20 -21 may contain singleton Ace
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Namyats = 4 level bid promises 8 tricks 1st/2nd seats only
3NT opening = 4 level pre-empt in a minor
Kokish after 2C opening 22+
1M-2NT – 4 card support GF (JACOBY NT)
1m-2m – inverted minor (INVERTED MINORS)
ROPI
BART after 1M – 1NT
BROMAD EXTENSION after 2M (3any)
Dove Street Relay
Minorwood & Poor Man's Minorwood
Good/Bad 2NT in a competitive auction
Transfers after 1M (2any)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors 1NT = 5/5 minors 2C = spades/clubs 2D = hearts/diamonds 1any = natural
Over (2C) Precision 2NT nat 15.5 to 17.5 X t/o of clubs 3C – majors
OVER OPPONENTS' TAKEOUT DOUBLE
1M (X) Bromad/ Fit Jumps/ Transfers XX 10+ no fit
1m (X) 3m weak/ 1m (X) 1M usually 5
1M-(X)-XX 10-11 denies fit 1M-(X)-2NT = *+ and 4 support

Generally T/O below 2NT and competitive
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative X thru to 3S X of weak NT – penalties
T/O X thru to 4S Lightner X against 3NT or Slam
Responsive X thru to 3S
Support X and Redouble Maximal Double crowded auction
Lead directional X Balancing X in 4 th seat 9+
Snap Dragon X
1NT (P) 2C (X) XX Opener has 4 good clubs
1NT (P) 2D/2H (X) P (P) XX Re-transfer to 3H or 3S
1NT (2any) X Exactly 8 hcp
1NT (X) pen XX SOS scramble to lowest 4 card fit

SPECIAL FORCING PASS SEQUENCES
Pass = forcing when GF has been established
X – shows a doubleton in opps suit (don't think 5M will make)
IMPORTANT NOTES
Fit jumps after M in comp; pre-emptive after m
Rev Drury by passed hand
PSYCHICS: Rare but can be light openings in 3rd seat

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	natural	1NT=6-10 2NT+ 11-12 balanced	1NT raised to 2NT is invite – unbalanced 15-17	Return to minor with a fit if the auction gets competitive
					1C – 2C inverted invitational+	2NT/3 any = invitational 2D = GF	Inverted on as passed hand
1♦		3	3S	natural	1D – 2D = inverted invitational +	2NT/3any = invitational 2H = GF	Inverted on after passed hand
1♥		5	3S	natural	2NT – balanced 4+ raise GF 3C = 10-11 and 4, 3D = 8/9 and 4; REV BERGEN 1H – 2 any GF 2/1	New suit = shortage 3M sign off Any bid on the 3 level by O promises extras	2C – 4 support; 2D = 3 support Rev Drury
		5			1NT – F1	2C = default; 3C = G/F 3D = G/F	Interference 2M-1 = 7-9 and 3 3M-1 = 7-9 and 4 2NT = 10-11 and 4 Bromad/Transfers/Fit Jumps XX – 10+ no fit
1♠		4	3H	natural	As above	As above	As Above

INT				(14)15-17 balanced	Stayman – non promissory Transfers to M: Transfer to minor (weak or strong) 3C = 5/5 or 5/4 minors with singleton heart 3D = 5/5 or 5/4 minors with singleton spade 3H = 6 card heart suit game force 3S = 6 card spade suit game force	2C – 2D – 2NT invite 2NT = both majors min (transfer in) 3C = both majors max (transfer in) S/Accept with 3M or show doubleton S/Accept minor with one bid under – now 3m to play or 3 any other = shortage, strong After R has used stayman or transfer bid a further 4m bid is slam try – one bid up to reject or 1430 responses 3NT to play or 4C/4D to accept then kickback	Lebensohl – slow shows X = 8hcp exactly 3 level bids over interference forcing & natural Cuebid of M – stayman no stopper If Transfer bid doubled we complete the transfer with 3 If stayman bid doubled we XX with good clubs 1NT (2NT) 3C = stayman
				Could have 5M or 5+m Could have singleton Ace in 3 rd seat	4NT Quantitative	PASS = min 6NT = max 5x = natural v good 4 card suit if not already shown – better if already shown 6x – natural 5+ suit good quality	
2♣	yes			23+; 3/4 losers or 9 quick tricks	2H – 0-4 No A,K or 2 Q: 2NT = 5 hearts with 2 of top 3 honours 2any/3any = 5 cd suit 2 of top 3 honours 2D – positive: 2NT = hearts 2any/3any = 5 card suit 2 of top 3 honours	2NT non F. 2C – 2H – 2S – 2NT (relay) – 3any non F Any 3 level bid is forcing to game Kokish 2C – 2D – 2H – 2S R forced to relay 2S after 2H rebid 2C – 2D – 2H – 2S – 3H = just hearts 2C – 2D – 3H/3S = 6D + 4M	2C (2any) X BUST PASS = values 2C (X) XX = BUST PASS = VALUES
2♦	yes	usually 6		6M weak 4-8	Relay 2H: Relay 2S/3H/3S with tol for either M Relay 2NT to enquire strength:	PASS or 2S weak & to play PASS or correct 3C 7-8 heart suit 3D 7-8 spade suit 3H 4-6 heart suit 3S 4-6 spade suit	If opps' interfere all doubles by Advancer are penalty
				17-24 4/4/4/1 any singleton	Relay 2H	2NT 17-23 club singleton 3C 17-23 diamond singleton 3D 17-23 heart singleton 3H 17-23 spade singleton	If opps' interfere all doubles penalty by either

2♥		5		Constructive 6 card 9-12 hcp	2NT enquiry F1: NS F1: 2H (P) 2S	3any shortage 3 same M denies shortage min 3NT denies shortage max 4any good 2 nd suit 6/5 3H no supp min 3S Hx or 3 sp 3NT no supp max 4C 3 sp singleton club 4D 3 sp singleton diamond	If opps' interfere all raises are constructive All doubles by R penalty
2♠				As above	As above	As above	As above
2NT				20-21 balanced	3C = stayman always promissory	3NT – both M (transfer in) 3D – no 4 cd M After 2NT – 3C – 3D – Smolen w 5/4 M After 2NT – 3C – 3D – 4C/4D slam try	
				May contain singleton A	Transfers to M 3S = minor stayman 4C/4D = slam interest with 6m	Reject by bidding 3M Accept with 3NT -R retransfers and then 4S/4NT KC 3NT to play or 4C/4D interest in minor slam now kickback m/wood by R 4NT to play no interest or cue then kickback	
3♣		6		Pre-empt	NS – F1; 4C = natural; 4D = RKCB		
3♦/♥/♠		6			4C = RKCB any raise is pre-emptive 3NT to play	1430 responses	
3NT	yes			Gambling solid minor 7 or 8 cards	4C = P/C 4D asks for shortage	Show singleton M 5C = club suit singleton diamond 5D = diamond suit singleton club 4NT = denies singleton	
4♣	yes	7		Namyats 8-9 trick hand in hearts 1 st 2 nd seats only	4D – interest in slam in hearts 4H to play		
4♦		7		8-9 trick hand in spades	4H – interest in slam in spades 4S to play	HIGH LEVEL BIDDING	
4♥		7		Pre-empt	4S = RKCB; NS = cue slam aspirations	ROPI/PIDO	
4♠		7		Pre-empt	4NT = RKCB NS = cue slam aspirations	RKCB 1430	
4NT	yes			Specific Ace ask	5C = 0; 5D = AD 5H = AH = 5S = AS 5NT = 2; 6C = Ace of clubs	Exclusion KC 1430	
5♣		8				Minorwood or kickback 1430	
5♦		8				5NT pick a slam	
5♥		7				Lightner Doubles	
5♠		7					