

DEFENSIVE AND COMETITIVE BIDDING

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

Nat, sound (but may be rarely 4 cards)

Shift: F (does not promise rebid) Jump shift: Fit bid on M O/C

CUE: normally INV⁺ w/ 3⁺

Jump CUE: INV⁺ w/ 4⁺

Jump raise at level 3: Pre syle, 4 trumps below INV

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: (15)16 - 18, BAL (1m) 1NT (p) system on

(1M) 1NT (p) CUE = STAY, 2♣..2♦ = roll TRF

(roll TRF: OPPT suit is bypassed: (1♥) 1NT (p) 2♦ = ♠)

4th: same

4th live: COMP w/ 4 in upper & 5⁺ in lower unshown suits

(if opening may be a two cards m, lower may be any m)

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: PRE

2-Suit: (see special bids)

Reopening: 2♦ (over 1♣) 2M : 6(7) cards 11 - 14

2NT : BAL (17)18 - 19

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Simple CUE: 2-suiter (Except (1♣) 2♣ : nat) : see special bids)

Jump CUE: Ask for STOP (except 1♣ 3♣ : see special bids)

Reopening: Any 2-suiter

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

Multi - Landy : 2♣ = MM, 2♦ = M, 2M = 5M + 4⁺m, 2NT = mm

vs. Strong X = 4M + 5⁺m (or any hand too strong for other bid)

vs. Weak X = good opening bal or semi bal (vs weak NT)

Reopening: Same

Subsequent: As on our 1NT opening

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

X = T/O Jumps constructive NT : To play

(3♣) 4♣ : ♥ + ♠, 4♦ : ♦ + M

(3♦) 4♦ : ♥ + ♠ (3♥) 4♥ : ♠ + m

(2♥/♠) 3♥/♠ : ♣ + ♦, 4♣/♦ : ♣/♦ + ♥/♠

(2♦ multi) 2♥/♠/3m : NAT, 4♣/♦ : ♣/♦ + ♥ + ♠, 2nd turn : ♣/♦ + ♠

VS. ARTIFICIAL STRONG OPENINGS

Suction : ♣ = ♦ or (♥ + ♠) ♦ = ♥ or (♠ + ♣)

(at all levels) ♥ = ♠ or (♣ + ♦) ♠ = ♣ or (♦ + ♥)

NT = (♣ + ♥) or (♦ + ♠)

X is the first step (for example 2♣ X = ♦ or (♥ + ♠))

OVER OPPONENTS' TAKE OUT DOUBLE

1M (X) 2NT : INV⁺ W/ 4 3x : Fit bid 3M : PRE

1m (X) 2M : PRE NF 2NT : PRE in m 3m : INV

XX STR (11+), may be seeking for PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	3rd / 5th	3rd / 5th top from bad 3 if fit
NT	4th (2nd from bad suit)	3rd / 5th shown (suit & NT)
Subseq		
Other:	vs NT: K asks for unblock or count, A/Q asks for attitude	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) A(+)	AKx(+)
King	AK KQ(+) K(x)	AKJ10+ KQJ+ KQ109+
Queen	QJ(+) Q(x)	AQJ(+) QJ10
Jack	J10(+) J(x)	AJ10(+) KJ10(+) J109(+) J108(+)
10	109(+) 10(x)	H109(+) 1098+ 1097+ 109x
9	9(x)	9x(x)
Hi-x	3rd / 5th w/ or w/o honor	Sxx, xSxx, xSxSx(+) (judgment)
Lo-x	3rd / 5th w/ or w/o honor	H/JxxSx, TSxS (judgment)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Hi = ENC	Hi = 2	Hi = ENC
2nd	Hi = 2	S/P	Hi = 2
3rd	S/P		S/P
NT: 1st	Hi = DISC	Hi = 2	Hi = ENC
2nd	Hi = 2	S/P	Hi = 2
3rd	S/P		S/P

Signals (including Trumps):

Hi-Lo suggests ruff

Smith echo vs NT

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

T/O: Sound (may be lighter w/ good shape and passed partner)

Resp: Nat, Jump in M = 4 8-10, 1NT = 8-11, Double jump in M 5 8-10

CUE only F, promises rebid

Reopening: Sound opening or good shape (start around (4441) or (5431) 8+)

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG X thru: 5♦ (the higher, the more passable 1♣ (1♦) X: No 4M

1♠/♦ (1♥) X: No 4♠, 1♠ = 4+

COMP X thru: 3♠


SUPP X thru: 3♦ (3 cards or strong BAL)

(1x) O/C (raise) X: NEG

(1x) X (raise) X: NEG (RESP)

(1x) O/C (shift) X: NEG

(1x) O/C (shift) 4th suit : NF

 WBF Convention Card	
Category:	Green
Country:	Switzerland
Event:	All
Players:	Christine VINCENT - Bachar ABOU CHANAB
Version:	2019.01.20
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-cards Majors - better Minor - Strong NT - 2♣ SF - 2♦ GF - Weak two's 1NT resp over 1M : F1 over 1st/2nd (passable w/ weak BAL over 3rd/4th) 2 over 1 responses: GF except rebid in weak sequences Over 1M BERGEN Raises; Fit bids when passed hand 2NT resp over 1M : GF, 4 ⁺ fit (inv+ TRUSCOTT after DBL and inv+ after O/C) 1NT Opening : 14 ⁺ - 17 HCP BAL Inverted minor raise (no 4M)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣ - 1♦	may be short (in weak BAL)
2 suiter :	
On 1♣	2♦ = ♥ + ♠ ; 2NT = ♦ + ♥ ; 3♣ = ♦ + ♠
On 1♦	2♦ = ♥ + ♠ ; 2NT = ♣ + ♥ ; 3♣ Nat pre
On 1♥	2♥ = ♣ + ♠ ; 2NT = ♣ + ♦ ; 3♣ = ♦ + ♠
On 1♠	2♠ = ♣ + ♥ ; 2NT = ♣ + ♦ ; 3♣ = ♦ + ♥
1M - 3M :	Pre, 0-6, 4+fit
1m (x) 2NT	weak (INV TRUSCOTT)
1M (DBL/2x) 2NT	Inv ⁺ , 4 ⁺ fit
1M (1/2x) 2/3x	Inv ⁺ , 3 fit
3rd and 4th suit Forcing	
2NT in competitive frequently ART	
SPECIAL FORCING PASS SEQUENCES	
1NT (X)	if X is PEN, Pass nothing to say; XX and + Texas
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
DH : HCP + Points for distribution	
Psychics:	

OPEN	ART.	Min Nb of cards	NEG. DBL. thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10 ⁺ HCP (the lower the more distribution. Normally, BAL hands start at 12)	1♦ : NAT but may be short (WK BAL < 8) 1M : NAT 2♦/♥/♠ WK 1NT : 8-10 (no M) 2NT : 11-12 BAL (no M) 3NT : BAL to play 2♣ : fit 10+ 3♣ : fit PRE 3♦/M : 7, PRE	1♣ 1♦ 1NT : 2♣/♦ NAT WK, 2NT INV 1x 1y 1z 3x : INV 1♣ 1♦ 1x 3♦ : F 1m/♥ 1M 1NT : 2NT PUP to 3♣, 3x FG 3rd/4th suit F 1m/♥ 1M 1NT 2♣ : ART PUP to 2♦ (followed by 3NT : choice of game, by 3♣ (after 1♥) or 4 below M : SPL mild S/T) 1m/♥ 1M 1NT 2♦ : ART FG (NAT continuation) 1m 1M 2NT : 3♣ ART (R) w/ Hxx or 4 in m (3♦ 5m), 3♦ ART (R) enquiry for MM	1♣ (1♦) X : No 4M 1m (1♥) X : No 4 1m (1♥) 1♠ : 4+♣ Jump shift : NAT (5) w/ ♣/♦ fit (4) INV 1m (O/C) jump shift : fit bid 1m (O/C) 2m : may hide 4M if considered too weak 1m 1M 2NT : 3♣ check back w/ interest in m 3♦ check back w/o interest in m 3M : NAT S/T, 4M : sign off
1♦		3		Same	Same except 2♥/♠ : NAT WK 2♣ : NAT Almost GF 1NT : (5)6-10 (no 4M) 3♣ : Nat INV, at lest 2♦		
1♥		5		Same	1♠ Nat 1NT F (may include GF BAL hands w/ or w/o fit) 2♥ : 8-10 usually 3 3♥ : Preempt 4 4♥ : PRE to play 2♣/♦ : GF (except rep) 2NT : 4 ⁺ GF 3♣ : unshown SPL 3NT (for ♠)/4♣/♦ : void SPL 2♣ : NAT WK 3♣/♦ : BERGEN (9+, 7-9)	1♥ 2♥ 2♠ : general G/T or S/T (→ 2NT is POS w/ ♠ CTRL) 1♥ 2♥ 2NT (for ♠)/3♣/♦ : G/T asking for complement 1M 2NT: Shortness at 3; NAT at 4; 3M mini; 3SA Good hand	p (p) 1M (p) 2♣ : drury fit 2M : weakest bid above 2M : FG p (p) 1M (X) XX : drury fit same as above 1M (O/C below 2M) 2NT : 4 ⁺ INV ⁺ 1M (O/C below 2M) CUE : 3 INV ⁺ 1M (O/C) jump shift : fit bid 1M (X) 2m : NF
1♠		5		Same	Same philosophy but 3NT : unshown SPL 4♣/♦/♥ : void SPL		
1 NT				(14)15-17(18) May be (6m332) or (5m422) (not mandatory)	2♣ : STAY 2♦/♥ : TRF (WK or STR w/ 5 ⁺ , may be INV only w/ 6 ⁺) 2♠ : either ♣ TRF or BAL INV 2NT : ♦ TRF 3♣..♠ : NAT FG S/T 4♣ : 5 ⁺ ♥+5 ⁺ ♠ 4♦/♥ : TRF 4NT : QUANT	1NT 2♣ 2NT/3♣ 4♥+4♠ min/max → 3♦/♥ TRF 1NT 2♣ 2♦ 2♥/♠ : NAT (5) INV nothing else promised 1NT 2♣ 2♦ 3♥/♠ : FG 5 ⁺ ♠+4♥ / 4♠+5 ⁺ ♥ 1NT 2♦/2♥ 2♥/2♠ 2NT ART FG (see (b)) 1NT 2♠ 2NT (min) → 3♦ : 55mm 3♥/♠/NT : short oM/♦ 1NT 2♠ 3♣ (max) → 3♦ : short or long ♦, 3NT : to play	On 2♣ (NAT or ART but not MM) : system on, X : STAY On 2x (NAT) X : Cards, NEG, 2y : to play 2 NT : PUP to 3♣, CUE : STAY (w/o STOP) 3y roll TRF, 3NT (w/o STOP), 4y : system on On 2x (TRF) pass followed by X : PEN X followed by X : T/O, other like above On 2x (ART) pass maybe to know, other like above
2♣	V	-		STR (not FG) 1 suit or BAL : 20 - 21	2♦ : normal (R) 2♥/♠ : NF higher : STR and NAT	2♣ 2♦ 3♥/♠ : ~8 tricks, 4♥/♠ : ~9 tricks (CONST), 3NT : 5 ⁺ ♥+5 ⁺ ♠ 2NT → see 2NT open	On COMP X : PEN oriented, bid : NAT pass : nothing to say
2♦	V	-		FG if BAL : 24 ⁺	2♥ : 0 or 2 Ace 2♠ : 1 A no K 3♣ : 1A + 1K 3♦ : 1A + 2K (2Q = 1K) 3♥/♠ : KQJxxx	NAT 2NT → see 2NT open	On COMP X : no value, pass : value no shape bid : NAT
2♥/♠		(5)6		1st/2nd : 5(NV)/ 7(V) - 10 min QT9xxx, no 4 in oM	2♠ : F 2NT : Ask 3♣/♦ : F Fit : COMP (not INV)	2M 2NT 3M : min, 3x : shows feature, 3NT : AKQxxx, jump : SPL	less disciplined in 3rd up to around 14 in 4th
2 NT				BAL 22 - 23	3♣ : PUP STAY 3♦/♥ : TRF 3♠ : PUP to 3NT 3/4/5 NT : 5♠+4♥ (NF except 5 NT) 4♣ : 5 ⁺ ♥+5 ⁺ ♠ 4♦/♥ : TRF 4♠ : 5 ⁺ ♠+5 ⁺ ♦ (Game)	2NT 3♠ 3NT 4♣ : ♣/♦ 1-suiter S/T (→ 4♦ relay) 4♦ : 5 ⁺ ♠+5 ⁺ ♦ S/T 4♥/♠ : 5 ⁺ ♠/♦+4♦/♣ 4NT : QUANT	
3♣/♦		(6)7		NAT PRE (CONST in 2nd)	Shift : F Jump shift : ASK (see (a))		On COMP X : PEN
3♥/♠		(6)7		NAT PRE	Shift : F Jump shift : ASK (see (a))		On COMP X : PEN
3NT	V			solid m 7 ⁺ th, no A/K outside	4♣ : P/C 4♦ : ask for shortness		
4♣/♦		(7)8		NAT PRE	Shift : F		On COMP X : PEN
4♥/♠		(7)8		NAT PRE	Shift : F		On COMP X : PEN
4NT	V			Both miros			
Other bids, high level and slam bidding					a) 1st NT bid : Kx in suit, 1st other step : no CTRL b) after 2NT : 3♣/♦ : 2/3 cards		
RKCB 41/30 Jump to 5NT : Josephine					1NT 2♦/♥ 2♥/♠ : jump shift SPL, 4♥/♠ mild S/T		
after BW : 1st STEP (excl. trump) for Q						2nd/3rd other step : 2nd/1st round CTRL	
5NT after BW : BW for K (Q promised) (answers: number of Ks, 41/2/30)						When 3M is F fit : 1step is ART positive, other steps are non serious CUE	