



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 NT = 19/21, X then jump NT = 22/23, system on 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
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)
Dbl = 15+pts
2 nd /4 th :2♣ = majors, 2♦ = major (any suit vs weak NT),
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. 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	HxX(+), xxX(+)	HxX, HxxX(+); Xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Suit Preference	Suit Preference	Suit Preference
3	Count	Attitude	Count
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Suit Preference
3	Suit Preference	Attitude	Count
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 2S			
(1x) – pass – (1y) – X = request partner to lead suit y in defence (Note 1)			

W B F CONVENTION CARD
 
WBFF SA Andre & Rose CATEGORY: Green EVENT: 2023-07-29/30 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, Weak raises in Competition
Bergen Raises (3C=6-9, 3D=10-11), Inverted minor(11+), Jacoby 2NT (4-card 12+pts)
Multi 2D (5-ways), 2NT = both minors (weak or strong)
Weak jumps in competition, Scramble, Good Bad 2NT
Lebensohl after weak 2's, Rubinsohl after 1NT interference, RCKB 1430, Minorwood, KickBack, Exclusion Keycard (0314)
Namyats and SATexas Transfers,
Two way Drury (2C=9-11 3-card sup, 2D=8-11 4-card sup)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Sup X
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
SPECIAL FORCING PASS SEQUENCES
After 1NT – (X) – Pass = forcing to re-open
IMPORTANT NOTES
Defence vs Multi 2♦ see note 2
Defence vs opps overcalling our 1NT see Note 3
Check Back Stayman see note 6
PSYCHICS: Rare but possible

Note 1: Defence vs two suits called by opps.

After (1x) – pass – (1y) – ? then bidding x or y shows the other two suits at least 5-4.

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

X by a passed hand = 4-4 or better, competing.

For e.g.

(1♣) – pass – (1♦) – ?

2♣ = longer ♥ than ♠ or equal length

2♦ = longer ♠ than ♥

X = lead a diamond in defence

Note 2: Defense vs Multi 2♦.

Double = (1) take-out, xx hearts, 4-spades and tolerance for clubs & diamonds 14+pts or

(2) Strong NT hand 17+pts

2NT = take-out, xx spades, 4-hearts and tolerance for clubs & diamonds 14+pts

Any other bid natural.

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

Over competition Long Suit GT

Note 6: Check Back Stayman (CBS)

1m – 1M; 1NT – ? then 2♣ = Invitational+ CBS and 2♦ = GF CBS and 2NT = weak, forced transfer to 3♣ for responder to pass/correct.

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: Mult 2D 5Wav

Weak in the Majors, 8 trick minor, 20-21 Balanced

After 2♦ then 2♥ relay, 2NT asking or 3M Pass or Correct by responder

3♦ = Invitational+

Note 9: Dutch 2

5M+m (4+) Weak 5-10 then

2OM to play, 2NT Ask, 3m pass or correct

3♦ = Invitational+