

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1 level. Sound at 2/3 level. Vul dependant.
New suits F1.
Cuebid raises.
2NT in competition often a good raise
Weak jump overcalls
Intermediate jump overall reopening
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, may be semi-balanced with small singleton outside opp's suit.
May have 5 or 6 card suits. System on.
16-19 in 4 <sup>th</sup> seat live.
All system on as if 1NT opening.
Reopening 11-16 – 2C enquiry
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2NT shows 2 lowest suits (or unbid suits) (Reopening=19-20)
Reopen: 10-14
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 2 suiters.
(1M) – 3M = stopper ask
(1m) – 3m = natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=majors (can be 4/4)
2D=1 major
2H/S= 5M+4+minor
Double (vs.strNT) = 4M+5+minor
Double (vs.wkNT) = Penalties
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = normal t/o values & shape.
Jumps = invite
2NT=15-18
3NT=natural, wide ranging
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = both majors
NT = both minors
Jumps are pre-emptive, wide-ranging
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1C – (dbl) – all bids = transfers, including xx.
After 1D/H/S, XX=values.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	Same, except if supported	
NT	4 <sup>th</sup> / attitude	Low from length, unless supported	
Subsequent	4 <sup>th</sup> / attitude	Same	
Other: if supported high from xxx in partner's suit			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax AKx	Ax AKx	
King	AK KQx Kx AKx	KQx Kx AKJ10	
Queen	QJx Qx	QJx Qx KQ109	
Jack	Jx J10x KJ10	Jx J10x KJ10 QJ98	
10	10x 109x K109	10x 109x K109	
9	9x KJ9(x)	9x 9xx 98xx	
Hi-X	Xx HxX xxXx	Xx Xxx xXxx	
Lo-X	Xx xxX xxXx	HxX HxxX HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	S/P	Count
3	S/P	Count	S/P
1	Attitude		Attitude
NT 2	Count	S/P	Count
3	S/P		S/P
Signals (including Trumps):			
UDCA, S/P in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Std T/O dbls. Can be light with right shape.			
Cue response forcing to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbl's & redbl's.			
Responsive dbls			
Rosenkranz dbls			
Maximum dbls			
Negative dbls			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: South Africa</b>
<b>PLAYERS: Noah Apteker &amp; Rob Stephens</b>
<b>African Zonals 2025</b>
<b>4-10 May</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 way club – 1C 11-13 balanced or 17+ any shape
1NT 14-16
Weak 2H 2S can be 5 not vul 1 <sup>st</sup> and 3 <sup>rd</sup> seat
UDCA
RKCB1430
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D opening 4414 or 4405 11-16
3NT = 4 level pre-empt in minor
4C/D = Namyats (corresponding Major pre-empt)
Michaels 2 suiters
Garbage stayman
2C opening 11-16 5+ club, may have 4 card major
1C 11-13 bal or 17+ any shape
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing pass only when we have forced to game
<b>IMPORTANT NOTES</b>
1C – 1D is not forcing opposite 11-13 balanced
<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	0		11-13 bal or 17+ any	1D = 0-7 not forcing, bid majors before minors 4C=hearts 4D=spades	1H=20+ artificial	same
1♦		4		11-16 can have longer clubs	2D inverted, 3D weak, 3C 8-10 with support		
1♥		5		11-16 5+	Natural, new suit F1. 3C=4+H invite, 3D=3H invite 2NT = game force 3+ supp	3C minimum 3D extras no shortage	2C – 4+card support invitational 2D – 3card support invitational
1♠		5		5+ 11-21 NF	Natural, new suit F1. 3C=4+S invite, 3D=3S invite		
INT				14-16, may be semi-bal	2C=stayman, 2D/H transfers. 2S=range ask/clubs 2NT=both minors weak, or D's any strength.		
				May have singleton/6card minor	3C=puppet. 3D=5/5Maj inv+. 3H/S=splinter		
2♣		5		5+ clubs may have 4M	2D forcing, 2NT forcing, 2M forcing, 3M/D forcing	2NT forcing with extras, 3NM - shortage	After D – new suit natural NF
2♦	Yes	0		4414 or 4405 short diamonds	2NT enquiry, 3M invitational	3C=minimum after 2NT	
				11-16			
2♥		5		Weak, usually 6 card suit	New suits F1. 2NT=enquiry		
2♠		5		Weak, usually 6 card suit	New suits F1. 2NT=enquiry		
2NT				20-21 Balanced/semi-balanced	3C=stayman. 3D/H=transfers. 3S=minor suit stayman		
3♣		6		Pre-emptive, can be 6 card suit	New suits F1		
3♦		6		Pre-emptive, can be 6 card suit	New suits F1		
3♥		6		Pre-emptive, can be 6 card suit	New suits F1		
3♠		6		Pre-emptive, can be 6 card suit	New suits F1		
3NT	Yes			4 level pre-empt in minor	4/5C=P/C 4D=asking for shortage. 4H/S=nat		
4♣	Yes			8 trick hand in hearts			
4♦	Yes			8 trick hand in spades			
4♥		6		Pre-empt, typically 7/8 Hearts			
4♠		6		Pre-empt, typically 7/8 Spades			
4NT	Yes			Specific A ask	5C=No Aces. 5D=DA. 5H=HA. 5S=SA. 5NT=2		
5♣		7				<b>High Level bidding</b>	
5♦		7				RKCB 1430	
5♥						Exclusion RKCB 0314	
5♠						5NT = RKCB IF cuebidding at 5 level.	
						Specific K ask 1 <sup>st</sup> & 2 <sup>nd</sup> Round Cuebids Equally	