


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
Solid overcall : 1/1 natural, jump fit 4th + suit 5th		Lead	in Partner's Suit		
Cue-bid : ENCRG	Suit	odd even	odd even		
	NT	4th best *	odd even		
	Subseq				
	Other:				
				ZONAL 2025-	
				Country:	REUNION
				Event:	MIXTE
				Players:	AOUATE Catherine-HAMEL Patrick
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
1NT : 2nd = 16/18 HCP/4 th = 9/13 HCP	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Stayman – transfers	Ace	A(xx) or AK(xx)	AKx – A(xx)	5 Card major - Best minor	
1x- Pass – 1y – 1NT : 2-suiter 6-4	King	AKQ(x) or KQ(x) or KQJ	KQJ() - KQ109	2/1 Game Forcing, Forcing NT	
JUMP OVERCALLS(Style; Responses; Unusual NT)	Queen	QJ10xx or AQJx	QJ10xx – AQJx – Rqx	1 NT opening (15 - 17 HCP) Maj 5th possible	
2-suiter overcall : 2NT/Cue-bid/3T (5 losers)	Jack	J10xx or KJ10x pr AJ10xx	J10xx or KJ10x pr AJ10	2 ♣ = forcing game in general terms	
1x- Pass – 1y – 2x : 5-5 others suits	10	109x- Q109x – K109x- A109	109xx- Q109x – K109x	2 ♦ = multi = 2 major WK or BLD 22-23 HCP or STR ♦	
2/3/4Maj , 3/4/5 minor : pre-empt	9	9x	H9x- 9(xx)	2 NT = 20/21 HCP - stayman/transfer	
1♣-2♦ : Major 2-suiter	Hi-x	even	Fourth best lead	2 ♥ = 5 ♥ & 5 ♣/♦/♠, less than opening	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	odd		2 ♠ = 5 ♠ & 5 ♣/♦, less than opening	
1♣-2♣ : natural, 6 cards	SIGNALS IN ORDER OF PRIORITY			3 NT = minor 7th	
1♦-2♦: 5-5 major / 1♣-2♦ : 5-5 major		Partner's Lead	Declarer's Lead	3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt	
	Suit:1st	Hi ENCRG	HI/LO even	1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 HCP)	
	2nd	HI/LO even		1Maj opening flexible in 3rd position	
	3rd	suit preference		After 2 Major jump overcall, Rubensohl	
	NT: 1st	SMALL ENCRG	HI/LO even	After overcall over 1NT opening, Rubensohl	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	HI/LO even	SMITH	Inverted min support	
X = 5/6 minor + 4 major	3rd				
2♣ : landy	Signals (including Trumps): echo in trumps = S/P or ability to ruff				
2♦ = 6 cards major	SMITH = high - DECRG for leader, ENCRG for partner				
2 NT = 2 minors	echo in trumps and ability to ruff = suit preference				
2♥ or 2♠ = 5 major & 4+ minor					
Reopening same					
Defense on weak NT					
X = > 14 HCP + regular					
2♦ 2♥ 2♠ 3♣ = transfer / 2♣ : landy				SPECIAL FORCING PASS SEQUENCES	
Reopening same, dbl= 12 HCP +				1SA - Double - Pass forcing -> opener suite 5th or Redouble	
	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Defense on 3 minor or 3 major preempt	T/O double and redbl				
T/O DBL	Lead directing dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
3NT : natural	redbl after 1 NT = trf to ♣				
	redbl after dbl 1 level opening = 10 + HCP				
Defense on T/O DBL	After Pass, double and redbl : T/O or limit fit				
Truscott Maj / Inverted min support				Psychics: rare, only in 3th	
RDBL : 10 HCP+ / Jump new suit : fit 4th + suit 5th					
RDBL after Pass : T/O or limit fit					



OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣ / 1 ♦		3	4♣	12-19 HCP	Inverted minor support : 2min = fit 5th no Major, GF	2♣ = relay over rebid 1NT	no inverted minor supp
				Best minor	jump other min = fit 5th no Major, limit	Check-back stayman over rebid 2NT	2♣ over opening preempt
					2♥ = 5 ♣ and 4 ♥, 6-9 HCP		2♥ over opening : 5 ♣ -4/5 ♥
					2♠/3♥/3♠/ Jump min =preempt		
1 major		5	4♥	11-21 HCP	1 NT = forcing		Drury
					2 NT = fit, 13 HCP		Other suit Jump : fit 4th + 5 cards
					3 NT = fit -13/15 HCP		2NT : fit 4th + singleton, 9HCP+
					2 over one = forcing game		
1 NT				15-17 HCP, balanced	2♣ stayman	2NT Forcing after transfer	
				MAJ/ 5 possible	2♦/2♥/2♠/2NT/3♣ transfer ♥/♠/♣/♦		
					2NT Weak D or 2 Minors		
2 ♣	X	0		Forcing game	2♦ = automatic relay	NAT	
				24 HCP+ balanced, MAJ/ 5 possible			
				9 winners with major, 9+ winners with C	Rebid 2♥/2♠ : ACOL No forcing game		
2 ♦	x	0		MULTI	2♥ = not forcing, 2♠ = not forcing with ♥ support		
				2 major weak	3♠/3♦ = natural forcing		
				22/23 HCP balanced	2 NT = artifical relay forcing		
				Strong D (9 winners)			
2 ♥	X	5		2-suiter : 5 ♥ – 5 other suit, 6-10 HCP	2♠ = not forcing		
					2 NT = forcing artifical relay asking for other suit		
2 ♠	X	5		2-suiter : 5 ♠ – 5 minor, 6-10 HCP	2 NT forcing artifical relay / 3♦ fit ♠ limit		
2 NT				20-21 HCP balanced, MAJ/ 5 possible	3♣ = stayman		
					3♦/3♥ = transfer to 3♥/3♠ only with fit, otherwise 3NT		
					3♠ = transfer to 3NT, hand with minor(s)		
3 ♣		7		preempt, solid suit in 1st an 2th	New suit = natural, forcing		
3 ♦		7		preempt, solid suit in 1st an 2th	New suit = natural, forcing		
3 ♥		7		preempt	New suit = natural, forcing		
3 ♠		7		preempt	New suit = natural, forcing		
3 NT		7		Gambling full in min, Max 1 Q in another suit			
4 NT				minor 2-suiter			
4♣/4♦/4♥/4♠		8		preempt, bad suit if minor			
5♣ / 5♦		8-9		preempt			
4 NT = RKCB				41/30			
5 NT				after 4NT, asking for Kings			
DOPI							