

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				CATEGORY: Green NCBO: FRANCE PLAYERS: Vincent LANGLET – Steve BARNE EVENT: Transnational
7-17 HCP, should be 5 cards (7-14 if reopening)		Lead	In Partner’s Suit		
	Suit	Hi-Lo	Hi-Lo		
Responses: New suit (level 1 and level 2) = F1	NT	4 <sup>th</sup> best	Hi-Lo		
Jumpshift = fit + good suit	Subseq	Same			
Direct jump raises = preempts	Other:				
Jump cue-bid = fit 4+ cards and good hand					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
In 2 <sup>nd</sup> or 4 <sup>th</sup> : 16-18, balanced (9-13 if reopening)	Lead	Vs. Suit	Vs. NT		
	Ace	A K x	A K x or A K J or A K 10		
Responses: Same as 1NT opening	King	K Q x or A K bare	K Q J/10 x or A K Q/J/10 x		
	Queen	Q J x	Q J 10 x or K Q x		
	Jack	J 10 x or K J 10 x	J 10 x or H J 10 x		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10 9 x or H 10 9 x or 10 x	10 9 x or H 10 9 x or 10 9 xx		
Level 2: weak except 1♣ 2♦ = 5+♥ and 5+♠	9	9 or 9 x	9 xx or 9 x or 10 9 xx		
Level 3 weak except 1♥/♠ 3♣ = 5♦ and 5+♠/♥	Hi-X	HxXx, xXxx, Xx, xXXXxx	Xxx, Xxxx, xXxxx, HXx		
2NT = 2 lowest unbid suit	Lo-X	X, xxX, xxxxX, xxxxxxX	HxX, xxxXx, xxxX		
Reopen: All natural weak. 2NT = 17-19 balanced	SIGNALS IN ORDER OF PRIORITY				GENERAL APPROACH AND STYLE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner’s Lead	Declarer’s Lead	Discarding	
1♣ 2♣ = Natural                      1♥ 2♥ = 5+♠ and 5+♣	1	Count	Count	Count	
1♦ 2♦ = 5+♥ and 5+♠              1♠ 2♠ = 5+♥ and 5+♣	Suit 2	Suit preference	Suit preference	High = E	
Jump cue-bids asking for stopper (excepts 1♣ 3♣ natural)	3			Suit preference	
Reopening: same, except 1♣ - 2♣ = ♥ + ♠	1	Count	Count	Count	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	High = E	Suit preference	High = E	
Vs STRONG: Double = 5+ minor and 4+ major    2♣ = majors	3	Suit preference		Suit preference	
2♦ = One major    2♥/♠ = 5+♥/♠ and 4+♣/♦    2NT = minors	Signals (including Trumps):				
Reopening: Natural, double for majors	Trumps => Suit preference				
Vs WEAK: Double = 14+ (Responses: 2X natural, 3X transfer)	Switch => Low = E				
2♣ = majors    2♦/♥/♠/3♣ = Transfers    2NT = minors	DOUBLES				
Reopening: Same (weaker)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TO DOUBLE: Sound, 3 suiter style or 19+ HCP any distribution				
TO DOUBLE & New suit = Natural	Responses: Natural, only cue-bid is forcing				
Cue-bid = 2 suiter: 3♣ 4♣ = ♦ + ♥    3♣ 4♦ = ♥ + ♠	REOPENING: Double either 3 suiter or 13+ HCP				
3♦ 4♦ = ♥ + ♠    3♥ 4♥ = ♠ + minor    3♠ 4♠ = ♣ + minor	Responses: Suit at lowest level ambiguous				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
1♣ (STRONG): Double/1♦/1NT = CRM at least 5/4	1♣ 1♦ DOUBLE = 4+ cards in ♥				
1♥/1♠ = Natural opening    2NT = Minor/Major at least 6/4	1♣/1♦ 1♥ DOUBLE = 4+ cards in ♠				
Jump = Weak					
OVER OPPONENTS’ TAKEOUT DOUBLE					
1 over 1 forcing / 2 over 1 not forcing	Opener’s double shows either:				
Redouble = 10+ HCP	- 3 cards in partner’s major, 14+ HCP				
Jumpshift = Suite + Raise	- a strong hand				

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	6♥	Natural 11-22 HCP	2♦ = Limit raise 2♥ = 5♠ and 4♥ 6-10HCP	1x 1y 1SA 2♣ = Transfer for 2♦	1♣/♦ 1NT 2♣ = ♥ + ♠
					Other suit with jump is weak	1x 1y 1SA 2♦ = Game forcing	1♣/♦ X 2NT = Truscott
1♦		3	6♥	Natural 11-22 HCP	3♣ = Limit raise 2♥ = 5♠ and 4♥ 6-10HCP	1♣/♦ 2♣/♦ and 1♦ 2♣ = SMI with major	After pass SMI without major
				3 cards if 4♣ / 4♥ / 3♦ / 2♣	Other suit with jump is weak	3 <sup>rd</sup> forcing (example 1♣ - 1♥ - 2♣ - 2♦)	
1♥		5	6♦	Natural 10-21 HCP	2NT GF Relay 3NT 12-15 HCP	1♥/♠ 1x 2♣ = Forcing (Gazzili-like)	1NT 6-11 HCP 2♣ = Drury
					3♣ = 4 trumps limit 3♦ = 3 trumps limit	1♥/♠ 1x 2SA = Game forcing	2NT = 4+ trumps with a singleton
1♠		5	6♥	Natural 10-21 HCP	1♥ 2♠ = 6♠ weak 1♠ 3♥ = 6♥ invitational	1♠ 2♥ 2♠ 3♥ = Game forcing	Double/Overcall => 2NT Truscott
INT			4♥	15-17 balanced	2♣ = Stayman 2♦/2♥/2♠/3♣/4♦/4♥ = Transfer	1NT 2♠/3♣ 3♣/♦ 3♥/♠/NT short ♥/♠/♦ or ♣	Transfer from 2NT after overcall
					3♦ = Stayman 4333 4♣ = 5+♥ and 5+♠	1NT 2♦/♥ 2♥/♠ 2NT = Forcing	Double = at least 2NT bid
2♣	X	0	6♥	Forcing to game	2♦ GF 2♥/♠ 0-4 HCP		Double = Negative after overcall
				Any hands	3♣ majors (5/4+) 3♦ majors (4/4)		New suit = Hxxxx and 8 HCP
2♦	X	0	4♦	6♥ or 6♠ 6-10HCP	2NT Strong relay	3♣ ♥ 3♦ ♠ 3♥ ♥ 3♠ ♠ 3NT AKQxxx	Double => Pass to play / XX Ask
							Overcall ♥/♠ => X Ask
2♥		4		NV: 4+♥ 4+♠ 6-10HCP	2NT Relay	3♣ 4/4 3♦ 5♥/4♠ 3♥ 5♠/4♥ ...	
				V: 5♥ 4+♠/♦ 6-10 HCP	2NT Strong relay	3♣ 5/4♣ 3♦ 5/4♦ 3♥ 5/4♣ 3♠ 5/4♦	
2♠		5		5♠ 4+♠/♦ 6-10 HCP	2NT Strong relay	3♣ 5/4♣ 3♦ 5/4♦ 3♥ 5/4♣ 3♠ 5/4♦	
2NT			6♥	20-22 balanced	Stayman & Transfer (rectification with fit)		
3♣		6		Preempt natural	New suit is forcing		
3♦		6		Preempt natural			
3♥		6		Preempt natural	Jump = Asking bids		
3♠		6		Preempt natural			
3NT		7		Solid minor	4♦ : asking for singleton		
				No outside stopper			
4♣		8		Preempt natural			
4♦		8		Preempt natural		HIGH LEVEL BIDDING	
		7		Preempt natural	Asking bids	Control first and second round	
4♥		7		Preempt natural		Roman Key Cards Blackwood 41/30 5NT = 2 or 4 keys and a void	
4♠		7		Preempt natural		After Blackwood, next suit asking for Queen for trump	
4NT		6/5		Both minors	In 1 <sup>st</sup> and 2 <sup>nd</sup> : 4 losers	Josephine	
5♣		8				Lightner doubles	
5♦		8					