


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Aggressive overcalls non-VUL, 4 card possible but rare
(1M)-2m 9+ points then 2NT = 11-13 pts
2NT response to 1M overcalls = 4 card support, CB = 3 card supp
Jump shift bids are fit showing 5/4
Direct jump raise is weak
Jump cuebid is splinter and 4 card support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(1x) – 1NT 15-18 can be semi BAL, systems ON
Protective 1NT = 10-13
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls are weak, 2NT is asking, new suit is forcing 1 round
Unusual NT = 2 lowest suits
Reopen: 2lvl M= good hand, 2NT = 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M = OM and m
(1♣/♦)-2♦ = majors
(1♣) - 2♣ = Natural
Reopening cue = 2 suiter
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs strong NT, Meckwell
VS weak NT, X = penalty oriented, 14+, 2♣ majors, 2NT = minors
All other bids natural
VS 1NT Overcall, X = PEN, 2♣= majors, 2♦/♥=Transfers
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping and non-leaping Michaels, CB asks for stop
(2x)-X-(p)-2NT = Lebensohl asks p to bid 3♣, other bids are 8+ pt
Over multi, X promises opening hand, 2♥/♠ = natural, 4m = m+M
5/5 GF
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors, 1NT/2NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1m-(X) – transf resp, 2S/NT = TRF to 3♣/♦ WEAK, 3m=inv
1M(X) – trans to 2M, 2NT GI+,
1M-(X) – 2NT = 4 card support INV+, 3m = 6 c suit inv, 4m= are
FIT BIDS (5/4)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd bad suit, 3 rd or 4 th w H	3 rd - 5 th	
NT	2 nd /4 th	3 rd - 5 th	
Subseq	same	same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Akx	AKQ	
King	AK, AKxx	AKJT _x , KQT _{xx}	
Queen	QJT _x , QJ _{xx}	QJT _x , QJ _x	
Jack	JT _x (x)	JT _x (x)	
10	T9 _x (x), T _x ,	(H)T9 _{xx} ,	
9	98(x), 9 _x	98 _{xx}	
Hi-X	Doubleton	Doubleton	
Lo-X	Promises 3+ cards	Promises 3+ cards	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (lo enc)	ATT on P's LEAD	Small encourages
Suit 2	count	Suit pref	count
3	Suit pref		
1	ATT (lo enc)		
NT 2	count		
3	Suit pref		
Signals (including Trumps): UDCA, smith echo in NT			
Small card on lead promises honour in p's bid suit when dummy can't be beaten, or suit preference when p hasn't bid.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O = opening values, 3 suiter can be lighter with distribution or in 4 th seat			
Or 16+ with own suit			
Responses natural – only cuebid is forcing			
Reopening either 3 suiter or 14+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles, support doubles,			
X of cue of own suit = Do NOT lead			
X of cue of p's suit = Ax or Kx			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Swiss Bridge Federation 
PLAYERS: Jérôme Amiguet – Cecilia Billiet
EVENT World Games 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 1♣ = 2+, inverted minors GF
Strong NT, 5CM possible, 6 card minor possible
2NT= 20-22 5CM possible, 6 card minor possible
2♥/♠ = weak 6 card suit
2♦ = game forcing
2♣ = majors, max 10 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣/1♥ - 3♣/♦ - inv 6 cards in m and 2 in p's M
1♣/1♥ - 2NT = GI (w 3 card support) or GF (w 4 card support)
1♣/1♥ - 3NT/♠ = undisclosed SPL, 4x = void
1M-2m-3X – SPL agreeing m
1♣-2♦/♥/♠ = transfer ♥/♠/♣ 6 cards 3-6 points
1♦ - 2♣ = GF ♣ or ♦ or weak with m
1♦ - 2♦/♥/♠ = transfer ♥/♠/♣ 6 cards 3-6 points
Transfer sequences after intervention / X
(impossible transfer is stop asking if m is opened)
1♠ in 3 rd /4 th = 4+ cards
Double transfers over 1NT opening (2nd suit bid is also transfer)
2♣ over 1m-1M-1NT asks p to bid 2D, next bid is to play
2♦ over 1m-1M-1NT is GF
2♣ Drury is a max passed hand and 3 or 4 card support in opener's major
SPECIAL FORCING PASS SEQUENCES
DOPI-ROPI, XX of lead directing X shows Ace or void
When opponents make sacrifice bid – PASS is stronger than X
IMPORTANT NOTES
Frequent light openings in 3 rd seat according to vulnerability
3 rd seat pre-empts can be very weak
PSYCHICS: Rare

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	2+ Cards, Walsh	1♥/♠ then raise to 2♥/♠ promises 3+ card support 1♦ is GF if responder also holds a 4CM 2♣ = GF, 2♦/♥/♠ = wk transfer, 3♣ = INV	2♣/NT asks for info, 2NT/3♣ = 4 cards + singleton, 3♣/♦ 3 cards, min, 3♦/♥ 3 cards max, 3♥/♠ 4 cards min, 3♠/NT 4 cards max 1♣-1M-2♣-2♦ = FORCING 1♣-1♦-1♥/♠ = 5/4	Transfers over intervention or double up to 2♣
1♦		4	4♥	Natural, NF	1♥/♠ then raise to 2♥/♠ promises 3 card support 2♣=GF with ♦ or ♣, 2♦/♥/♠ = weak transfer 3♣ = Weak ♦ TRF 3♦ = INV	Same as above	Transfers over intervention or Double up to 3♣
1♥		5	3♣	5 card Major	1NT <i>semi forcing</i> 1♥ - 2♥ 8-10 pts, 3NT sign off 3♣/♦ 8-11 points with 6 in m and 2 in M 2NT= invi with 3 card support or GF with 4 cards supp 3♣ = undisc. splinter, 4♣/♦ = void, 4♠ voidwood	1♥-1NT-2NT = 5/4 18-19 or 6♥, 3♣ relay 1♥-2♥-2♥-3♥ forcing, 3♣ = min 3♣ Strong hand, 3♦ Will bid 4M, 3M Not accepting invite, other suit is natural strong 1M-3♣: 3♦/♥ inv 3/4 cards other control	2♣=fit and asks op strength / All jumps are 5 in suit & 4 in p's suit Over drury, 2M is no interest Transfer up to 2M
1♠		5/4*	4♥	5CM, <i>can be 4 cards in 3rd/4th seat</i> . Otherwise same as 1♥	Same 3NT = undisclosed Splinter, 4♣/♦/♥ = void	same	Same
INT				15-17 balanced or semi balanced	2♣ stayman, then 2♦ = no 4CM	2M = 5/4 INV, 3M = 4/5 (SMOLEN), 4♣/♦ = 6♥/♠ and 4 in OM	Transfers over int over NT 2NT = ♣ or stop in opp's suit
				5CM or 6cm possible	2♦/♥/♠/NT = transf, then 2NT/3M = max/min 4 C 3M = 1 in M, 3 in OM, 5/4 minors 3♣ = asks for 5 card major 3♦ = SI+ minors 5/5	After 2♦/2♥ - 2♥/2♠ next bid is 2 nd transfer Accepting 2 nd transfer = 4 cards 3M=5, 3♦=4CM	3NT is no stop in opp's suit Cue bid is stayman If opps have 2 suits, cue = stop
2♣	X			Weak Majors at least 5/4	2♦ asks p to bid longest M, 2♥/2♠ NF, 2NT strong and asking	3♣ - max 5/4 then 3♦ asks p to bid 4CM 3♦ min 5/5, 3♥/♠ min 5/4, 3NT max 5/5	
2♦	X			GF in a suit or 23+ balanced	2♥ = 0 or 1 control, 2♠ 2 ctrls, 2NT = 2kings, 3♣ 3 Ctrls etc. (Kings = 1 CTRL, Ace = 2CTRL)	Jump to 4m is both M short in m	If opps bid then X = 0 Aces, Pass = 1 (DOPI/ROPI)
2♥		6		weak	2NT asking	3♣ bad suit and hand, 3♦ bad hand, good suit, 3♥ max hand, bad suit, 3♠ max hand, good suit	X = Penalty, new suit is NF Cue is fit and inv
2♠		6		weak	2NT asking	Same as above	same
2NT				20-22	3♣ asking for 4 or 5CM, 3♠ = transfer to 3NT, 4♥/♠ = SPL 5/5 minors 3NT /4NT = 5♣/4♥ wk/stg	4♣/♦ = weak/strong After 3NT minor suit is 6 in Om SI+, 4♥/♠ is 5/4 in the minors and slam seeking	Negative doubles
3♣♦♥♠		7		weak	Change in suit is Forcing 1 Round		X is penalty
3NT		7		7 card solid minor	4♣ = Pass/Correct		X is penalty
4♣/♦		8					
4♥/♠		7-8					
4NT		6/6		Both Minors weak			
5♣		9		Weak 8+ cards			
5♦		9		Weak 8+ cards			
HIGH LEVEL BIDDING							
Kickback Blackwood (4LVL in T +1) 1430, next step asks QT, jump resp shows K in suit plus TQ. Lightner doubles ask p to lead dummy's 1 st suit							