DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING	LEADS STYLE				WBF Convention Card	
1 level may be aggressive, 2 level sound	Lead			in Partner's Suit			
Weak Jumps			4th or TON if supported		Green		
Responses: New suit by non passed hand F1 if not transfer advance	NT			4th or TON if supported		Country: South Africa	
Cuebid raises, Mixed Raises (1), Splinters	Subseq			Attitude (4th)		Event: All (Open/Women/Senior/Transnational)	
Transfer Advances (2)	Other:				Players: Malcolm Siegel & Robert Sulcas		
		•					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd 15+=18-	Lead	ad Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE	
4th 11-14 *12-15 over 1S)		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	
		KJ10+ J10+		J10+		3rd & 4th opening can be light	
JUMP OVERCALLS(Style; Responses; Unusual NT)	9	K109x, Q109x, 109+		AJ10+, KJ10+, 109+			
1-Suit: Weak	9	9x /		A109x, K1	09x, 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 L	ead	Discarding	Good/Bad 2NT	
Direct cues = Ghestem, Jump Cues = solid minor asks for stopper	Suit:1st	t UD Attitude UD Count			UD Attitude	Lebensohl & Scrambles	
	2nd	SP SP				Transfer Advances	
3n NT		UD Count				Multi 2D Bid	
		UD Attitude			UD Attitude		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	UD Count UD Count					
Strong NT : DON'T (Db; = 1 suiter, bid = suit + higher)	3rd SP SP						
Weak NT : Hamilton (2C Bot Majors, 2D 1 Major, 2M = M+m)		ncluding Trumps): Trum	np signals SP i	f applicable			
	DOUBLES						
TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Classic sh	ape t/o double or any s	shape 18+				
x=Take-out				n M shows 4	4 card suit, double jump 5)		
NT natural (over which 4C stayman, 4D Gladiator, 4M INV)	Cue= two	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 seguence 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 agrresive 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 $1M \times 1NT$ 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			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	1						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	1C 2 4S		4S	11-21 2+C	Inverted minors 11+. 3C PRE, SPL =9/10+6 card support	Inverted Minor responses (4)	
					2D = 7-9 with 5H and 4S, 2M = weak, 2NT natural 11/12	1NT rebid 12-14 may have a 4 card major	
					1NT = 8-10 with 4C, 1D may be 3 if no 4cM and <8	2NT rebid 18/19 (3D checkback)	
					1M may include a longer D suit if <10 points		
1D		4	48	Will only have 3D idf 4432 shape else same as 1C	1NT = 6-10 may have 4D, else same as 1C	As per 1C opening	
					3C = INV with 6C		
1 H		5(4)		11-21 with 5H (occasionally can be 4 and lead directional in 3rd)	1NT F1 by unpassed hand, NF versus passed hand, 2/1 GF	After Forcing NT BART applies (6)	Drury opposite 3/4th hand opening
					2H = Constructive raise by unpassed hand, Bergen Style raises (6)	Jump in new suit after $2/1 = SPL$,	2C=8-11 with 4c support,
					1H - 2S = Jacoby, 2NT = 13-16 Bal may have 3 card support		2D = 9-11 with 3c support
					SPL (2S = any SPL, 9-13 then 3N asks, 3NT = Void S, 3m = void		
18		5(4)		As per 1H	As per 1H except 1S - 3C = Jacoby	As per 1H	As per 1H
1 NT				15-17 upgrades and downgrades possible	2C Stayman always promises INV+	Transfer breaks 4+ support in M, Hxx in m	
1 141				Will rarely include 5cM in 1st or 2nd	4 suit Transfers (2S = C, 2NT = D)	1NT 2d 2h 2s 1NT 2h 2s 2NT = ART (7)	
				Will fately include Selvi in 13t of 2nd	2C does not promise M if iNV	1101 20 211 25 1101 211 25 2101 - ART (/)	
					2C does not promise in in inv		
2C	х			GF or 22/3 Bal or semi Bal	2D =4+ (but more than 2 queens), 2H = 0-4	After 2C 2D 2H is Kokish (8)	Over Intereference dbl = 0-4
					2S, 3C, 3D = Nat 5+ cards 2 of top 3 H, 2NT = 5+H 3 of top 3 H	2C 2H 2S is trf ro 2NT then bids are NF	Pass = 5-8 no stopper or 9+ own suit
2D	х			Multi - Weak 6cd MJR OR 20-21 OR 8+ Trick Minor	See Point 9 for full relay system	See point 9 for full relay response system	
2H/2S		5		Weak 5-10, can be 5 card suit NV Will have 2 of top 3 honours	2NT = relay (10)		Dbl = Penalties
				In 4th will be STRONG 8 Trick Hand	New suit at 3 level NF INV		In Comp, one below suit = INV
2 NT				Minors (5/5) (may be very weak)	3C/D to play, 4C/D Preempt, 5C/D pick a game, P/3NT to play		2NT upwards = Trf
3C		6		PRE may be 6 card suit	Change of suit F1 and asking length		
					4D = Keycard for trump honours		
3 D H S		6		PRE may be 6 card suit in 3rd	Change of suit F1 and asking length		
					4C = Keycard asking for Trump Honours		
3N				Gambling 7 card solid minor no outside A or K	4C = P/C, 4D asks for shortage	High Level Bidding	
						Cue bidding style - up the line	A or K Singleton or Void
4C				Solid H (usually 8), or one loser suit and outside Ace	4D asks for shortage	Minorwood (14/30)	
4D				Solid S (usually 8) or one loser suit and outside Ace	4H asks for shortage	Kickback where minor	wood not applicaple
4H S				PRE		Exclusion Keycard (14/30 except when adjunct to trump suit 30/41)	
						Last Train	
4NT				Specific ace ask	5C = No Ace, 5NT = 2 Aces else bid Ace	5NT Pick	a slam

Note # Description 1 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 2 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 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 5 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 INV2H = Trf to 2S to play or if bidding again is INV 2S = 8-bad 10 with soubleton spade 2N= INV not 4 clubs 3m = PRE3 = INV balanced 3 card support 6 Bergen Style Raises After 1H, 2S = Jacoby, 3C = 7-9, 3D = 10/11 3H = PREAfter 1S - 3C = Jacoby, 3D = 7-9, 3H = 10/11 3S = PRE7 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 8 Kokish 2C 2D / 2H forces 2S then 2NT = 24/5, 3NT = 28/9, new suit is natural with 5+H9 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 10 2M - 2N asks then 3C = Minimum 5 card suit 3D = good suit 3M = minimum 6 card suit

3oM = Maximum hand, poor suit