

DEFENSIVE ET COMPETITIVE BIDDING
OVERCALLS ( Style; Responses; 1/2 level; Reopening)
Suit overcall : one Level : 5 (4) cards 5 to 17 HCP two level : 6 (5) cards 9 to 17 HCP
Response to 1 level : raise 3 level = preempt; cue=11+fit; jump cue = fit (4) limit ; jump schift = suit + fit (4); 1NT= 8+
Reopening : suit overcall = limited hand
1 NT OVERCALL ( 2 nd/4 th Live; Responses; Reopening)
2 nd = 15 to 17 points - Stayman + transfers
4 th = 9 to 13 points ; same responses
JUMP OVERCALLS ( Style; Responses; Unusual NT)
1- Suit : 6 cards , 6 to 10 points - 2 NT F 1
2- Jump cue in major = asking for stopper
Reopen : 6 cards - Zone 12 points
DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopen)
Michael cue bid two suiters : 1♣/♦ 2♦ = M two suiters
1x 2NT = 2 lower ranking suits
1♥/♠ 2♥/♠ = Unbid Major and ♣ 2 suiter
1♥/♠ 3♣ = Unbid Major and ♦ 2 suiter
VS. NT (Vs. Strong/Weak; Reopening; PH)
X = 5 cards min + 4 cards maj or 1 suit min or strong
2♣ = maj 2 suiters ; 2♦ multi; 2♥/♠ = 5 cards + 4 min
2 NT = minor two suiters . In 4th = same
Vs. Weak NT (if 11) : X= 13+; 2♣ Landy; 2♦/♥/♠/3♣ = transfers. If 1NT X responses as 1NT opening
VS. PREEMPTS ( Doubles; Cue-bids; Jump; NT Bids )
X = take out
Cue = 2 suiters
NT : natural
VS 2♦ multi : 4♣/♦ = 2 suit ♥+ ♣/♦
VS. ARTIFICIAL STRONG OPENING
VS strong ♣ and 2♣ : crash
OVER OPPONENTS'TAKEOUT DOUBLE
Suit bid at 1 or 2 level = F1
2 NT = Truscott
Jump fit = pre
XX = 10+ HCP

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead In Partner's Suit
Suit : 3 rd - 5th 3rd - 5 th
NT : 4 th 3rd - 5 th
Subseq. attitude 3rd - 5th
Other : attitude
LEADS
Lead Vs Suit Vs NT
Ace AKx... AKx...
King AK - KQx... KQ10 - KQJ - AKJ
Queen QJx AQJ - KQx - QJ10 - QJ9
Jack J10 - Jx- KJ10 AJ10- KJ10- J109
10 10x - K109 -Q109 A109- K109- Q109- 109x
9 9x - H9xx 9x - 98x...
Hi-X : 2nd - 4th
Lo-X : 3rd - 5th
SIGNALS IN ORDER OF PRIORITY
Partener's Lead Declarer's Lead Discarding
1 3rd-5th 3rd-5th 3rd-5th
Suit 2 Attitude Attitude Attitude
3
1 3rd-5th 3rd-5th 3rd-5th
NT 2 attitude attitude attitude
3 low E on As & Q
Signals ( including NT) 3rd-5th ; attitude
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
2nd : 9+ if good distribution ; 17+ : any distribution
resp: jump = 10 to 12 points - cue = 13+
reop : 9+
SPECIAL, ARTIFICIAL AND COMPETITIVE DBLES/REDBLES
negative doubles through 4♠
xx one ctrl = R1 control
support and competitive doubles and redbls

WBF CONVENTION CARD
CATEGORY : GREEN
NCBO: Guadeloupe EVENT : Olympiades 2024
NATIONAL TEAM OPEN
PLAYERS : Dominique GERIN
Jean-Claude PELLETIER
SYSTEME SUMMARY
5 cards major - Natural
1 NT = 15-17 and standard
2 over one 1 response : G F except special bidding at 4 level
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Overcalls on 1 NT
2 ♣ = Strong
2 ♦ = multi
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS : rare

OPENING	TICK IF ARTIFICIAL	MIN N° of cards	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♠	3+ cards, Standard	Natural, priority to major 4th if weak 1NT(7-10) or 2NT(11-12)= no 4 cards in M	Opener's Splinter - 1m - 1M - 3NT = Balanced hand with Fit of 4 cards 1m - 1M - 1NT - 2♣ = relay : 2♦ = 2 cards in M min; 2NT= max+GH	Jump Shift = Fit + Suit
1 ♦		3	4♠	3+ cards, Standard	Natural	2♥/2♠ = 3 cards in M min / max	
1 ♥		5 (4)		11- 20 HCP May be 4 cards in 3rd or 4th position	Natural at level 2 - 1NT forcing 1♥/♠- 3♥/♠Pre; 1♠/3♥ = 9-11H 6 Cards 1♥/♠ - 3♣/♦ : 3cards fit,GF/4cards10-11	1♥/♠ 2♥/♠ - 2NT = general trial bid 3♣/♦ = trial bid	DRURY - 1NT = 7-10 2NT = Fit 4 th + single splinter = void
1 ♠		5 (4)		May be weak in 3th position	1♥/♠ - 2NT = 15+ and fit 4+ Cards 1♥/♠ - 3NT = 12-14 and fit 4+ Cards 1♥/♠ - 4♣/♦ = Splinter	Rebid = single	JUMP SHIFT = Fit + Suit
					2♣ Stayman	2NT / 3♣ = 2 Maj 15+ / 16+	
1NT				15-17 Bal. M 5e possible may be 6322 - 5422	2♦-2♥-2♠*-2NT transf (evt*=7-8 bal) 3♣/3♦ 5-4/4-5 9+	1NT-2♦/♥-3♥/♠ = 4 Cards Fit Max	
					Jump in Major = 14H+ Strong Suit 4♦ = Major two Suiter		
				FI or FG	Resp : italian control	2x = natural, 6(5) cards suit NF	
2 ♣	x	0		8 tricks in any suit or 22-23 bal.	2♦ = 0 or 1; 2♥ = 2or3; 2♠ = 4or5 if int : pass weak; X = 5+; bid = good suit	2NT = 22-23 bal : see 2NT op. 3NT = good suit + outside honours 4♣/♦ = M 2 suiter, short in ♣/♦	
2 ♦	x	0		6 cards weak in ♥ or ♠ or 24+ bal	2NT = F1 2♠ = pref ♥ , NF 3♥/♠ = double fit, preempt 4♥/♠ = natural	2/3 NT = 24 + Bal. : see 2NT op.	
2 ♥		5		2 suiter ♥ + min - 5-10 HCP	2NT = F1 ; 3♣ = to play in minor	<b>HIGH LEVEL BIDDING</b>	
2 ♠		5		2 suiter ♠ + min - 5-10 HCP	3♦ prop. for Game in M; 3M/M' = natural NF	BW : 30-41-52-2 Keys + Trump Queen	
2NT				20-21 Bal 5M, 6m, singleton possible	3♣=Stay; 3♦,3♥, 3♠, 4♣= transfers 4♦ major 2 suiter ; 4♥/♠minor 2 suiter	if overcall : x = 0; pass = 1; aso	
3x		7 (6)		PRE	New suit F1 ; Jump schift = Ask		
3NT				Gambling	4♣ : NF		
4x		8 (7)		PRE			