DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

Solid overcall : 1/1 natural, jump fit 4th + suit 5th

Cue-bid : ENCRG

JUMP OVERCALLS(Style; Responses; Unusual NT)

2-suiter overcall : 2NT/Cue-bid/3T (5 losers)

1x- Pass – 1y – 2x : 5-5 others suits

2/3/4Maj , 3/4/5 minor : pre-empt

1♣-2♦ : Major 2-suiter

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening

1♣-2♣ : natural, 6 cards

1♦-2♦: 5-5 major / 1♣-2♦ : 5-5 major

VS. NT(vs. Strong/Weak; Reopening;PH)

X = 5/6 minor + 4 major

2♣ : landy

2 ♦ = 6 cards major

2 NT = 2 minors

2 ♥ or 2 ♠ = 5 major & 4+ minor

Reopening same

Defense on weak NT

X = > 14 HCP + regular

2 ♦ 2 ♥ 2 ♠ 3♣ = transfer / 2♣ : landy

Reopening same, dbl= 12 HCP +

Defense on 3 minor or 3 major preempt

T/O DBL

3NT : natural

Defense on T/O DBL

Truscott Maj / Inverted min support

RDBL : 10 HCP+ / Jump new suit : fit 4th + suit 5th

RDBL after Pass : T/O or limit fit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	odd even	odd even
NT	4th best *	odd even
Subseq		
Other:		

LEADS

Lead	Vs.Suit	Vs. NT
Ace	A(xx) or AK(xx)	AKx – A(xx)
King	AKQ(x) or KQ(x) or KQJ	KQJ() - KQ109
Queen	QJ10xx or AQJx	QJ10xx – AQJx – Rqx
Jack	J10xx or KJ10x pr AJ10xx	J10xx or KJ10x pr AJ10
10	109x- Q109x – K109x- A109	109xx- Q109x – K109x
9	9x	H9x- 9(xx)
Hi-x	even	Fourth best lead
Lo-x	odd	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Hi ENCRG	HI/LO even	HI ENCRG
2nd	HI/LO even		HI/LO even
3rd	suit preference		suit preference
NT: 1st	SMALL ENCRG	HI/LO even	HI ENCRG
2nd	HI/LO even	SMITH	HI/LO even
3rd			

Signals (including Trumps): echo in trumps = S/P or ability to ruff

SMITH = hight - DECRG for leader, ENCRG for partner

echo in trumps and ability to ruff = suit preference

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

T/O double and redbl

Lead directing dbl

redbl after 1 NT = trf to ♣

redbl after dbl 1 level opening = 10 + HCP

After Pass, double and redbl : T/O or limit fit

WBF Convention Card

ZONAL 2025-

Country: REUNION

Event: MIXTE

Players: WAN HOI Régine-HAMEL Patrick

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card major - Best minor

2/1 Game Forcing, Forcing NT

1 NT opening (15 - 17 HCP) Maj 5th possible

2 ♣ = forcing game in general terms

2 ♦ = multi = 2 major WK or BLD 22-23 HCP or STR min 1-suiter

2 NT = 20/21 HCP - stayman/transfer

2 ♥ = 5 ♥ & 5 ♣/♦/♠, less than opening

2 ♠ = 5 ♠ & 5 ♣/♦, less than opening

3 NT = minor 7th

3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt

1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 HCP)

1Maj opening flexible in 3rd position

After 2 Major jump overcall, Rubensohl

After overcall over 1NT opening, Rubensohl

Inverted min support

SPECIAL FORCING PASS SEQUENCES

1SA - Double - Pass forcing -> opener suite 5th or Redouble

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: rare, only in 3th

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 ♣	X	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 ♥	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							