DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (style, responses, 2/1, reopening)

All the overcalls are standard, also reopenng.

1NT OVERCALL (2nd, 4th, responses, reopening)

2nd and 4th position: 16-18 pts

Reopening: 9-13 pts

Responses as 1NT opening

JUMP OVERCALLS (style, responses, unusual NT)

- 1 ♣: 2 ♣ two-suiters ♥/♠, 2 ♦ weak with 6 ♦, 2NT two-suit. ♥/♦
- 1 ♦: 2 ♦ two-suiters ♥/♠, 2NT two-suiters ♥/♣
- 1 ♥: 2 ♥ two-suiters ♠/♣, 2NT two-suit. ♣/♦, 3 ♣ two-suit. ♠/♦
- 1 ♠: 2 ♠ two-suiters ♥/♣, 2NT two-suit. ♣/♦, 3 ♣ two-suit. ♥/♦
 All the other jump overcalls are weak.

VS. NT (strong/weak, reopening)

NT strong - double: 1 major 4th and 1 minor 5th, 2♣ Landy, 2♦ : 1 major 6th, 2♥/♠ : 5♥/♠ and 1 minor

2NT: two-suiters 4/4, others overcalls are natural.

Reopening, double: minimum 3♥3♠ and a minor singleton or 4♥4♠, 2♣ landy, 2♠: 13+ pts with 5♥/♠ - after pass: 5♠ and 1 major 4th, 2♥/♠ natural, 2NT: two-suiters ♣/♠

1NT weak - double: 13⁺ pts, 2♣ Landy, 2♦/♥/♠ texas ♥/♠/♣, 2NT 17-19 pts, 3♣ texas ♦, 3♦ two-suiters ♣/♦ strong Reopening: same

VS. PREEMPTS

Over the preempts, takeout double and NT overcalls are natural.

Over 2♥/2♠ weak: cue-bid strong suit ♣/♦ or two-suit. ♣/♦,

4♣/4♦ reverse two-suiters

- 3♣/♦- 4♦: two-suiters ♥/♠
- 3♣/♦- 4♣: two-suiters ♦/♣ and 1 major

Over 3♥/3♠: cue-bid two-suiters ♠/♥ and 1 minor

	LEADS AN	ND SIG	NALS						
OPENING LEADS STYLE									
		Lead		In Partner's Suit					
Suit	Even-odd	Even-odd		Even-odd					
NT	4th best	4 th best		Even-odd except 4					
Subsequent	Even-odd	Even-odd		Even-odd					
LEADS									
Lead	Vs. Sui	Vs. Suit		Vs. NT					
Ace	AKx(x), AKJ(x), Ax		AKx(x), AQ(x), Ax						
King	AK,KQxx,K(x)		AKJ10	AKJ10(x), KQ10(x)					
Queen	QJ(x), Qx		AQJx,	AQJx,KQx,QJ10x,QJ9x					
Jack	,J10(x), Jx		,J10(x)	,J10(x), Jx					
10	KJ10(x),109(x)		AJ10(2	AJ10(x),KJ10(x),109(x)					
9	K109(x), Q109((x),9(x)	K109(K109(x), Q109(x),9(x)					
Hi-X	Even		Weak in the color						
Low-X	Odd		Interesting						
SIGNALS IN ORDER OF PRIORITY									
	Partner's Lead	Declare	r's Lead	's Lead Discarding					
Color:1st		gh-low: even High-low		High-low: even					
and 2sd	or High: Enc.	or High		or High : Enc					
3 th	Préférence	Préférence		Préférence					
NT:1st		High-low = even							
and 2sd	or High: Enc.	or High		or High = Enc.					
3 th	Lavinthal	Lavinth		Lavinthal					
Trump:		High-low = odd							
DOUBLES									
All overcall doubles are takeout.									
After overcall, negative doubles through level 4									
- 1 ♣ - 1 ♦ - x: 4 ♥ +, 1 ♣ - 1 ♦ - 1 ♥: 4 ♠ +, 1 ♣ - 1 ♦ - 1 ♠ without major									
- 1m-1♥-x: 4♠+, 1m-1♥-1♠: without 4♠									
	OVER OPPONENTS T/O DOUBLE								
OVER OPPO	ONENTS T/O	DOURI	.F.						
			Æ						
1m - x – 3/4 ♣	ONENTS T/O I / ◆ / ▼ / ♠ natural preder through 2 ▼ , 2 •	reempt		cing 6-9 nts					

1m/M - x - 2SA: fit 4th forcing 10⁺pts

1M - x - 3SA: fit, strong in the other major

WBF CONVENTION CARD

Philippe Soulet - Hervé Vinciguerra

SYSTEM SUMMARY

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

4SA: solid suit ♣ or ♦ in 1st, 2st seat and 4st seat; two-suiters ♣/♦

GENERAL APPROACH AND STYLE

Major 5th - 1 ♦ with 4 ♦ except 4♥4♠

2 ♦ : strong or weak with ♥

2♥: strong or weak with ♠

3♣/♦/♥/♠: natural preempt

4♣/♦ : natural preempt

in 3st seat

NV

2♠: weak with 5♠ and a minor

2. game forcing or 22-23 pts balanced

3SA : solid suit ♥ or ♠ in 1st and 2st seat

1NT: 15-17 pts

				OI	PENING DESCRITION		
Opening	Tick if artificial	Min no. of cards	Double	Description	Responses	Subsequent action	Passed hand bidding
1♣ /1♦		3	Negative through 4♠	1 ♦ with 4 ♦ unless 4 • 4 • , 11-20 pts	1 ♣-2 ♦ : 4 ♣ + game forcing without major 1 ♦-3 ♣: color 6/7 th not forcing 2 ♥ : 5 ♣ 4 ♥ 5-8 pts 1 ♣/ ♦ -2 ♠ : 5 ♣/ ♦ 9 + pts and more	- 1♣: transfer responses - 1m-2 √/2♠: 2NT relay - 1m-1M-2NT: transfer development - splinters	1♣-2♦: fit forcing with 5♣+4♦ 1♦-3♣: fit forcing with 4♣+5♦
1 ♥/1 ♠		5	Negative through 4♠	5♥/5♠, 10 ⁺ -20 ⁻ pts	1 ▼ -2 ★ : 3 ▼ 10 ⁺ -15 pts or 4 ▼ 8 ⁺ -12 pts 1 ▼ -3 ♣ / ◆ : color 6/7 th not forcing 1 ★ -3 ♣ : 10 ⁺ -15 pts balanced with 3 ★ 1 ★ -3 ◆ : 8 ⁺ -12 pts with 4 ★ 1 ▼ / ★ -2NT: 13 pts ⁺ with 4 ▼ / ★ 3NT/4 ♣ 4 ◆ : splinters	- over 1 ♥-1 ♠-2NT, 1 ♥-1NT-2NT, 1 ♠-1NT-2NT: transfer development - over 1 ♥-2 ♠: 2NT relay - over 1 ♥-1 ♠-1NT: 2 ♣/2 ♦ relay	Drury 2NT : fit 4 th with 1 singleton Jump shift 3NT/4♣/4♦ : splinters
1NT			Negative through 4♣	Balanced, 15-17 pts	2♣/SA: stayman, puppet stayman 2♠/♥: transfer ♥/♠,3♠/♥: 5♥/♠+ strong 2♠: transfer ♣ or 2NT natural, 3♣: transfer ♠, 4♣/4♠: transfer ♥/♠ 3♠: transfer 3NT with 5431 minor 4♥/♠: 5422 minor	1SA-2 ♦ -2 ♥ -2 ♠: 5 ♥ +5 ♠ + 1SA-2 ♥ -2 ♠ -3 ♦: 5 ♥ 5 ♠ strong	
2*	X		Negative through 4♠	Game forcing or 22-23 pts balanced	2♦ : relay	2♣-2♦-2SA and 2♣-2♦-2♥-2♠-2SA: same development as 2SA	
2♦	X		Penalty	Strong or weak with •	2♥: not forcing 2NT: forcing with 15 ⁺ pts		
2♥	X		Penalty	Strong or weak with •	2♠: not forcing 2NT: forcing with 15 ⁺ pts		
2♠		5	Penalty	Weak with 5 ▲ 4m	2SA: relais forcing		
2NT			Negative through 4♥	20-21 pts balanced	3♣: stayman with 4♥ et 4♠ 3♦/♥: transfer ♥/♠ with 4 cards 3♣/4♣: transfer ♣/♦ 4♦: 5♥5♠ 4♥/♠: 5422 minor		
3x		7	Penalty	Natural			
3NT	X	7	Penalty	Solid suit ♥/♠ in 1st and 2sd position			
4♣/♦/♥/♠		7	Penalty	Natural			
4NT	X	8	Penalty	Solid suit ♣/♦ in 1 st 2 ^{sd} and 4 ^{sd} position			
5 . 4/5 ♦		8	Penalty	Natural			

HIGH LEVEL BIDDING

Blackwood 41/30
Blackwood 5 keys when trump is know
Exclusion Blackwood