

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 LEVEL 7-17; NS – F1
2 LEVEL 6 CARD SUIT OR GOOD 14+;
2NT FORCING CB = GOOD RAISE IN PARTNER'S SUIT
1NT SHOWS 9-13 ON PARTNER'S OVERCALL
2NT = 4 CARD RAISE 8+
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 SYSTEM ON
11-14 IN 4 <sup>TH</sup> seat after m opening
11-16 in 4 <sup>th</sup> seat after M opening
2♣ asks strength - 2♦ - min; 2NT – max now 3♣ = stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 or 7 cards – new suit forcing
Intermediate in 4 <sup>th</sup> seat (11-15 points good 6 card suit)
Unusual 2NT – 2 lowest suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Modified Michaels
Leaping Michaels
Cue bid of Opener's m suit at 4 level shows strong pre-empt in a Maj
Jump cue = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty over weak NT 5M + longer minor over strong NT
2♣ - Majors
2♦ - single suited
2♥/♠ - ♥/♠ + minor
2NT - minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
After their cue bid – cheaper suit = forcing raise in p's suit and bidding their higher suit is forcing in the 4 <sup>th</sup> suit
X - 10+ balanced
3NT – 16+ bal, Strong jump overcalls over pre-empts
Leaping Michaels
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors
NT = minors
2♣ = natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jumps weak else system on after a minor opening
2NT = limit raise or better if Major opened. If 1♣ opened, 2NT = 13+ bal
Major -1 (constructive raise – 3 card support at 2 level, 4 at 3)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & 5th	ATT if supported or 3 <sup>rd</sup> /5th	
NT	2 <sup>nd</sup> or 4th	2 <sup>nd</sup> or 4th	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> through declarer	Suit pref	
Other: If supported high from xxx in partner's suit.			
Coded 9's and 10's. Lead of honour in NT asks for unblock of card below			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	A asks for ATT	
King	KA to show shortage KQ(x) Kx	Kx AKJ10x KQx	
Queen	Qx QJx	Qx KQ109 QJx	
Jack	Jx J10(x)	Jx J10x	
10	10x HJ10x 1098	0 or 2	
9	98x 9x	0 or 2	
Hi-X	Xx doubleton		
Lo-X	1/3/5	4 <sup>th</sup> highest	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW - ENC	LOW - EVEN	LOW - ENC
Suit 2	LOW - ODD	SUIT PREF	LOW - ODD (RSC)
3	SUIT PREF		
NT 1	LOW - ENC	LOW - EVEN	LOW - ENC
2	LOW - EVEN	SUIT PREF	
3	SUIT PREF		
Signals (including Trumps):			
UPSIDE DOWN on a need to know basis			
After high level pre-empts K is for count in suit contracts			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+			
Responses; Jump 9+Cue bid forcing to suit agreement, Scrambling 2NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X thru to 2S, Neg X thru to 3S; T/O X thru to 4S			
Game try; lead directing; Penalty; lightner against 3nt or slam			
Value showing at 4 level			
Thrupp X - 1♥ - (3♠) – X asks for stopper for NT			
X of strong NT – conventional 5+ minor / 4M			
X after 2♣ and interference = weak no AK or 3 Q's			

W B F CONVENTION CARD
<b>CATEGORY</b>
<b>NCBO: SOUTH AFRICA</b>
<b>PLAYERS: VANESSA ARMSTRONG / CAROL STANTON</b>
<b>EVENT (Open/Women/Senior/Transnational) WOMEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ is any 11-13 or 17-18 bal or natural with clubs. If bal, diamonds can be longer (even 5)
Transfer responses to 1♣
2/1; 1NT forcing 1R, Bart
14-16 NT
1♦ is unbalanced usually 5 except if 4414
Weak 2♥/♠
2♦ is 18-19 balanced
2NT – 20-21
Jump shifts by RES are INV without competition
UDCA, 2/4 through declarer
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses to 1♣ opening
2♦ 19-20 balanced hands
Modified Michael's
Bart
Gambling 3nt
<b>SPECIAL FORCING PASS SEQUENCES</b>
When our side has shown game force values, forcing pass is on
After a 2♣ opener if direct OPP overcalls or dbls a Pass is F1
Inverted minor sequences pass if F1 if RHO interferes
<b>IMPORTANT NOTES</b>
Serious and non serious slam tries in game force auctions
Can open light in 3 <sup>rd</sup> seat
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	2	3S	2+ 11-13 or 17-18 bal (can have longer diamonds) or natural with clubs	Inverted minor raise – forcing to 3m/2NT	2♦ art game force 2NT 11-13 bal no 4 clubs 3♣ 11-13 bal with 4 clubs 3♦/♥/♠ splinter 10-12 3NT. 17-18 bal	System off unless opps double
					Transfer responses 1♦ transfer to 1♥ 1♥ transfer to 1♠ 1♠ transfer to 1nt to play or to show various minor suit holdings  2NT 13+ 2♦ - GF can have 4 card Maj	Complete transfer with 2-3 cards and 11-13 Jump with 11-13 and 4 card support 2NT with either 17-18 and 4 card support or 14-17 and just clubs 1nt with 17-18 bal 3♣ = 3 card support and 6 clubs 14-17 4♣ - 4 card support and 6 clubs. 14-17 3♣ - range ask 2M – natural not a reverse but is shape showing 2NT – 11-13 bal	System on if space
1♦		4	3S	Always unbalanced	natural	1♦ - 1♠ - 1nt = 5♦/4♥ 11-3	Forcing and non forcing cb
					inverted	2♥ art game force	
1♥		5+	3s		1NT = 6-12 F1	BART	Drury 2♣ 8-10 4 card support 2♦ 9-10 3 card support
					2♥/♠ = 6-10	Next suit up = general game try 3 level = long suit game try	Cue bid raises 2nt = 8+ 4 card support Major – 1 Support X

1♠				<p>2♠/3♣/3♦ = 6+ cards invitational 9-11  3♥/♠ = 10-12 4 card support  1♥ - 3♠ = unspecified shortage 10-13  1♠ - 3NT  1M - 4 level = void</p> <p>Jacoby 2NT = 3+ support GF</p> <p>Fit showing jumps by passed hand</p>	<p>Next suit up asks with shortage shown in stepwise</p> <p>3♣ min with feature  3♦ asks  3♥ unspecified shortage  3♠ asks  3NT. Void 4♣ asks. 4♦ = ♣ singleton  4♥ = ♦  4♠ = ♥</p> <p>3♠ 5422 min hand  3NT asks – answer in stepwise  3NT 6 card suit  4NS. 5 card suit with Kxxxx  4♥/♠ min with sharp cards AAK</p> <p>3♦ extras with shortage  3♥ asks  3♠ void  3NT/4♣/♦ = shortage in ♣/♦/♥</p> <p>3♥ extras with 5422 – next suit asks  3♠ 6 card suit with extras  3nt. 17-18 bal  4NS. 5-5 slam try KQxxx  4♥ min</p>	<p>Pass min denies splinter  3M splinter in opps suit  3NS. Natural slam try  3NT. Natural slam try NO CONTROL in OPP's suit  Cue/jump. Void  4M extras but no control</p> <p>Jumps to 5M in comp asks for 2<sup>nd</sup> round control in opps suit</p>
INT			14-16 (can be 5422 or 6 card m)	<p>2♣ stayman  2♦/♥ transfer to ♥/♠  2♠ invitational or transfer to ♣  2NT. Both minors weak or transfer to ♦  3♣ puppet  3♦ both majors invitational +  3♥ 5/4 minors short in ♥  3♠ 5/4 minors short in ♠  3nt  4♣/♦ transfer to ♥/♠  4♥ both majors P/C  4♠ both minors  4NT. Both minors 2245 slam invite</p>	<p>Super accept max &amp; 4 – 1 up</p>	<p>Rubensohl  2 level bids NSST  2NT up are transfers  3♠ = stopper ask</p>
2♣	YES	0	23+ or any 9 trick hand	<p>2♦ = positive  2♥ = negative</p>	<p>Kokish</p>	<p>Pass no 5 card suit  X. 0-3 (no A, K or 3 Q)  2 any 5 card suit positive</p>

2♦	YES		2	19-20 BALANCED	2♥ TRANSFER to 2♠ for hands wanting to play in minor slams or just spades	3♠ choice of games 5332 4♣/♦/♥ autosplinters for ♠ 4♠ mild slam try 2nt. Transfer to ♣ 3♣ transfer to ♦ 3♦ 5/4 minors with ♥ shortage 3♥ 5/4 minors with ♠ shortage 3nt 1156 both minors quantitative 4nt. 2245 both minors slam force	
					2♠ transfer to 2nt  2NT. 2245. Weak both minors P/C 3NT. 2245. Both minors slam try 4NT. Weak both minors 4♥ 5/5 majors weak P/C 4♠ 5/5 minors weak	3♣ puppet ♦/♥ transfer to ♥/♠ 3♠ 5♠/4♥ 3nt 4♣/♦ transfer to ♥/♠	
2♥	NO	6		6 card weak	2NT Ogust asks about Partner's hand	3♣ weak hand, weak suit 3♦ weak hand, good suit 3♥ good hand, weak suit 3♠ good hand, good suit 3NT. Solid suit	
2♠							
2NT				21-22 balanced	Sames as 2nt after 2♦ opener except 3♠ 3♠ transfer to 3nt  3nt 5♠/4♥  3♦/♥ transfer to ♥/♠	4♣ clubs 4♦ diamonds 4♥ 5/5 minors short ♥ 4♠ 5/5 minors short ♠ 4NT. 5/5 minors slam force  4♣ choosing ♥ 4♦ choosing ♠  We accept transfer with 2 and break to 3nt with 3	
3♣		6		4-9	Pre-empt; change of suit natural forcing for 1R 4om = kickback	3NT = 0 or 1 of P's suit	
3♦							
3♥							
3♠							
3NT	YES			Gambling solid minor	4♣ = P/C 4♦ = do you have a singleton		
4♣	NO	8+					

4♦						
4♥	7+					
4♠	7+					
4NT			Both minors weak			
5♣	8+				<b>HIGH LEVEL BIDDING</b>	
5♦	8+				Roman Key Card 1430. Exclusion 1340	
5♥					DOPI D = 0. P = 1	
5♠					ROPI	
					Minorwood	
					Kickback 4♠ is keycard ask after 4♥ agreed	