


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: up to 18hcp, usually sound at the 2-level
Responses: new suit=F1, CUE (and 2NT) limit raise+ Simple jump = Fit showing, Double-jump = SPL, 4M = NAT, Jump cuebid = Mixed raise, Jump Raise = Weak
Reopening: with shape or values
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-18 HCP
Responses: As over opening 15-17 INT; Rubenshol
4th position Live: 15-18 HCP
Balancing: 11-17 HCP over major; 11-14 over minors,
Responses: Range stayman over majors
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: PRE, HCP as per vulnerability
Responses: new suit F1; 2NT ASKS rate your hand
Unusual notrump: PH INT=5+-5+ unbid suits; 4-10 HCP
2NT in direct=5-5(+) lower suits, HCP as per vulnerability
Reopening: jump=12-15 HCP, good 6+suit
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)
Style: (1m)-2m=5-5(+)MM, HCP as per vulnerability
(1M)-2M=OM+m, 5-5(+), HCP as per vulnerability
(1x) – p – (1y) – 2x = NAT, 2y = NAT
Responses: 2NT asks which m (with values) after (1M)-2M
Reopening: same
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: X = cards
2♣ = both majors, 2♦ = 1 Major, 2M = 5+ with minor 4+,
Reopening: same
Passed Hand: same but DBL = 4M and 5+m
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O with Transferable values
TranserLebensohl over WK 2 (both positions)
Over WK 2: 2NT=15-18 HCP (4-way transfers), Cue = asksq for stopper, Leaping Michaels.
VS. ARTIFICIAL STRONG OPENINGS
DBL = good hand, the hand may belong to our side,
INT = ♣+♦, all club bids = NAT, INT = cuebid after overcall
OVER OPPONENTS' TAKE OUT DOUBLE
1M-X-2M=weak raise, 1♥- X-2♦ = 3 cards ♥ raise 8HCP +, 1♠-X-2♥ = ♠ raise 8HCP +, 1M- X: transfers start with INT, Dormer, Jumps are fit showing or mixed raises

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	3rd and low, xxS, Sx	3rd and low; xxS but Sxx if raised	
NT	4th, xSxx, Sxx, Sx	4th, xxS but Sxx or Sxxx if raised	
Subseq	3rd and low, xxS, Sx	3rd and low, xxS but Sxx if raised	
Other:			
LEADS			
Lead	Vs suit	Vs NT	
Ace	AK(+) not beyond	AK+(x), Ax(x) asks for attitude	
King	AK, KQ(+)	AKJ10(+), KQ109(+) asks UB or CT	
Queen	QJ(+)	QJx(+); KQx(+); AQJ(x) asks for ATT	
Jack	J10(+); KJ10(+)	J10(+); KJ10(+)	
10	10x,109(+); K109(+),Q109	10x, 109(+); K109(+), Q109(+), AJ10	
9	9x	9x, 9xx, 987x	
Hi-x	xxS, xxSx, xxxS, xxSxxx	Sxx, xxxS or xSxx, xSxxx or xxxSx	
Lo-x	xxS, xxSx, xxxS, xxSxxx	Sxx, xxxS or xSxx, xSxxx or xxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Hi=DISC	Hi=ODD	Hi=DISC
2 ND	Hi=ODD	SP	SP
3 RD	SP		
NT: 1 ST	Hi=DISC	Hi=ODD	Hi=DISC
2 ND	Hi=ODD	SP	SP
3 RD	SP		
Reverse Smith vs NT			
Suit Preference in trumps.			
Jack is treated as a low card in count, attitude & SP situations			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape			
Responses: Cuebid response game invitationnal or better			
Reopening: T/O			
Support DBL (up to 3M). Responsive DBL (up to 4♥). Maximal double.			

WBFC Convention Card	
	
Category: Green	
NBO (Country): Canada	
Event: VeniceCup 2023	
Players: Louise Berthiaume – Sondra Blank	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
Natural, 2/1, 5-card Majors	
2♦ (4-10) 6CM / 2♥&2♠ (4-10) 5+Major and 4+minor	
Forcing INT.	
Inverted minors – Single rais = GF. Bergen over 1M	
Light preempts when non vulnerable	
Transfers over 1M – (DBL)	
INT opening: 15-17	
2 over 1 Response: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT opening shows long solid minor	
1c – 1M may bypass diamonds	
Unusual vs Unusual	
SPECIAL FORCING PASS SEQUENCES	
We have forced to game	
Passed hand opponents who preempts	
We have shown at least a limit raise facing an opening and opponents bid game	
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE	
4th Suit = GF, 1♣- 1♦-1♥-1♠ = GF with or without S	
Unserious 3NT in most slam situations in a major. Serious 3NT if responding hand showed a limit or better.	
Psychics: Rare	

Opening	Artificial	Min	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3	7♥	3+, 11-21 HCP, NF	1NT = 8-10, 2♣ = NAT, GF, 2♦ = limit in ♣, 2♥ = 5+♠, 4+♥, 5-9 HCP, 2♠ = raise in ♣, 7-9 HCP, 2NT = 11-12, NAT, 3♣ = NAT, PRE, 3♦/3♥/3♠ = SPL, not GF, 3NT = 13-15 NAT	Suit rebid denies a balanced hand. 1NT rebid = 12-14, may bypass majors. 2-way NMF over 1NT rebid 2NT = relay over 1♣-2♥.	New suit = NF 1♣-2♣ = LIM in ♣
1♦		3-4	7♥	11-21 HCP, NF 4+ unless 4432	1NT = 8-10, 2♣ = NAT, F1, 2♦ = GF in ♦, 2♥ = 5+♠, 4+♥, 5-9 HCP, 2♠ = raise in ♦, 7-9 HCP, 2NT = 11-12, NAT, 3♣ = limit in ♦, 3♦ = NAT, PRE, 3♥/3♠ = SPL, not GF, 3NT = 13-15 NAT	Suit rebid denies a balanced hand. 1NT rebid = 12-14, may bypass majors. 2-way NMF over 1NT rebid 2NT = relay over 1♦-2♥.	New suit = NF 1♦-2♦ = LIM in ♦
1♥		5	7♦	5+, 11-21 HCP, NF	1NT=F1, 2NT=GF with 4+♥, 3♣ = LR with 4+♥, 3♦=const with 4+♥, 3♥= PRE with 4+♥, 3♠ = ♠ SPL, 3NT =5 Trumps const., 4♣ = ♣ SPL, 4♦ = ♦ SPL, 4♥ = PRE		2♣=8+HCP with fit Fit-showing jumps 2NT = clubs 1NT is treated as SF
1♠		5	7♦	5+, 11-21 HCP, NF	1NT=F1, 2NT=G with 4+♠, 3♣ = LR with 4+♠, 3♦=const with 4+♠, 3♠ = PRE, 3NT =5 Trumps const 4♣ = ♣ SPL, 4♦ = Splinter, 4♥ = ♥ SPL, 4♠ = PRE	1♠-1NT 2C-2D= Relay	2♣=8+HCP with fit Fit-showing jumps 2NT = clubs 1NT is treated as SF
1NT			4♥	15-17 HCP 5M or 6m possible 5-4-2-2 possible	2♣ = STAY, 2♦/2♥ = TRF to M; 2♠ = ♣ 2NT = ♦ or WK in mm, 3♣ = Puppet stayman, 3♦=STR 5-5(+) in mm; 3♥/♠ = SPL with (5-4) in mm, 4♣ = 15+ Balanced/Baron, 4♦/4♥ = TRF to M, 4♠ = NAT, Transfert Lebensohl or Lebenshol depending on opponents methods. Texas transfers (also in competition up to 3♣)	1NT-TRF-jump = MIN+4-card fit; 1NT-TRF -2NT = MAX + 4-card fit 1NT-2♣-2♦-3M=4M+5OM, FG	
2♣	ART			Strong, artificial and forcing. 22+ HCP if balanced	2♦ = waiting. 2♥ = weak with 6+♠, 2♠ = weak with 6+♣, 3♣ = weak with 6+♦, 3♦ = weak with 6+♥ Over interference, X = positive without a good suit and P = waiting.	Modified Kokish relay (3♣ = ♥, 3♥ = ♥+♣). 2nd negative over 2S,	
2♦	ART			6+M / 4-10 HCP	2♥, 3♥, 3♠ P/C; 2♠ Asks for OM Holding; 2NT asks for description; New suit F1; 4♣ ask to transfert; 4♦ bid your suit; 4♥/4♠ To play	Over 2NT, 3♣ = min ♥ 3♦ = min ♠, 3♥ max ♠; 3♠ = max ♥	
2♥		5		5+♥ 4+m 4-10 HCP	new suit F1, 2NT asks for description; 3♠ P/C; 3♥ 4♥ 4♠ to play	Over 2NT, 3♣ = min with ♣ 3♦ = min with ♦, 3♥ max with ♣, 3♠ = max with ♦	
2♠		5		5+♠ 4+m 4-10 HCP	new suit F1, 2NT asks for description; 3♠ P/C; 3♠ 4♥ 4♠ to play	same	
2NT			4♥	20-21 BAL, 5M or 6m possible	3♣ = Romex puppet, 3♦/3♥ = Transf, 3♠ = Minor suit stayman, 4♣ = slamish ♥, 4♦ = slamish ♠, 4♥ = slamish ♣, 4♠ = slamish ♦	Over 3♣, 3♦ = no M or 5♠, 3♥ = shows 4♥, 3♠ = shows 4♠, 3NT = shows 5♥. Over 4-level transfers, the next step is RKC	
3♣		6		4-10 HCP	new suit F1		
3♦		6		4-10 HCP	new suit F1		
3♥		6		4-10 HCP	new suit F1		
3♠		6		4-10 HCP	new suit F1		
3NT	ART			9-10 HCP, solid minor suit	4♣ = pass or correct, 4♦ ASKS for distribution	Over 4♦, 4M = SPL in M, 4NT = no SPL 5m = SPL in other m	
4♣		7		4-10 HCP	4♦ = NAT F1; 4M = NAT to play		
4♦		7		4-10 HCP	4M = NAT to play		
4♥		7		4-10 HCP	New suit asks for control in suit bid		
4♠		7		4-10 HCP	New suit asks for control in suit bid		
4NT	ART			Ace-asking	0-4, 1, 2, 3 responses	HIGH LEVEL BIDDING	
5♣		8		4-10 HCP		<ul style="list-style-type: none"> - RKC 1430, Redwoodq 1430 over minor suit fit - 4NT- (interference) RKC 1430 DOPI or ROPI if suit is below 5 of the trump suit - 4NT- (interference) DOPE if suit is at or above 5 of the trump suit - Pass and pull = strong in forcing auction 	
5♦		8		4-10 HCP			