

DEFENSIVE ET COMPETITIVE BIDDING
OVERCALLS ( Style; Responses; 1/2 level; Reopening)
Suite O/C : one Level : 5 (4) cards 5 to 17 two level : 6 (5) cards 9 to 17 HCP
Response to 1 M : 3/4 PRE; CUE=11+ fit limit ; CUE 4 Jump cue=fit+4 cards limit ; jump shift = suit + fit (4); 1NT=8+
reopen: nat, 9+ limited
1 NT OVERCALL ( 2 nd/4 th Live; Responses; Reopening)
Overcall =15-18HCP STAY TRF
Reopening = 9-12HCP STAY TRF
On 2 suites : 4 cards in the highest + 6 cards in the other
JUMP OVERCALLS ( Style; Responses; Unusual NT)
1 Suit: 6(5) Cards ; PRE - RESP : 2NT=F1
2 NT : 2 lowest suits, Reopen: WK, 8-12HCP; 2NT 17/18
1♣ 2♦ = 2 suits MM' 5+ 2M 4m = M' m 2 suits 5+
DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopen)
Michael CUE : 1m 2♦ = MM ; 1M 2M = OM and ♣
Jump cue in major = ASK for stopper
VS. NT (Vs. Strong/Weak; Reopening; PH)
2♣ = Landy → 2♦ = No preference Vs Strong NT : X = m5/ M4 ; 2♦ = 6M ; ; 2NT=mm 2M = 5M/4+m; 3X=PRE
Vs Weak NT : X = 14 <sup>+</sup> ; 2♦/2♥/2♠/3♣ = TRF Vs 1NT O/C : 2♣ = MM + TRF
VS. PREEMPTS ( Doubles; Cue-bids; Jump; NT Bids )
X = take out NT natural then STAY TRF Vs Weak 2 : Cuebid = ask for stop or mm ; 4m = m+OM vs 2♥ 3♠ : 4m = 5m + 3♣
VS. ARTIFICIAL STRONG OPENING
X = m+M : 1♦ = 4 <sup>+</sup> ♥+4 <sup>+</sup> ♠ ; 1NT=5♣+5♦ ; 2♣ = 5♥+ 5♠ ; 2♦ = natural
OVER OPPONENTS TAKEOUT DOUBLE
Major opening : One over one = F1 ; 2 level = NF 2 NT = Truscott ; Jump fit = WK, XX = 10+ HCP, penalty or limit fit 3 cards Minor opening : TRF up to 2 ♠ (11/12) , bal) 2NT: Truscott, PRE next

LEADS AND SIGNALS
Lead In Partner's Suit
Suit 3rd and 5th 3rd and 5th
NT 4th 3rd- 5th
Subseq attitude attitude
LEADS
Lead Vs. Suit Vs. NT
Ace AKx AKx
King AR – RDx KQ109 – KQJ9 – AKJ..
Queen DJx AQJ– KQx - QJ10 - QJ9
Jack J10 - Jx- KJ10 V109-AJ10- KJ10
10 10x - K109-Q109 A109- K109- Q109- 109x
9 9x top of nothing
Hi-X 2nd – 4th top of nothing
Lo-X 3rd – 5th 4th best
SIGNALS IN ORDER OF PRIORITY
Partner's Lead - Declarer's Lead - Discarding
Suit 1 High ENCRG COUNT COUNT
Suit 2 COUNT S/P High ENCRG
Suit 3 S/P S/P
NT 1 ATTITUDE on A/Q/J COUNT COUNT
NT 2 COUNT S/P S/P
NT 3 S/P
Signals : 3rd-5th ;High ENCRG; Smith echo; S/P
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Style : can be light when short in opps suit ; 18 <sup>+</sup> and any distribution resp: constructive jump 9-11, cue = 12 <sup>+</sup> reop : ♣
SPECIAL, ARTIFICIAL AND COMPETITIVE DBLES/REDBLES
Negative DBL thru 4♥ support and competitive DBL and RDBL Lightner

WBF CONVENTION CARD
CATEGORY : GREEN
NCBO : WBF
EVENT : SmallFederation24
PLAYERS : Regis BRAU Gerard LOPEZ
SYSTEME SUMMARY
5 cards major ; best minor 2M : 5M+5m, weak <10HCP 2♣ : 24+ bal or FG any distribution 2♦ Multi : 6 cards weak in M or 22/23 bal 1NT Opening = 15-17 2NT =20/21 2 over 1 Response = 10 <sup>+</sup> , F1 3NT: full 7+ minor gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : 24+ bal or GF 2♦ multi : 6 cards WK in ♥ or ♠, or 22/23 + bal
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	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4♠	3+ cards, Standard	Natural, priority to major 4th if weak	1m - 1M - 4m = 6m + 4M	Jump Shift = PRE
1 ♦		3	4♠	3+ cards, Standard	1NT (7-10) /2NT (11-12) = no 4 cards in M	1m - 1M - 4M = balanced hand	1NT may be 11 HCP
					1m - 2♥ = 4(5)♥ 5♠ 6/9 HCP	with fit	After 1NT Overcall : 2♣=MM,
					REV SUPP	1m - 1M - SPL	TRF
						1m - 1M - 3SA = 5422 fitted	
						1♦ - 2♣ - 3NT = 15/17 sing♣ => TRF	
1 ♥		5 (4)		11- 20 HCP	Natural at level 2	1♥/♠ 2♥/♠ - 2NT = G/T	DRURY - 1NT = 7-10
				May be 4 cards in 3rd or	1♥/♠ - 3♥/♠ Pre ; 1♠/3♥ = 9-11H 6 Cards	1 M - 2NT - 3♣ = minimum,	2NT = Fit 4 th + single
1 ♠		5 (4)		4th position	1♥/♠ - 3♣/♦ : 3cards fit,GF/4cards10-11	3♦/3OM : not minimum, singleton	JUMP SHIFT = Fit + Suit
				May be weak in 3th position	1♥/♠ - 2NT = 15+ and fit 4+ Cards	1M - 2X	2♣ = Drury
					1♥/♠ - 3NT = 12-14 and fit 4+ Cards	2 M - 3 M = FG	After DBL :Jump shift = Fit+suit
					1♥ /♠ - 4♣/♦ = Splinter		3M = PRE
					1♥ - 2♠ = 5♠ + 3♥, G/T		2NT=limit fit4, 3NT= fit4
					2♣ STAY 4 RESP	1NT-2♦/♥-3♥/♠ = 4 Cards, Max	
1NT				15-17 Bal. M 5e possible	2♦-2♥-2♠-3♣ TRF; 2NT 8/9-		
				may be 6322 - 5422	3♥/♠ : 5/4 m+ sing ♥/♠		
					4♣ = 5/6♥+5♠ 4♦ = 5♥+ 5/6♠		
					4M = natural		
				FI or FG except 2♣ - 2♥	Resp : italian control	2♣ - 2♦ - 2♥/2♠/3♣/3♦ =	
2 ♣	x	0		8 tricks in any suit	2♦ = 0/1; 2♥ = 2/3; 2♠ = 4/5	natural, 6(+) S-SOL	
				or 22-23 bal.	2NT= 6+	2♣ - 2♦ - 2NT = 24+ balanced	
					2NT = F1	2♦-2NT-3♣ = mini ♥	
2 ♦	x	0		6 cards weak in ♥ or ♠	2/3 M= Pass or correct	2♦-2NT-3♦ = mini ♠	
				or 24+ bal	4♥/♠ = natural	2♦-2NT-3M = maxi M'	
					4♣ = choose M in TRF; 4♦ = choose M	2♦ - 2M - 2NT 22/23	
2 ♥		5		2 suiter ♥ + min-5-9 HCP	2NT = F1 ; 3♣ = choose minor	2♥-2NT -3♣ : WK with ♣;-3♦:WK with ♦	
2 ♠		5		2 suiter ♠ + min-5-9	3♦ G/T in M; 3M/M' = natural NF	2♥-2NT -3♥ : STR with ♣; 2♥-2NT -3♠ : STR with ♦	
						Same with ♠	
2NT				20-21 Bal	3♣ : STAY ; 3♦, 3♥, 3♠, 4♣ = TRF	2NT - 3♦/♥ - 3♥/3♠ = fit	
				5M, 6m, singleton possible	4♦ = 5♥+5♠ 4M = 5/4 m + sing M	2NT - 3♦/♥ - 3NT = no fit	
						<b>HIGH LEVEL BIDDING</b>	
3x		7 (6)		PRE	New suit F1 ; Jump shift = Ask CTL	BLWD KEYS 41/30	
3NT				Gambling	4♣ : NF	if over call : answers by steps 41/30	
4x		8 (7)		PRE		After 1♣/♦ - 2♣/♦ and other bids 4♣/4♦ = BW	