DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			WBF Convention Card				
Solid overcall : 1/1 natural, jump fit 4th + suit 5th	Lead in Partner's Suit			er's Suit				
Cue-bid : ENCRG	Suit odd even d			odd eve	n	ZONAL 2025-		
	NT	4th best *		odd even		Country: REUNION		
	Subseq	Diseq		Event:				
	Other:	Dther:		Players:	layers: WAN HOI Régine-HAMEL Patrick			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMI	MARY		
1NT : 2nd = 16/18 HCP/4 th = 9/13 HCP	Lead Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE			
Stayman – transfers	Ace	Ace A(xx) or AK(xx) A		AKx – A	(xx)	5 Card major - Best minor		
1x- Pass – 1y – 1NT : 2-suiter 6-4	King	King AKQ(x) or KQ(x) or KQJ K		KQJ() - K	(Q109	2/1 Game Forcing, Forcing NT		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Queen QJ10xx or AQJx		QJ10xx -	– A <mark>QJ</mark> x – Rqx	1 NT opening (15 - 17 HCP) Maj 5th possible			
2-suiter overcall : 2NT/Cue-bid/3T (5 losers)	Jack			KJ10x pr AJ10	2 秦 = forcing game in general terms			
1x- Pass – 1y – 2x : 5-5 others suits	10			Q <mark>10</mark> 9x – K <mark>10</mark> 9x	2 • = multi = 2 major WK or BLD 22-23 HCP or STR min 1-suiter			
2/3/4Maj , 3/4/5 minor : pre-empt	9	9x		H9x- 9(x	xx)	2 NT = 20/21 H	HCP - stayman/transfer	
1♣-2♦ : Major 2-suiter	Hi-x	even		Fourth b	pest lead	2 💙 = 5 🧡 & 5 🐗	•/•/♠, less than opening	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening	Lo-x	Lo-x odd			2 ♠ = 5 ♠ & 5 ♣/♦, less than opening			
1♣-2♣ : natural, 6 cards	SIGNAL	S IN ORDER OF PRI	ORITY			3 NT = minor 7th		
1+-2+: 5-5 major / 1♣-2+ : 5-5 major	Partner's Lead Declarer's L			Lead	Discarding	3 🛧 3 🔶 3 🎽 3 🍝	3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt	
	Suit:1st	Suit:1st Hi ENCRG HI/LO even		n	HI ENCRG	1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 HCP)		
	2nd			HI/LO even	1Maj opening flexible in 3rd position			
	3rd			After 2 Major jump overcall, Rubensohl				
	NT: 1st			After overcall over 1NT opening, Rubensohl				
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	HI/LO even SMITH HI/LO even		Inverted min support				
X = 5/6 minor + 4 major	3rd							
2♣ : landy	<b>Signals</b>	(including Trumps)	echo in tru	umps = S/	P or ability to ruff			
2 🔶 = 6 cards major	SMITH	= hight - DECRG for	ht - 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 FORC	ING 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 dou	T/O double and redbl						
T/O DBL	Lead directing dbl					IMPORTANT N	OTES THAT DON'T FIT ELSEWHERE	
3NT : natural	redbl af	edbl 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	1							

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≜/2SA transfer */_*/-*/-*		
2 桊	х	0		Forcing game	2+ = automatic relay	NAT	
				24 HCP+ balanced, MAJ/ 5 possible			
				9 winners with major, 10 winners with minor	Rebid 3♥/3♠ : ACOL		
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		
				Minor one-suiter (9 winners)			
		-					
2 🔻	х	5		2-suiter : 5 ♥ – 5 other suit, 6-10 HCP	2 ♠ = not forcing		
					2 NT = forcing artifical relay asking for other suit		
2 🌢	х	5		2-suiter : 5 ♠ – 5 minor, 6-10 HCP	2 NT forcing artifical relay / 3♦ fit ♠ limit		
2 ¥ 2 NT	^			20-21 HCP balanced, MAJ/ 5 possible	3♣ = stayman		
2 111				20-21 Her balanced, WPG/ 5 possible	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, sold suit in 1st an 2th	New suit = natural, forcing		
3 🔹		7					
3 • 3 NT		7		preempt Gambling full in min, Max 1 Q in another suit	New suit = natural, forcing		
		· ·					
4 NT		<u> </u>		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		I		after 4NT, asking for Kings			
DOPI							