

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
6+ HCP non void, 8+ HCP void
1/1 and 2/1 and 2/2 forcing
1NT after partner's intervention up to 11HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18HCP
4 th = 9-13 HCP
Responses: over minor texas/stayman
Over major texas/cuebid= stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intervention natural 6 cards (6-10 HCP)
Michael
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1H/S – 2H/S = S/H+C, 1C – 2C nat, 1D-2D = majors
1NT-2NT= minors (6/5, 5/5)
1M-3M= solid suit asking for stop in color
1C – 3C = S+D
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty either minor or strong, 2C=majors, 2D=major <12HCP,
2H/S=H/S + undefined minor, on 3 level preempt (7 cards)
X= 13/14 7 cards in major, 2C/D/H/S = opening hand
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= opening hand, cue-bid=bicolor minor, jumps=strong with solid
Color, NT bids=nat strong
2H/S – X – 2NT= mini cue-bid
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=color, 1D/1H/1S weak 5 cards
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 9+ HCP, otherwise color
Truscott
1C/1S – X – 2C=fit 3 cards 8-10HCP, 2D= fit 4 cards 8-10

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Odd/even	Odd/even	
NT	4 th best	Odd/even, C=4 th best	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A + AK	AK	
King	KQ+ AK	AK+, KQJ, KQ10	
Queen	QJ+, QJ10+	KQ+, QJ10+	
Jack	J10+	J10+	
10	109+	Q109X, AQ10X	
9	Doubleton, singleton	10952, 976	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi enc	Count	Direct
Suit 2			
3			
1	Count	Count	Leventhal
NT 2			
3			
Signals (including Trumps):			
Inverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In absence of natural bid, up to 4H,			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner DBL			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Nabil Graziella et TEBER SAMIRA EVENT (Women)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card major, better minor
2D multi
2/1 forcing NT
1 NT 15/17
Walsh
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Mickel's quebid
Drury with fit
Roudy
Rubensohl
Truscott major/minor
4NT opening = minors 5+/5+ preempt
Stayman 3 answer over 1 or 2 NT opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-22HCP	Nat 1NT 8/1 Inverted minor 2H or 2S = 16HCP + 5/9 cards, solid color	Roudy	
1♦		3	4H	11-22HCP	Nat 1NT no major, inverted minor 1D-2H = 5S/4H 5-9HCP 1D-3D = preempt 3-7HCP, 5-6 cards	Roudy	Jump fit
1♥		5		11-22HCP	1H-2H = 8-10HCP, 1H-3C 4cards+singleton = 9-11HCP, 1H-3D 4cards = 9/11HCP		
1♠		5	4H	11-22HCP	idem		
INT				15-17HCP	Stayman 3 responses Transfer to majors/minors 2S x-fer C or limit hand 3D = 6/7HCP solid color 3H = 5/4 in minors, singleton H, game forcing 3S = 5/4 in minors, singleton S, game forcing	Overcall - Rubensohl	
2♣				Strong major, game forcing	2D relay, 2H red ace, 2S black ace, 3C black ace+king, 3D red ace+king 2NT = 2 kings		
2♦				Multy	Weak major 6 cards or strong regular hand with 22/23HCP or strong minor		
2♥		5 cards + 4/5 in minor		6-10HCP			
2♠		5 cards + 4/5 in minor		6-10HCP			
2NT				20-21HCP	x-fer to majors/minors 4D = 5/5 in majors Stayman 3 responses 4H = singleton + minors 4S = singleton + minors	Rectification only with fit	
3♣		7		preempt			
3♦		7		preempt			
3♥		7		preempt			
3♠		7		preempt			

