

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
1 level = 4 cards +; 2 level = 5 cards +		Lead	In Partner's Suit				
Can be light	Suit	3rd highest = even; low = odd	3rd highest = even; low = odd				
NS by advancer is NF at 1 and 2 levels	NT	4th	4th		Category:		
Re-opening style aggressive	Subseq	3rd highest = even; low = odd	3rd highest = even; low = odd		Country: South Africa		
	Other:	vs NT K asks CT/UB; A/Q asks ATT			Event: Bermuda Bowl 2007		
					Players: Alon Apteker - Craig Gower		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18 HCP (in 4th, usually source of tricks); system on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
Re-opening 2NT = 18-21 balanced	Ace	AKJ; AKx; Ax	AKx(x)		5 Card Majors; 15-17 NT		
In balance 1NT = 11-16 after (1M) and 11-14 after (1m)	King	AK; KQx; Kx	AKJ10; KQ109		2 over 1 GF		
	Queen	QJx, Qx	QJ10; QJ9; AQJ		Nat weak 2's		
	Jack	J10x; Jx	AJ10; KJ10; J10x		1430 RKCB		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x; 10x				
1-Suit: weak, loose	9	9x		9x, 98x, 98xx			
2-Suit: (1m) - 2m = majors; (1M) - 2M = OM + C's	Hi-x	Doubleton or even		Doubleton, tripleton or four	1NT Openings: 15-17 (odd shapes OK)		
Leaping Michaels over weak 2's	Lo-x	odd		Hxx(x)	2 OVER 1 Responses: GF		
Reopen: 2NT = Balanced 18-21; suits = intermediate HCP and 6+	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	Reverse Good-bad 2NT	
(1m) - 2m = majors; (1M) - 2M = OM + C's	Suit:1st	Hi = disc	Hi/Lo = odd		Hi = disc	Namyats	
(1X) - 3X = stopper ask (usually long running minor)	2nd	Hi/Lo = even		S/P	Hi/Lo = even	3NT = 4 level pre-empt in a minor	
	3rd	S/P		S/P	S/P	1M-3NT = 3 card support; 12-15, at least semi-balanced	
	NT: 1st	Hi = disc		Hi/Lo = odd	Hi = disc	1m-2m = inverted; F1	
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/Lo = even		S/P	Hi/Lo = even	DOPI/ROPI
2C = majors	3rd	S/P		S/P	S/P		
2D = single suited M	Signals (including Trumps): Trumps usually S/P						
2H = H's + m; 2S = S's + m	Odd/even signal (Roman) in known 6+ or dummy's short						
2NT = minors	Standard present count						
Double = penalties; by passed hand = 5m + 4M	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	(1m) - X - (1M) - 2M = Nat 5+ whereas X = penalties						
Leb after weak 2's	cue-bid = F to suit agreement						
Cue at 3 level = Stopper ask; at 4 level = Micheals	Aggressive re-opening						
(2X) - 2NT = 15-18 balanced; system on	Generally t/o below 2NT & competitive					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(1NT) - X - (2C*) - P = F to 2NT if 2C is runout	
(1C) - X = majors; 1NT = minors	Negative doubles to 4D					1X - (X) - XX - = F to 2NT	
Aggresive	T/O doubles to 4S						
	Responsive doubles to 4D					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Support doubles + redoubles					Fit showing jumps over M in comp; WJS over m	
OVER OPPONENTS' TAKE OUT DOUBLE		Lead directional doubles				Drury; Woolf-signoff after 2NT rebid by opener	
1 level NS = F; 2 level = NF	Run-out RD over 2M - (X) - XX					Strong jump shifts	
Fit showing jumps over M opening; WJS over m						Psychics: Rare	
1M - (X) - XX = does not deny fit; 2NT = 8-12 or 15+ with 4+ support						P - (P) - 1M can be very light	

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4D	Nat	1D could be 3; 1NT = 8-10 HCP	2 way checkback after 1NT	JS = lateral support
1♦		3	4D	Nat	2C = GF; 2NT = nat + inv	3C = Woolf signoff after 2NT rebid	Inverted still on
1♥		4	4D	Nat	2NT = balanced 4 card raise + GF; 1NT = F1 (no fit or	1M-2M-NS = LSGT	2C = Drury; 2NT = 4+ support, mixed raise, o/s shortage
1♥					GF options)		
1♠		4	4D	Nat	3C/D/H = nat + inv; 3S = 3+, inv	1m-1M-2M-next suit = art. enquiry	2D/2H = Nat + NF; 1NT = semi F
1NT			3S	15-17	4 suit transfers; 3C = Puppet Stayman; 4m = SA Texas	Smolen tranfers; super accepts of transfers into	Same as by UPH
1NT						doubleton	
2♣	Yes			Art; strong; 23+ HCP if balanced	2D = positive; 2H = double negative; 2NT = H's	Fast arrival by responder	Same as by UPH
2♦		5		Nat; 5-11	NS = F1; 2NT = Ogust; 4C = RKCB	3C = bad suit /bad hand; 3D = good/bad; 3H =	Anything OK in 3rd
2♦						bad/good; 3S = good/good + GF	
2♥		5		Nat; 5-11	NS = F1; 2NT = Ogust; 4C = RKCB	3C = bad suit /bad hand; 3D = good/bad; 3H =	Anything OK in 3rd
2♥						bad/good; 3S = good/good + GF	
2♠		5		Nat; 5-11	NS = F1; 2NT = Ogust; 4C = RKCB	3C = bad suit /bad hand; 3D = good/bad; 3H =	Anything OK in 3rd
2♠						bad/good; 3S = good/good + GF	
2NT				Nat; 20-22 balanced	Jacoby transfers; 3C = Puppet Stayman; 3S = minor	Smolen	Same as by UPH
2NT					suit Stayman		
3♣		6		Pre-empt	NS = F1; 4C = RKCB		Anything OK in 3rd
3♦		6		Pre-empt	NS = F1; 4C = RKCB		Anything OK in 3rd
3♥		6		Pre-empt	NS = F1; 4C = RKCB		Anything OK in 3rd
3♠		6		Pre-empt	NS = F1; 4C = RKCB		Anything OK in 3rd
3NT	Yes			4 level m suit pre-empt	4C = Pass/correct; 4D = Pass/correct		To play
4♣	Yes	7		Namyats i.e. 8 trick hand in H	4D = bid 4H; 4H = to play		Same as by UPH
4♦	Yes	7		Namyats i.e. 8 trick hand in S	4H = bid 4S; 4S = to play		Same as by UPH
4♥		7		Pre-empt	4NT = RKCB		Anything OK in 3rd
4♠		7		Pre-empt	4NT = RKCB		Anything OK in 3rd
4NT	Yes			Specific Ace ask	5C = no aces; 5NT = 2; 6C = AC		
5♣		7		Pre-empt			Anything OK in 3rd
5♦		7		Pre-empt			Anything OK in 3rd
5♥				Pre-empt			
5♠				Pre-empt			
5NT							

HIGH LEVEL BIDDING

DOPI/ROPI

Lightner Doubles

RKCB 1430

1st and 2nd round control bids equally

Serious/non-serious 3NT when both hands are unlimited
