


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1 level may be aggressive, 2 level sound		Lead	in Partner's Suit		Green	
Weak Jumps	Suit	2nd and 4th	4th or TON if supported		Country: South Africa	
Responses: New suit by non passed hand F1 if not transfer advance	NT	2nd and 4th	4th or TON if supported		Event: All (Open/Women/Senior/Transnational)	
Cuebid raises, Mixed Raises (1), Splinters	Subseq	Attitude (4th)	Attitude (4th)		Players: Malcolm Siegel & Robert Sulcas	
Transfer Advances (2)	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd 15+=18	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
4th 11-14 *12-15 over 1S)	Ace	AKx+	AKx+		5cM 2/1 GF	
	King	KQ+ , AK bare	AKJx+ KQ109+		15-17 1NT not usually 5M in 1st or 2nd	
	Queen	QJ+	KQxm QJ+		WEAK 2s in H S	
	10	KJ10+ J10+	J10+		3rd & 4th opening can be light	
JUMP OVERCALLS(Style; Responses; Unusual NT)		9	K109x, Q109x, 109+		A110+, KJ10+, 109+	
1-Suit: Weak	9	9x	A109x, K109x, Q109x, 9x		1NT Openings: 15 - 17	
2-Suit: Ghestem (1D-3C - weak)	Hi-x	Doubleton	Doubleton		2 OVER 1 Responses: GF	
	Lo-x	3+	3+ with H		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate	SIGNALS IN ORDER OF PRIORITY			Weak 2's		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Good/Bad 2NT	
Direct cues = Ghestem, Jump Cues = solid minor asks for stopper	Suit:1st	UD Attitude	UD Count	UD Attitude	Lebensohl & Scrambles	
	2nd	SP	SP		Transfer Advances	
	3rd	UD Count			Multi 2D Bid	
	NT: 1st	UD Attitude		UD Attitude		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	UD Count	UD Count		
Strong NT : DONT (Dbx = 1 suiter, bid = suit + higher)	3rd	SP	SP			
Weak NT : Hamilton (2C Bot Majors, 2D 1 Major, 2M = M+m)	Signals (including Trumps): Trump signals SP if applicable					
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Classic shape t/o double or any shape 18+				
x=Take-out	Simple response 0-7/8, Jump response 8-11 (In M shows 4 card suit, double jump 5)					
NT natural (over which 4C stayman, 4D Gladiator, 4M INV)	Cue= two+ places to play 10+ or very strong single suiter			SPECIAL FORCING PASS SEQUENCES		
Cue = strong 2 suiter				(3m) Dbl (5m) FP except white versus red		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Any sequence were we have fit and known balance of points	
Versus Strong Club DNC (x= MJR, 1NT Minors, 2C,2D = Colours)	Neg x up to 2S overcall promises 4 of higher unbid suit					
odd suits Majors natural - can be agressive and 4/4	Comp x			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
After 1C P. 1D, x= MJR, 1NT Minors, 2C,2D = Colours	Maximal x only when opponents bid one below our agreed suit, else penalty					
Pass and Bid = real hand	Redouble = 10+ may have 3 card support					
OVER OPPONENTS' TAKE OUT DOUBLE		(1x) 1y (1NT) Dbl = take-out				
After 1M x 1NT up to 2M-1 = Transfer (natural or lead directing)	Responsive x = t/o - tends to deny 4oM or if no major bid by opps = equal length in M			Psychics: 4 cd Mjr Overcalls in 3rd 4th seat		
If not a transfer bid suits are F1						

Note #	Description
1	<p>Mixed raise In response to Major suit opening bid and an opposition bid or overcall a jump to 1 below the major opened shows a mixed raise (7-9) with 4 card support and a jump to 3M is weak Same principle applies opposite the overcall of a major if space permits</p>
2	<p>Transfer Advances After an opening bid by opposition and an overcall at same level by partner all bids from the suit opened are transfers. These bids may be weak and not promise another bid or be forward going depending on next action</p>
3	<p>Inverted Minors After 1C 2C 2D is GF relay R bids shortahe if held else 2NT (13+) or 3NT 11/12 2N shows 12-14 balamced not all stoppers required 3C = Minimum unsuitable for NT New Suit = shape showing 6+ in minor INV After 1D 2D 2H is GF relay and responses are as per 1C - 2C . 2D</p>
5	<p>BART After 1H - 1N / 2C = 2+ clubs in a balamced hand or real clubs then 2D = Trf to H to play or to show an INV hand if bidding on After 1S - 1N / 2C = 2+ clubs in balanced hand or real clubs then 2D = 5+H (Trf) = of R bids again is INV 2H = Trf to 2S to play or if bidding again is INV 2S = 8-bad 10 with soubleton spade 2N= INV not 4 clubs 3m = PRE 3 = INV balanced 3 card support</p>
6	<p>Bergen Style Raises After 1H , 2S = Jacoby, 3C = 7-9, 3D = 10/11 3H = PRE After 1S - 3C = Jacoby, 3D = 7-9, 3H = 10/11 3S = PRE</p>
7	<p>1NT 2D / 2H 2S = 5H + 4m Game Values and 2NT now asks for shortage and 2nd suit 1NT - 2H / 2S 2N = 5S and game values, now 3C asks for shortage and 2nd suit</p>
8	<p>Kokish 2C 2D / 2H forces 2S then 2NT = 24/5, 3NT= 28/9, new suit is natural with 5+H</p>
9	<p>Multi - Can be Weak busted 6CD Major OR 20-21 NT OR 8+ Trick hand in Minors After 2D, 2H - Relay Then Pass - Weak in Hearts 2S - Weak in Spades 2NT - 20-21 3C/D - 8+ Tricks in minor suit After 2S Relay Then Pass - Weak in Spades 3H - Weak in Hearts 2NT - 20-21 3C/D - 8+ Tricks in minor suit After 2NT Relay Then 3C/D - 8+ Tricks in minor suit 3H/S - Weak in H/S</p>
10	<p>2M - 2N asks then 3C = Minimum 5 card suit 3D = good suit 3M = minimum 6 card suit 3oM = Maximum hand , poor suit</p>