


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
7 + points	
General style sound	
Responses Jump raise =pre-emptive	
New suit = Forcing	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> position 15-18 points	
4 <sup>th</sup> position 8-14 points Over minor 12-14 pts	
Cue after 1NT in balancing position =11-12 points, 2NT= 13-14 points, 2C Stayman	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1- suit weak natural Intermediate in 4th	
Responses = new suit forcing	
Ghestem =2 suiter	
Reopen: Cue Michaels	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct cue bid Ghestem	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
Hamilton	
2♣ Majors; 2♦ A major 2♥/2♠ The bid Major and a minor	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Take out double thru 4♠	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Versus 1♣ X =majors;1NT= Minors :2NT= Major + minor	
Versus 2♣ Double majors 2NT Minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit forcing	
Jump new suit Weak	
2NT limit raise or better. Bromad	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
NT	4 <sup>th</sup> or low from Hxx	4 <sup>th</sup> or low from Hxx	
Subsequent	Attitude. Low from Hxx	Attitude. Low from Hxx	
Other: Highest from 3 small in partner's suit if supported			
MUD & ROMAN MUD A asks for attitude K unblock in NTs			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axxxx(+)	AK, AKx(+)	
King	KQ, AK, KQT9x	KQ, AKJT(x),KQTx(+)	
Queen	QJ, QJX(+)	QJ, QJx, AQJx,, KQx(+)	
Jack	JTx, KJTx(+)	JTx, KJTx(+)	
10	T9x , HT9x(+)	T9x , HT9x(+)	
9	9x, 98x,	98x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	HxX, HxxX(+); xXxx(+)	HxX, HxxX(+); xXxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi encouraging	Hi/lo= E	Hi encouraging
Suit 2	Hi/lo= E	S/P	Hi/lo= E
3	S/P		S/P
1	Hi discouraging *	Hi/lo= E	Hi encouraging
NT 2	Hi/lo= E	S/P	Hi/lo= E
3	S/P		S/P
Signals (including Trumps): suit preference.			
Suit preference Hi highest rank Echo shows ability to ruff			
* on lead of A or Q low =E. On K asks for unblock or count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue= Forcing until suit agreement			
Single jump 8-10 4 card suit			
Double jump 8-10 5 card suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive double in competition			
XX after t/o X by opponents promises no fit 9+ points			
Lead directing doubles of artificial suits			

W B F CONVENTION CARD	
	
<b>CATEGORY: Green</b>	
<b>COUNTRY: South Africa</b>	
<b>PLAYERS: Neville Eber and Chris Bösenberg</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Strong NT, 5 card majors	
Light openers and responses usually on shape	
Multi 2♦	
WJO	
Ghestem	
No 2/1	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Ghestem	
Gambling 3NT	
Weak jump shifts and raises in competition	
Scrambling 2NT	
RCKB =1430	
Italian style Cue- bids	
Good bad 2 NT (note 13)	
Splinters	
Fit showing suit bids	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Following double of 1NT Pass non forcing	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MINNO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	Single raise weaker than double raise	4 <sup>th</sup> suit forcing: game forcing	Jump shift pre-emptive over overcalls
					Strong jump shift	Reverse by opener forcing 3 <sup>rd</sup> suit F1	
1♦		3	3♠	11-21 HCP	Single raise weaker than double raise	As above	
					Strong jump shift		
1♥		5	3♠	11-21 HCP	Single raise weaker than double raise	Raises limit, reraises = Pre-emptive	Drury
					Strong jump shift, 2NT fit artificial		
1♠		5	3♥	11-21 HCP	As for 1♥		Drury
INT		2		15-17 Balanced	Transfers (see Note 6)		
2♣	Yes			Artificial Game force	Natural positive requires good suit 2♦ = neutral (see Note 7)	Cheapest minor second negative 3♥ over 3♦	
2♦	Yes	0		Multi weak 2 in major 6-10 points or 8+ tricks ♦	2NT Enquiry 2♥ Pass or correct 4♣ response opener to bid one below suit		
2♥		5		Acol 2 8 + tricks	One round force		
2♠		5		Acol 2 8 + tricks	One round force		
2NT		1		20-21 balanced	Transfers Puppet Stayman		
3♣		6		Pre-emptive	New Suit Forcing		
3♦		6		Pre-emptive	New Suit Forcing		
3♥		6		Pre-emptive	New Suit Forcing		
3♠		6		Pre-emptive	4♥ Natural		
3NT		7		Gambling	Natural 4♣ Pass or correct		
					4♦ requests shortage		
4♣		7		Pre-emptive	Natural		
4♦		7		Pre-emptive	Natural		
4♥		7		Pre-emptive	Natural		
4♠		7		Pre-emptive			
4NT		-		Blackwood			
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		DEPO, DOPI	
						RKCB 1430	

## Supplementary notes file Chris Bösenberg and Neville Eber (South Africa))

### Note 1 OGUST Responses to weak 2♦

2♥ Pass or correct

2♠ Pass or bit 3♥ with weak end of range of 2♥ opening, Bid 3♣ with stronger end of range of 2♥ opening

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

Rebids 3♣ shows strong weak 2 in ♥ or ♠ Responder relays 3♦ to find out opener's suit

3♦ Strong ♦ opening ;

3♥ Weak end of range of 2♥ opening;

2♠ Weak end of range of 2♠ hand;

3NT= Strong ♦ but balanced

4x=NAT suit with strong 2♦ opening

New suit= 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

2♣=Majors

2♦=single suited major

2♥= Hearts and minor

2♠=Spades and minor

2NT response bid your minor

### Note 4 Responses to 1m

1m - 2NT = balanced raise, 4 card 12+, then 3♣ asks for point count

Unbalanced: 1m- triple jump 4 card 11+ shortage in bid suit

Flip flop over X

### Note 5 Responses to 1M

Balanced raise 1M - 3NT - 12-15 4♣ asks for point count

Unbalanced raise = 1M - 2NT card support 11+ then 3♣ asks for shortage, next relay asks for point count

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

### Note 6 Responses to 1NT

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

2♦ = transfer to ♥

2♥ = transfer to ♠

2♠ = transfer to ♣

2NT = asks partner to ♦

3♣ = Puppet

3♦ = 5 or 5 in Majors invitational

3♥ / 3♠ shortage in suit bid, no more than 3 in other major

3M = shortage in suit bid guarantees 3 in other major

3NT = to play

4♣ = SA Texas for ♥

4♦ = SA Texas for ♠

4♥ = 5/5 in M to P or C to play, no slam

4♠ = 5/5 in m to play, no slam

### Note 7 Responses to 2♣ opening

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

2♥ 2♠, 3♣, 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 3♦ = 5 card M, 3♥ 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♠=3NT: 4♣, 4♦ = 6+ suit; 4♥, 4♠ shortage in suit - 5-5 minors; 4NT = 6/5 minors

Immediate 3NT = 5♠ and 4♥

4♣, 4♦ transfers to ♥ or ♠ respectively,

### 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. Bid at 3 level bid Forcing

Lebensohl is also used after partner's X of Weak 2M for a 0-7 hand

Opponents call Cappelletti over NT

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

3suit - F, Lebensohl

Pass= PA must reopen with double

Pass and later cue denies 4M and is forcing

Immediate Jump = shortage and forcing

### Note 11: GAMBLING 3NT and 4♦ SLAM TRY

3NT-4♦

4M=singleton/void/ ... 4NT=7222 shape/ ...5♣=singleton/void in the OTHER minor

Note: Continuation after 4♦ by responder of singleton or void suit asks if singleton (1st step) or void (2nd step)

### Note 12: Checkback Stayman (forcing and non forcing)

1m 1m/M

1NT 2♣ Non forcing relay to 2♦

After 2♦ responder passes or shows shape

1m 1♥

1NT 2♠ promises 44 in majors

1m 1M

1NT 2♦ Forcing to game Checkback Stayman

Responder 3 card fit and 4 card of other major or 5 card minor. 3 of other minor shows both 3 card of partners M and 4 card major

### Note 13: Good Bad

1M( P) P bid

3M long suit not strong 2NT same but strong also in points

During auction where 2NT would be illogical as natural it shows a bad raise and consequently when the 2NT bid is available it shows a good hand e.g.

1♦ (1♠) x(2♠)

3♦/3♥ Good hand 2NT bad hand either in ♦ or ♥'s wishing to compete