

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8 HCP+, may be weaker if very unbalanced or fav vul
New suit → forcing
Reopening: natural 8/17
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 15+ -18 with a good stopper
4 th : same, a bit more solid
If the opening suit is a minor, then stayman and transfer
If the opening suit is a major, everything is transfer
Reopening: 14-16 HCP, may be w/o stopper
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 0-10 NV 5-10 V
2NT: Both weaker suits
3NT: gambling 1m 3m : naturel
Reopen: 2M : natural 11-14, 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids
1M (3C) = 5oM' 5D 1M(2M) : 5oM + 5C
1m (2D) = both majors
1C (2C) : natural
1C (3C) = Spade + Diamond
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong : X=5m/4M, 2C = majors, 2D= 1 major, 2H/S=5H/S+4m ⁺
Weak : X 13+ 2C =Majors 2D= 1 major, 2H/S=5H/S+4m ⁺
Reopening=same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2M)X-2NT=kind of lebensohl
(2M)3M = minors
(2M) 4m=5m'+5oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1C)X= majors, rest natural 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
transfer, XX 11+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	3rd and 5th	3rd and 5th	
NT	4th the best	3rd and 5th	
Subseq	Attitude/ 3rd and 5th	Attitude/ 3rd and 5th	
3rd 5th against NT slams/ King lead with AK against slams			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK + anything	AK(xx) AKJx (att)	
King	AK KQ(xx) AKx(xx)+sing KQJ(xx)	KQJ(xx) AKJ10(x) KQ10(xx) (ask for unblocking)	
Queen	QJ(xx) Qx	KQ(x) KQ10x KQ9x AQJx QJx(x) QJ9x (att)	
Jack	J10(xx) KJ10(xx) Jx	J109 J108 HJ10	
10	109(xx) Q109(xx) 10x	H109x AQ109 1097x 10xx	
9	9x	9xx H9x	
Hi-X	Xx xXxx HxXx	xXxx Xxx xXxxx xxxxX HXx	
Lo-X	xx(xx)X HxXx HxX HxxxX	HxxX(x) HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	high enc	std count	std count
Suit 2	std count	std count	std count
	std count		std count
3	low enc	smith’s echo high	std count
1			
NT 2	low enc	std count	std count
3	std count	std count	
Signals (including Trumps): reverse count needed, or preferential (high card for high suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, nothing special, constructive			
Reopening double after 1x (-) - : 8+			
1x (X) – : 1x (8-) 2x : 4M 8-10 or a bit less with 5M 3x :5M 8-10			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X (–) 1M (1X/2X/3X) X = unbalanced hand + 3M or 18H+			
XX : SOS (strong && punitive)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: BEDOUET Pierre DEHEEGER Colin
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
best minor
5 major
1NT 15-17
2C 18-19 bal
2D GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids
(1S) p (2S) ? transfer
(1H) p (2H) ? transfer
SPECIAL FORCING PASS SEQUENCES
In some high competitives sequences
After a punitive XX
IMPORTANT NOTES
PSYCHICS: Seldom occurs in some NV/V situations

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	better minor	1♦/1♥/1♠ : natural 1NT : 6/10 2♣ : GF 5+C 2♦ : 5+S 4+H 6/10 2M : weak		transfers after X and 1D/H
1♦		3	better minor	1♦/1♥/1♠ : natural 1NT : 6/10 2♣ : GF 2♦ : 5+S 4+H 6/10 2M : weak		transfers after X and 1H
1♥		5 (4)	11+ 5+♥	1NT : up to 11 2m : GF 2♠ : weak 2NT : 11+ 3+H	gazzilli	2NT 3♥ limit+ cue bid 4♥ limit+
1♠		5 (4)	11+ 5+♠	1NT : up to 11 2y : GF 2NT : 11+ 3+S	gazzilli	2NT 3♠ limit+ cue bid 4♠ limit+
INT			15-17 bal	2♣ : stayman transfer from 2♦ to 2♠ 2NT : invit 3♣ : transfer : 3M : minors, shortness M	4 answers stayman, 2NT GF after M transfer	Rubensohl x and x = t/o p and x = pen
2♣	x		18-19 bal			
2♦	x	6 (5)	GF	2♥ ask		
2♥		6 (5)	Natural	2NT : relay strong		Penalty doubles
2♠		6 (5)	Natural	same		Penalty doubles
2NT			20-21 bal	stayman transfer 3♠ = minors 4m = slam M 4M = slam m		
3♣		7 (6)	preempt	New suit nat and forcing		
3♦		7 (6)	same			
3♥		7 (6)	same			
3♠		7 (6)	same			
3NT	x		gambling	4♣ P/C 4♦ GF relay		
4♣		8 (7)				
4♦		8 (7)				
4♥		8 (7)				
4♠		8 (7)				
4NT	x		6-5 minors			
5♣			to play		HIGH LEVEL BIDDING	
5♦			to play		5x overcall on 4NT : X/XX : 0/3 Pass : 1 41/30 key cards (30/41 on exclusion)	

