

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
6-17 points		Lead	In Partner's Suit		
Responses: Cue bid raises, New suit by up hand = F1	Suit	4th	4th		
Reopening tends to be less than opening or inferior suit or both	NT	4th	4th		
	Subseq				
	Other: 2nd highest from 4 small;			Category: Green	
	Highest from 3 small in partner's suit if supported			Country: South Africa	
				Event: Bermuda Bowl trials	
				Players: Neville Eber Chris Bosenberg	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd, 4th (live) =15-18	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses - see note 5	Ace	AKX (+)	Asks for attitude		Acol 5 Card M
Reopening 10-13 does not promise stopper; responses - note 5	King	KQ KQx(+) AK	Asks for unblock of honour or count		Open clubs with 3 and Diamonds with 3 if distribution 4432
1NT overcall by passed hand = weak 2 suiter	Queen	QJ QJX (+)	KQX (+) QJX (+)		Light openings and responses usually on shape
	Jack	J10 (A/k) J10*	same		Weak twos in Diamonds, Hearts and Spades
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109 H109XX	Same		Ghestem overcalls
1-Suit: Weak usually 6	9	9X	same		WJO
2-Suit: Ghestem - note 1	Hi-x	Even	Same		1NT Openings: 15-17, can have 5 card M
	Lo-x	Odd	Same		2 OVER 1 Responses: F1
Reopen: Opening hand 12-15 good suit	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
Ghestem - note 1	Suit: 1st	Hi=enc		Hi/Lo = E	S/P
Jump cue asks for stopper for NT (not in ♣)	2nd	Hi/Lo=E		S/P	Hi/Lo=E
	3rd	S/P		Hi=Enc	S/P
	NT: 1st	Hi=Enc		hi/lo=e	s/p
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo=E		S/P	Hi/Lo=E
Hamilton - note 2	3rd	S/P			S/P
X = 14+_ vs weak, 16+ vs strong	Signals (including Trumps): Trumps=S/P			Responses to M and m openings see note 3 and 4	
	A and switch= singleton			RCKB - 1430	
	Suit preference on opening lead when dummy will win next trick			Italian style cue bids	
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	11+ with correct shape				
Optional doubles, Cue=2 suiter	single jump = 9=11 4 card suit				
2NT over W2 = 15-19 - puppet Stayman	Double jump = 9=11 5 card suit				
4♠X = penalty; 4♣♦♥ X = takeout				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Following penalty double of 1NT pass is forcing over m	
X = M, 1nt=m, WJO, 2NT=Mm 2 suits	Negative doubles thru 3S			2C - (any) - P= scattered values and FG	
Same in 2nd and 4th	Responsive double competitive value showing				
Pass then bid is strong	XX after t/o X by opponent implies no fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE					
XX= 9+ implies no fit					
New suit = F1 ignoring double				Psychics: Psychics: rare	
Single raise = 5-9, jump raise pre-emptive					
2NT = 10/11 and support, 3NT=12/13 and support					

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠		1NT=8-10, 2C=5-9, 3♣+10-11; 2NT=12+ fit (note 4)		
1♦		4	3♠		1NT=5-9; 2♦=5-9 (note 4)		
1♥		4	3♠		2♥=5-9, 3♥=10-11 (note 5)	Long suit game tries after single raise (note 5)	
1♠			3♥		as for 1♥		
1NT				11-14; 15-17 in third can have 5M	2♣ does not promise major; 2♦ FG does not promise		
1NT					major; 2NT=trf to 3m & inv; 3M GF (note 5)		
2♣	Yes			Game forcing	2♦ = relay or negative note 6		
2♦	Yes			Multi, WK2 M or 8 trick ♦	Note 1		
2♥		6 Weak	2NT enquiry				
2♠		6 Weak					
2NT				20-21 bal, Very rarely have singleton	Note 7		
3♣		6		Pre-emptive	New suit = F1; Jump NS = control ask	3NT = reasonable suit and shortage in part suit	
3♦		6		As for 3♣			
3♥		7		Pre-emptive	As above		
3♠		7		Pre-emptive	As above		
3NT	Yes			Solid minor	4♣= P/C 4♦ asks for shortage		
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT	Yes			Asks for specific aces	5♣=0 5NT=2 7♣=3		
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

If auction showed our side holds balance of points, pass is forcing at game level

over interference, pass then pull is strong and slam try

[illegible]

Supplementary notes file (Bos Eber notes (2) (3).txt) Neville Eber Chris Bosenberg (South Africa)

NCBO: South Africa

Players: Chris Bosenberg

Note 1 Responses to weak 2D, 2H and 2S

2NT F shows values 14+ points. Asks for clarification. Rebids are Ogust

New suits F!

3m = F1

Note 2 Ghestem overcalls

Minimum 5-5

Cue = Hi / Lo; 2NT = 2 lowest; 3♣ = 2 highest

3♦ = 2 highest over 1♦ opening

If opponents double - redouble = shortage in either of partner's suits, bid=3

card suit and pass = neither

Note 3 Hamilton

Promises 9 cards in 2 suits

2C = Majors

2D = single suited major

2H = Hearts and minor

2S = Spades and minor

2NT response bid your minor over 2H, 2S

Note 4 Responses to 1M

1m - 2NT = Unbalanced raise, 4 card 12+, then 3♣C asks for shortage, next relay asks for point count

Note 5 Responses to 1M

Balanced raise 1M - 3NT - 12-15 4C asks for point count, suit is shortage. Trump suit is Club shortage

Unbalanced hand with side suit minimum 5, 12-15 triple jump in suit; with 16-19 bid 2NT and then show suit after 3c ♣ enquiry at 4 level

Note 6 Responses to 1NT

2♣ = stayman (does not promise M), followed by 2NT - invitational

2♦ = transfer to H

2 = transfer to S

2 = transfer to C

2NT = transfer to D

3m = 9/10 + 5+ card suit invitational

3M = shortage in suit bid

Note 7 Responses to 2♣ opening

2♦ = relay, if followed with 3♣ or next suit = 0-4 points

2♥♠ 3♣♦ = 5+ suit with 2 of top 3H, Jump = solid suit

Jump to 4M = weak 7 card suit

2NT = 8-9 no ace, 3NT = 10-11 no ace, no suit weaker than JXX

via 2♦, Jump raise = scattered values 3+ support

Single raise = 7+

Jump in new suit 3/4+ points, 3+ support, short in bid suit

2NT = 5-7 points

3NT = 8-9 points

New suit - 5+ points, 4+ cards

Note 8 Responses to 2NT opening

3♣ asks for 4 or 5 card M, then 3D = 5 card M, 3♥♠ - 4 card major, 3NT = none.

After 3♦ responder bids suit he has not got, 3NT asks partner to bid his 5 card major

After 3♣-3♦=3NT: 4♣♦ = 6+ suit; 4♥♠ - 5-5 minors; 4NT = 6/5 minors

Immediate 3NT = 5♠ and 4♥

4♣ = slam force

Note 9 Responses to X

Scrambling 2NT: When opponents have bid and raised M and partner X in either position 2NT is scrambling

Note 10 Defense to opponent overcall over 1NT

Lebensohl & 3 level bid F, Via lebensohl

Lebensohl is also used after partner's X of W2M for a 0-7 hand

Note 11 Opponents call Capp over NT

Double of 6 card suit = 4+ M & reasonable hand

3♣/♦ - F, Lebensohl

Pass = PA must reopen with double

Pass & later cue denies 4M and is forcing

Immediate Jump = shortage and forcing

Note 12 Where opponents preempt in m over NT

X = negative
Bid = F
Pass = PA must reopen with X
Bid of same m tells partner to choose better M
X followed by Cue = good hand, S/T

Note 13 1NT (X) rescue bids

Suits are natural transfers do not apply

Note 14 Where opponents bid a 2 suiter over partner's 1NT

Bid of known suit = F
X = willing to compete to 3 level in that m

Note 15 Where opponents bid 2 suiter overcall over partner's suit opening

X = Ability to penalize 1 or both suits
Lower cue limit raise or better
Upper cue F, 5+ in unbid suit
Bid in 4th suit = NF
Jump Cue = splinter

Note 16 Defense to Multi 2♦

In 2nd: X = 12-17 balanced, 2NT = 18-20 (resp see note 8)
3m = NF, 4M = better hand, 2♥♠ - opening hand & short other M
In 4th: Same as above except 2NT = 16-18 (resp see note 8)
A pass followed by a X usually protective but could also be a better hand
(waiting pass) while a pass followed by 3m usually shows 5m and 4 OM. Pass
followed by cue bid = big 2-suiter