DEFENSIVE AND 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 = pre; cue=11+fit;

jump cue = fit (4) limit ; jump schift = suit + fit (4);

1NT= 8 12 HCP

Reopening : suit overcall = limited hand

1 NT OVERCALL (2 nd/4 th Live; Responses; Reopening)

2 nd = 15 to 18 points - Stayman + transfers

4 th = 8 to 11 points ; same responses

3

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 : 1m/2♦=MM 1M/2M= OM and ♣

1M/3♣=OM and ♦

1 Club 2 Clubs = Natural

Jump cue in major = asking for stopper

VS. NT (Vs. Strong/Weak; Reopening; PH)

VsStrong weak NT:X = clubs or clubs and Maj or 2 Maj

2 Clubs = Diamonds

2 Heart = 5 Heart and minor

2 Spades = 5 Spades and minor

2 Diamonds = Unicolor M

VS. PREEMPTS (Doubles; Cue-bids; Jump; NT Bids)

X = take out

NT : natural

Vs Weak 2:Cuebid =ask for stop or mn;4m=m+OM

VS. ARTIFICIAL STRONG OPENING

opening 2 diamonds rebid 2NT: 22 23 balanced

DOUBLE TAKEOUT DOUBLE

Style : can be light when short in opps suit,18H any dist

XX = 10+ HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partener's Suit
Suit :	3 rd - 5th	3rd - 5 th
NT :	4 th best	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	top of
Lo-X :	3rd - 5th	4th best

SIGNALS IN ORDER OF PRIOTITY

	Partener's Lead	Declarer's Lead	Discarding
Suit 1	count or higt encourage	count	count or high encourage
Suit 2	count/Pref	count/Pref	count/Pref
Suit 3	count	count	count
NT1	Hi=Disc Lo=En(AQJ)	count	count
NT2	Count	Count	Count
NT3	Suit Preference Attitude		preference

Signals (including NT) Hi=E NT:small encourage on A,Q,J,10

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style:can be light when short in opps suit, 18+ and any dist

resp: jump = 8 to 12 points - cue = 13+

reop : 9+

SPECIAL, ARTIFICIAL AND COMPETITIVE DBLES/REDBLES

negative doubles true 4♠

xx one ctrl = R1 control

support and competitive doubles and redbls

WBF CONVENTION CARD

CATEGORY : GREEN

NCBO : Guadeloupe EVENT : 47è WBTC

National Team - Open

PLAYERS : Fréderic DUFAU

Olivier TOLZA

SYSTEME SUMMARY

5 cards major - best minor

2M :5M+4m, weak

2 clubs : 24+bal or GF any distribution

2 diamonds ;6 card weak or 22 23 bal

1 NT = 15 17

2 nt : 20 21

2 over one 1 response : 11 H

3NT : full minor 7 gambling

BLWD KEYS 41/30

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	..	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4 ♥	11H+	Natural 2♣ 10H and+	1♣ 1♥ 3NT FIT4 +Balanced	
					1NT-2NT = No Major	4♣ = 6♣ + 4 ♥	
1 ♦		3	4 ♥	11H+	Natural 2♦ 10H and+	4♦ = Splinter	
						4♥ = Splinter in ♠	
					2 minor inversed		
1 ♥		5		11H+	3 ♣ = fit 3 9-11 3 ♦ = fit 4 9-11		
					3maj = fit 4 10-12 DH		1NT = up to 11-12H
1 ♠		5		11H+	2NT=13H and + , fit 4		Opener pass only with weak
					3SA 12-14H fit3 4333 or4432, fit4 4333		and balanced hand
					Splinter 9-12H		Drury with Fit
					2 over 1 F1		
1NT				15 - 17	2♣ Stayman		
				Balanced	Transfers 2♦–2♥–2♠–2NT		
				5 major cards possible			
					4♦ = 2 Majors 5-5		
					3♦ 6 cards with 2 big H		
2♣	x	0		Strong in major or all	CONTROL ITALIAN		
				hands FG			
2♦	x	0		Multi either 2 weak in maj			
				or 2NT 22-23			
				or 9 trick in minor			
2♥		5		6 - 11 DHL with4 or+ minor	2NT = F1		
					3X = F1		
2♠		6		6 - 11 DHL with 4 or+ minor			
2NT				20-21 H bal.	stayman - 3♦/3♥/3♠ /4♣ Transfer	HIGH LEVEL BIDDING	
					4♦ = 5-5 major;	BW 5 keys ; Resp. 41-30-52-2+Q of trump	
						After overcall , pass=0 , x=1 , 1st level=2	
3x		7 (6)		PRE	Jump shift = Ask		
3NT				Gambling			