

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Natural overcalls in direct positions
Natural overcalls in indirect positions
General style: Sound overcalls, but light take-outs
INT OVERCALLS
15-18 HCP with stopper in the opponent suit in not balancing position. Responses: System ON, Lebensohl ON
12-14 HCP reopening in 4 th , stopper in the opponent suit. Responses: System ON; Lebensohl ON
JUMP OVERCALLS
+ Pre-empts, except weak Questem
+ 2NT jump over 1 of a suit: bicolor 5-5 with lower rank suits, weak
+ 2♦ jump over 1♣: bicolor 5-5, diamonds and higher rank major suit, weak
+ 3♣ over 1♦/♥/♠: bicolor 5-5 with clubs and higher rank major suit, weak
DIRECT & JUMP CUE BIDS
+ Jump cue-bid in a minor suit: natural pre-empt.
+ Jump cue-bid in a major suit: solid minor suit, asking for stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening)
+ Cappelletti: 15+HCP any distribution (usually balanced hand)
2♣ = mono-color hand in D/H/S, never in Clubs
2♦ = bicolor 5-5 with both major suits
2♥ = bicolor 5-5 with hearts and a minor suit
2♠ = bicolor 5-5 with spades and a minor suit
2NT = bicolor 5-5 con both minor suits
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
+ DBL=take-out at 2 nd level (response 2NT = Lebensohl) and 3 rd level
+ Cue-bid = strong bicolor.
+ Suit = natural
+ 2NT = balanced hand, with stoppers, at least 16 HCP
+ DBL 4 th level : bicolor
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
+ CRASH over 1♣ Strong Club
+ Level 2 of any over 1♣ Strong Club = Natural
+ Natural overcalls over 2♣ Strong Club, or over strong 2♣ normal opening
OVER OPPONENTS' TAKEOUT DOUBLE
+ Redouble = 10+ HCP without support, or with 3-card support
+ New suit at 1 st level = natural and forcing
+ New suit at 2 level = natural and not-forcing
+ 2NT = limit raise over 1 of a major of partner (Truscott limit raise)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	3rd with Kxx, Qxx or Jxx	
NT	4 th best	3rd with Kxx, Qxx or Jxx	
Subseq	Same pattern	Highest from xxx or Txx	
Other:			
LEADS			
Lead	Vs. Suit/NT	Other.	
Ace	Promise K or very long suit	Promise KQ or KJ	
King	Ask for the count	Promise QJ or QT	
Queen	Promise JT, or J9	Promise JT, or J9	
Jack	Promise T, maybe K	Promise T, maybe K	
10	Highest		
9	Highest		
Hi-x	Highest		
Lo-x	Suggest have an honor	Suggest an honor	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count (natural)	Standard
Suit	2 Lateral suits	Lateral suits	Natural
3	Count (natural)		Natural
1	Attitude	Count (natural)	Standard
NT	2 Count (natural)	Lateral suits	Natural
3	Lateral suits		Natural
Signals (including Trumps):			
Standard: Discards and attitude; Natural count (xX=odd, Xx=even)			
Lead of K vs suit: ask for the count (natural count)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
+ Style: in direct position: standard in balancing or at higher levels			
+ Responses: cue-bids over double of 1 of a suit = limit raise in transfer suit			
+ 1NT = 6-10 HCP, to play; 2NT = 11-12 HCP, to play; rest = nat & NF			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
+ We make false negative-doubles when the option is an Negative Free Bid			
+ Support DBL and RDB.			
+ Responsive DBLS thru 3♣ maximum			
+ Protection DBL'S: cooperative penalty DBL in closing position			
+ DIPO (1430) / RIPO (1430) / DEPO DLB and RDB			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Costa Rica
PLAYERS: C. Castillo / I. Chaplet
EVENT: WBF 1st Small Federations Online Open Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 game forcing
Strong 1NT (15-17)
Responses to 1♣/♦ in Canape style: with 4M & 5m weak, bid M first,
Multi 2♦: one major weak, or bal 20-21 HCP
Muiderberg 2♥/2♠ openings
2NT opening: Weak, both minors 5-5
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
+ Multi 2♦
+ Muiderberg 2♥/2♠/2NT openings
NATURAL OVERCALLS
CRASH OVER STRONG 1♣ OPENING (NOT Polish Club)
+ DBL= 15+ HCP any hand;
+ 1♦ = 2 suits same color; 1♥ = 2 suits same rank; 1♠ = 2 suits same shape;
+ 1NT = 10(11)-14 semi-balanced;
+ 2 of any = natural
SPECIAL FORCING PASS SEQUENCES
N/A
OTHER CONVENTIONS
+ Negative Free Bids thru 3
+ 4 th suit GF
+ Mini Splinters 3 rd level over M opening + Jacoby 2NT
+ Two way Drury: 2♣ with 3-card supp, 2♦ with 4-card sup
PSYCHICS: rare

Openings:	Responses:	Other:
<p>1♣ Opening hand 2+ Clubs</p>	<p>1 of any: Natural, F1 1NT: 6-10 HCP, NF 2NT: Invitational 11-12HCP, w/o major 4th, NF</p> <p>Inverted Minors, F1 +After 2♣, cue bids, showing 1st level stopper (AK) +After 3♣ any bid is forcing and showing strong hand</p> <p>1♣ - 1 of any – 2NT: 18-19 HCP balanced, NF 3♣: asking for other major 4-5 3♦: asking for support 3 3♥ after 1♦: 6+♦, splinter in ♥ 3♥ after 1♥: 6+, 3♥ after 1♠: 5♠ and 4♥ Similar for 3♠ 3NT: Balanced hand, 6-10 HCP 4NT: Inv. 12-13 HCP bal hand 6NT: 14-15 HCP, bal hand</p>	<p>Support Dbl and Rdbl Cue Bid Reverse Exclusion 4♥/4♠/5♦: Responses 1430 4NT: RKC (1430 responses) 5NT: Asking for Kings</p> <p>After 1♣ - 1 any Opps : Dbl: Sound negative Dbl 1 of any: could be light</p>
<p>1♦ Opening hand 4+Diamonds</p>	<p>2/1 1 of any: Natural, F1 1NT: 6-10 HCP, NF 2NT: Invitational 11-12HCP, w/o major 4th, NF</p> <p>Inverted Minors, F1 +After 2♦, cue bids, +After 3♦ any bid is forcing and showing strong hand</p> <p>1♦ - 1 of any – 2NT: 18-19 HCP balanced, NF</p>	<p>Support Dbl and Rdbl Cue Bid Reverse Exclusion 4♥/4♠/5♣: Responses 1430 4NT: RKC (1430 responses) 5NT: Asking for Kings</p>
<p>1♥ Opening hand 5+ Hearts</p>	<p>2/1 1NT: 6-11 HCP, F1</p> <p>2♥: Constructive, 7-10 HCP, 3-4 hearts +2♠/3♠/3♦: Looking for support in ♠/♣/♦, game try ++3♥: Denies support, minimum hand, NF ++4♥: Good support, sign off Other: Good support and cue bid +2NT: 18-19 HCP, Bal +3♥: Invitational +3♠: 4 spades, 16+ HCP +3NT:</p>	<p>Support Dbl and Rdbl Cue Bid Reverse Exclusion 4♠/5♣/5♦: Responses 1430 4NT: RKC (1430 responses) 5NT: Asking for Kings</p>

+4♣/4♦/4♠: Exclusion, RKC

2♠/3♣/3♦: Short, 4 hearts, 8-11 HCP

3♥: 4 hearts, weak 3-6 HCP

2NT Jacoby: 4 Hearts, 13+ HCP (asking for void/singleton)

+3♣: short in clubs

+3♦: short in diamonds

+3♠: short in spades

++Next Sequence: Cue bid

+3♥: Strong hand, w/o singleton or void

+4♣/4♦/4♠: Exclusion, RKC

+4♥: Minimum hand, w/o singleton or void

3♠/4♣/4♦: Splinter, 12+ HCP, support 3-4 hearts

4♥: 5+ hearts, weak 0-6 HCP

4NT: RKC. Responses: 1430/2/2Q

<p>1♠ Opening hand 5+Spades</p>	<p>1NT: 6-11 HCP, F1</p> <p>2♠: Constructive, 7-10 HCP, 3-4 spades +3♣/3♦/3♥: Looking for support in ♣/♦/♥, game try ++ 3♣: Denies support, minimum hand, NF ++ 4♣: Good support, sign off ++ Other: Good support and cue bid +2NT: 18-19 HCP, Bal +3♣: Invitational +3NT: +4♣/4♦/4♥: Exclusion, RKC</p> <p>3♣/3♦/3♥: short, 4 spades, 8-11 HCP 3♠: 4 spades, weak 3-6 HCP 2NT Jacoby: 4 Spades, 13+ HCP (asking for void/singleton) +3♣: short in clubs +3♦: short in diamonds +3♥: short in hearts +3♠: Strong hand, w/o singleton or void ++Next Sequence: Cue bid</p> <p>+4♣/4♦/4♥: Exclusion, RKC +4♠: Minimum hand, w/o singleton or void</p> <p>4♣/4♦/4♥: Splinter, 12+ HCP, 3-4 spades 4♠: 5+ spades, weak 0-6 HCP 4NT: RKC. Responses: 1430/2/2Q (5NT odd KC and void)</p>	<p>Support Dbl and Rdbl Cue Bid Reverse Exclusion 5♣/5♦/5♥: Responses 1430 4NT: RKC (1430 responses) 5NT: Asking for Kings</p>
<p>1NT Balanced hand, 15-17 HCP</p>	<ul style="list-style-type: none"> • Pass = 0-7 HCP, semi-balanced hand, without 5 card major or 6 card minor. Happy to play 1NT. • 2♣* Stayman, 8+ HCP. Responder ask for major suits 4th, indeed do not promise a major suit. Could be the beginning of an invitation to game with later 2NT or 3 of a suit. • 2♦ = Transfer 5+H, 0-9; • 2♥ = Transfer 5+S, 0-9 HCP. • 2♠ = Transfer 6+C, 0-9 HCP. • 2NT = Transfer 6+D, 0-9 HCP. • 3♣* = 4441, 10+ HCP. • 3♦* = 4414, 10+ HCP. • 3♥* = 4144, 10+ HCP. 	<p>Lebensohl after intervention Dbl over intervention of 2♣ = Stayman</p> <p>1NT – 2♦ – 3♥ = Super Accept (4-5♥ and Max)</p> <p>Idem with spades transfer</p> <p>1NT – 2♣ – 2♦ – 2♥ = 4 H and 5 S</p> <p>1NT – 2♣ – 2♦ – 2♠ = 5 H and 4 S</p> <p>1NT - 4♣ - 4X - 5♣: Asking for Kings (Resp. 0,1,2,...)</p>

	<ul style="list-style-type: none"> • 3♠* = 1444, 10+ HCP. • 4♣: Asking for Aces (Resp. 0,1,2,3..) • 4♦* = Texas transfer to 4♥. 6+H, less than 10 HCP. • 4♥* = Texas transfer to 4♠. 6+S, less than 10 HCP. • 4NT: Invitational, 15-16 HCP (Resp. Pass or 6NT) • 5NT: Invitational, 17-18 HCP (Resp. 6NT or 7NT) 	
2♣ Strong hand 22+ HCP any distribution	<p>2♦ Waiting Other: Natural and positive</p> <p>2♣ - 2♦ - 2NT: 22-24 HCP, bal hand 2♣ - 2♦ - 3NT: 25-27 HCP, bal hand 2♣ - 2♦ - 4NT: 28-30 HCP, bal hand</p>	<p>4NT: RKC (1430 responses)</p> <p>Interference over our 2♣:</p> <ul style="list-style-type: none"> • 2♣ – (DBL): + RDL = weak. + pass = positive waiting bid. + any suit = 5+ cards and positive • 2♣ – (any overcall): + DBL = weak. + pass = positive waiting bid. + any new suit = natural 5+ cards and positive
2♦ Multi (1) Weak Two in a Major (2) Bal 20-21 HCP	<p>2♥ = < 3 hearts, weak, pass or correct. 2♠ = 3+hearts, weak, pass or correct. 2NT = Opening hand, asking bid + 3♣* = weak 6 cards in hearts, 8-11 HCP. + 3♦* = weak 6 cards in spades, 8-11 HCP. + 3♥* = weak 6 cards in hearts, 6-7 HCP. + 3♠* = weak 6 cards in spades, 6-7 HCP. + 3NT = 20-21 balanced hand.</p> <p>2♦ - 2♥/2♠ - 2NT (bal 20-21 HCP) +3♣: Puppet +3♦/3♥: Transfer +3♠: 5♠ and 4♥ +3NT: To play +4♣/4♦: Natural and Slam interest +4NT: Invitational to 6NT</p> <p>3♥ = weak, pass or correct, 3 hearts and 4 spades 3♠ = weak, pass or correct, 4 hearts and 3 spades</p>	<p>Puppet Responses:</p> <p>2♦ – 2♥/2♠ - 2NT - 3♣ (Puppet Stayman): +3♦: 4 hearts and/or 4 spades +3♥: 5 hearts +3♠ = 5 spades +3NT: no major 4th</p>
2♥ Weak 6-10 HCP, 5 Hearts and 5(4) of a Minor	<p>2♠: 5+ ♠, opening hand, forcing</p> <p>2NT: Asking for 2nd suit</p>	

	<p>+ 3♣* = hearts and clubs, 8-10 HCP. + 3♦* = hearts and diamonds, 8-10 HCP. + 3♥* = hearts and clubs, 6-7 HCP. + 3♠* = hearts and diamonds, 6-7 HCP.</p> <p>3♣: Pass or Correct 3♥: 3+ hearts, weak 4♥: sign off Other: Natural, NF</p>	
2♠ Weak 6-10 HCP, 5 Spades and 5(4) of a Minor	<p>2NT: Asking for 2nd suit + 3♣* = spades and clubs, 8-10 HCP. + 3♦* = spades and diamonds, 8-10 HCP. + 3♥* = spades and clubs, 6-7 HCP. + 3♠* = spades and diamonds, 6-7 HCP.</p> <p>3♣: Pass or Correct 3♠: 3+ spades, weak 4♠: sign off Other: Natural, NF</p>	
2NT Weak 6-10 HCP, Minors 5-5(4)	<p>3♣/3♦: To play Any other: Natural and positive</p>	
3♣/3♦/3♥/3♠ Weak 7+ cards, 6-10 HCP	Responses: Natural and positive	
3NT Gambling (7-8 tricks minor suit)	<p>Pass: Stopper in all suits, limited hand 4♣/5♣: Pass or Correct 4♦: Asking for void, GF</p>	
4♣/4♦ Preempt 8 cards, 6-10 HCP	Natural	
4♥/4♠ Preempt 8 cards, 6-10 HCP	Natural	
4NT rare: 6+♣/6+♦	Resp. Signoff	
5♣/5♦ Preempt 9 cards, 6-10 HCP		