


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Suit overcall : 1 Level = 5(4) cards ; 5-17 HCP		Lead	in Partner's Suit		Category : GREEN Country: GUADELOUPE Event: 1st Small Federations Online Open Teams Players: Dominique GERIN/ Vojislav PETROV / Philippe Mathieu	
2 Level = 6(5) cards ; 9-17HCP	Suit	3rd – 5th	3rd – 5th			
Responses to 1 Level : raise at 3 level = preempt ; cue = 11H+ fit	NT	4th	3rd – 5th			
jump cue = fit (4) limit ; jump shift = suit + fit (4)	Subseq	4th	3rd – 5th			
1NT = 8+ Reopening = limited hand	Other:	attitude				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd = 15-17 ; Stayman + Transfers	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
	Ace	AK x...	AK x...		5 card majors ; Natural	
4th = 9-13 ; Stayman + Transfers	King	AK ; KQ x...	KQJ ... ; KQT ... ; AKJ...		Longer Minor ; 1C if 3-3	
	Queen	QJ x...	AQJ ... ; KQ x... ; QJT ... ; QJ9 ...		1 NT reponse = Forcing	
	Jack	JT... ; Jx ; KJT ..	AJT ... ; KJT ... ; JT9 ...		Rotative Sputnik	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10x ; KT x... ; QT x ...	AT9 ... ; KT9 ... ; QT9 ...		
1 Suit : 6 cards ; 5-10 ; 2NT forcing	9	9x ; H9xx	9x ; 98x...		1NT Openings: 14-16	
Double Jump cue in major = ask for stopper	Hi-x	2nd – 4th	2nd – 4th		2 OVER 1 Responses: Game Force	
	Lo-x	3rd – 5th	3rd – 5th		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: 6 cards ; roughly 12 HCP	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	Overcalls on 1NT
Michael cue-bids two suiters : 1m 2 ♦ = Major two suiter	Suit:1st	3rd – 5th	3rd – 5th	3rd – 5th	3rd – 5th	2 ♦ = Strong
1x 2NT = two lowest unbid suits	2nd	Attitude	Attitude	Attitude	Attitude	2 ♦ = Multi
1M 2M = the other major and ♦ two suiter	3rd					Rotative Sputnik
1M 3 ♦ = the other major and ♦ two suiter	NT: 1st	3rd – 5th	3rd – 5th	3rd – 5th	3rd – 5th	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Attitude	Attitude	Attitude	
X = 5+ cards minor and 4 card major or strong hand unbalanced	3rd	Low on AQ = E				
2 ♦ = majors two suiter ; 2 ♦ = multi ; 2M = 5M + 4m	Signals (including Trumps):					
2NT = minor two suiter ; same in 4th	3rd – 5th ; attitude					
vs weak 1 NT (if 11 is in the range only ; otherwise same as strong)						
X = 13HCP+ ; responses as if partner has opened 1NT strong	DOUBLES					
2♦ = call to majors ; other responses = Transfers	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		2nd : 9HCP + if good distribution ; 17HCP+ with all distributions				
X = take-out ; cue= 2 suiters	Resp : jump if 8-10 ; cue-bid : 11+					
NT = natural	Balancing : 9+					SPECIAL FORCING PASS SEQUENCES
Vs 2♦ multi : 4m = two suiter with m and ♥						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Vs 1♦ strong : CRASH :	Negative doubles up to 4 ♦					
X = two suiter of same color	xx over control x = 1rd control					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1NT = two suiter of same rank	support and competitive doubles and redoubles					
2 ♦ = two suiter mixed						
OVER OPPONENTS' TAKE OUT DOUBLE						
suit bid at min level = forcing						Psychics: RARE
2 NT = Truscott ; Jump fit =preempt						
XX : 10 HCP+						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	Standard	Natural ; priority to major if weak Simple fit = 11HCP+ no majors Double fit = Preempt	Opener's Splinter 1m – 1NT – 3NT = bal and 4 card fit 1m – 1M – 1NT ; 2♣ = relay ;	Jump shift = fit + suit
1♦		3	4♠	Standard	1♦ - 3♣ = 9-11 HCP ; 6 cards in ♣	2♥/♠ = 3 cards in M min/max 1m – 2m – 4m = Blackwood	
1♥ / 1♠		5	4♠	11 – 20 HCP Possibly weak in 3rd position and 4th position	1NT = forcing ; 2/1 natural and GF ; 1M – 2M : 8-10 1M – 3M = preempt ; 1♣ - 3♥ = 6♥ and 9-11 HCP 1M – 3♣ = fit 3 , 12-14 ; 1M – 3♦ = fit 4 , 10-11 1M – 2NT = 15+ ; fit 4 1M – 4m = splinter ; 1♣ - 4♥ and 1♥ – 3♣ = natural 1M – 1NT – 2NT = GF if the response is not 3M	1M – 2M – 2NT = general trial bid 1M – 2M – 3x with x<M : trial bid 3♣ = mini ; other bids : shortnesses 3♣ = relay ; other bids : natural 6 cards	1NT = 6 -11 Drury 2NT = fit 4 + single Splinter = Void Jump shift = fit + suit
1 NT				14 – 16 balanced may have 5M or be 6-3-2-2/5-4-2-2	2♣ = Stayman ; 2♦/2♥ = transfers for ♥/♠ 2♣ = 9HCP bal or transfer ♣ (2NT = negative response) 2NT = transfer ♦ (3♣ = E) ; 3♣ = Puppet Stayman 3♥/♠ = 5-4 minors with shortness in ♥/♠	2NT = fit 4 max ; 3M = fit 4 min	2NT = GF
2♣	x	0		Strong or GF	Italian Controls (K=1 ; A =2) 2♣ = 0/1 ; 2♥ = 2/3 ; 2♠ = 4/5 ; 2NT = 6+ If intervention : X = 5HCP+ (GF) ; pass = 4HCP-	2NT = 22-23 HCP bal	
2♦	x	0		Multi : 2 weak in M or 24+ HCP bal	2♥/♠ ; 3♥/♠ = pass or name your M 2SA = forcing relay 4♣ /4♦ = name your major (with /w/o transfer)	3♣/♦/♥/♠ = min ♥/♠ ; max ♠/♥	
2♥ / 2♠		5		Weak 2 suiter in M and a minor (5 M ; min 4m) 5-10 HCP	2♥ - 2♠ = NF 2NT = forcing relay 3♣ = invite for 4M	3♣/♦/♥/♠ = min ♣/♦ ; max ♠/♥	
2 NT				20-21 HCP balanced may have 5M or be 6-3-2-2/5-4-2-2	3♣ = Stayman ; 3♥/3♥ = Transfers for ♥/♠	Completion of the transfer agrees the fit	
3 X		6		Preempt General style : NV = chaotic ; V = constructive	New suit = Forcing	High Level Bidding 5KCBw ; 4-1/3-0/2(5) w/o Q ; 2(5) w Q	
3 NT		7		Gambling (AKQxxxx in m)	4♣ : NF	if overcall : x = 0 ; pass = 1	
4m		8 (7)		Preempt ; same style as 3m	4♥/♠ = natural	5KCBw Exclusion : 0 ; 1 ; 2	
4M		8(7)		Preempt	All other biddings are interrogative		
4NT	x			6-6 minors			