

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFB Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Suit overcall : onelevel : 5(4) cards 5 to 17HCP		Lead	In Partner's Suit		
two level : 6 (5) cards 9 to 17 HCP	Suit	odd-even	odd-even		
Response to 1 level : raise 3 level=preempt ; cue=11+ fit limit	NT	4th best -quantar	odd-even		Category: Ladies
Jump cue=fit+4cards limit ; Jump shift=suit = fit(4 cards) ; 1NT=8-12HCP	Subseq	attitude	odd-even		Country: Guadeloupe
	Other:				Event: Venice Cup
					Players: BISTOQUET Chantal THIRION Christiane
					SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE
2nd =15-18HCP - responses : stayman + transfers	Lead	Vs. Suit	Vs. NT		Five cards major - Better minor
4th = 9-12HCP ; responses : staymaN = transfers	Ace	AKX..	AKX		Weak two major
	King	AK ; KQX..	AKQ10 - KQJ10 - KQJ9 AKJ10		2C : F1
	Queen	QJX..	AQJ - KQ10 - QJ10 - QJ9		2D : FG
	Jack	J10X.. - JX - KJ10	J109		1C/1D - 2C/2D : F1
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10X - 109X - K109 - Q109	AJ10X - KJ10X - 1098		
1-Suit: 6(5) CARDS 5 to 10 HCP - 2NT=F1	9	9X - 98XX	A109X - K109X - Q109X - 987		1NT Openings: 15-17
2-Suit: Michael cue bid	Hi-x	even	Top of nothing		2 OVER 1 Responses: forcing one round
Jump cue in major opening=asking for stopper	Lo-x	odd	4th Best		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: weak, 8-12HCP (except 2NT=17HCP)	SIGNALS IN ORDER OF PRIORITY			2C : F1	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2D : FG
Michael cue bid	Suit:1st	Even/odd	odd/even	Hi=E ; Lo=D	Gambling 3NT
	2nd	Hi=E ; Lo=D			weak jump responses after overcall of m opening
	3rd				
	NT: 1st	odd-even	odd-even	avinthal on 1/ 2NT	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi=E ; Lo=D	smith	Hi=E ; Lo=D on 3NT	
X=5+ cards in any minor and 4 cards in any major (8+ HCP)	3rd				
2C=major twosuit	Signals (including Trumps): Even-odd				
2D/2H/2S/3C = transfers					
2NT=minor twosuit					
VS weak Nt : the same but X=13+	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	2nd : 12+ and good distribution ; 18+ any distribution				
X=take out ; natural	Resp: jump=8-10HCP ; cue = 11+				
VS weak 2 bid : 4C/4D=5C/5D and 5+ M' ; cue = minor twosuit	reop : 9+				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	Negative double true 4H				
	XX=10HCP and more				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	XX on ctr1=R1 control				
	on over calls : competitive doubles				
OVER OPPONENTS' TAKE OUT DOUBLE					
1 level=F1 ; 2level=NF ; XX=10HCP+					Psychics: rare
2NT=truscott					
Jump raise = pre empt in M and limit in m					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-21HCP	Natural, priority to major 4th if weak; 1NT=8-10HCP	after 1C/1D - 1H/1S	Jump shift = fit + suit
1♣					2NT=11-12 HCP	4C/4D=5C/5D + 4H/4S ; 3NT = fit + balanced	1NT may be 11 HCP
1♣					1♣-2♣=5+ cards and 11+HCP ; F1 ; 1♣/3♣=preempt	4D/4C=splinter; 4H=splinter in S	new suit no forcing
1♦		3	4♥	11-21HCP	Natural, priority to major 4th if weak; 1NT 6-10HCP;	After 1C/1D 1H/1S	Jump shift = fit+suit
1♦					2NT=11-12HCP	1NT 2C = relay	1NT may be 11 HCP
1♦					1♦-2♦=5+ cards and 11+HCP ; F1 ; 1♦/3♦=preempt	4th suit forcing game	new suit no forcing
1♥		5(4)	4♥	11-20HCP	Natural ; 1♥-3♥=4 cards and 8-11HCP;	1H - 2H - 2NT=general try bild	1NT=7 to 11
1♥					1♥-2NT=3cards fit and 10-11HCP	1H-2X-2H-3H=forcing game	Drury
1♥					1♥/4♥=preempt ; 1♥-4X = splinter	1H-1S-1NT-2C=relay	Jump shift = fit limit
1♠		5(4)	4♥	11-20HCP	Natural ; 1♠-3♠=4 cards and 8-11HCP;	1S - 2S - 2NT=general try bild	1NT=7 to 11
1♠					1♠-2NT=3cards fit and 10-11HCP	1S-2X-2S-3S=forcing game	Drury
1♠					1♠/4♠=preempt ; 1♠-4X = splinter		Jump shift = fit limit
1NT				15-17 balanced ; no 5 cards major	Jump in M=15+ and solid suit; stayman;	1NT-2C/3C-3C/3D-3X=singleton	
1NT				may be 6332 or 5422	2D/2H/2S/3C=transfers ; 3D=6+cards in D +2TC (NF)	1NT-2D/2H-3H/3S=4 cards fit	
1NT					4C=minor two-suiter ; 4D = major two suiter		
2♣	X	0	4♥	8 stricks in any suit	2D=relay ; 2X=5 cards in good suit + 1 outside honour	4C/4D= M two-suiter short in C/D	
2♣				or 22-23 balanced	3X = 6 cards in good suit + 1 outside honour	2X,3C= natural 6+ cards suit	
2♣				or strong major two-suiter	2X=natural after overcall	2NT=21-22 balanced (see 2NT opening)	
2♣						3NT=good suit + outside honour	
2♦	X	0		9 sticks in any suit	2H=0-7HCP, no ace ; 2NT=8HCP or 2 kings	2/3X=natural	
2♦				or 24+ balanced	2S=1M ace; 3C=1m ace weak ; 3D =1m ace strong	2/3NT=23 balanced (see 2NT opening)	
2♦					3H/3S/3NT=2 ace CRM	Jump in game=stop	
2♥		6(5)		5-10 HCP	2NT=F1;2S/3X natural no forcing if no vulnerable opening	2M-2NT-3X=A or K (if vulnerable opening)	
2♠		6(5)		5-10 HCP	2NT=F1;3X natural no forcing if no vulnerable opening	2M-2NT-4M=max and no outside controle	
2NT				20-21 balanced;may be 6332 -5422	4C/4D = M two-suiter short in C/D	2NT-3C-3H/3S= 5 cards in H/S	
2NT				singleton possible; may be 6 cards	4H/4S = m two-suiter short in H/S	2NT-3C-3D=one or two major with 4 cards	
2NT				minor			
3♣		7(6)		preempt	New suit F1 ; jump schift=ask		
3♦		7(6)		preempt	New suit F1 ; jump schift=ask		
3♥		7(6)		preempt	New suit F1 ; jump schift=ask		
3♠		7(6)		preempt	New suit F1 ; jump schift=ask		
3NT				Gambling	4C=NF ; 4D = ask for singleton		
4♣		8(7)		preempt			
4♦		8(7)		preempt			
4♥		8(7)		preempt			
4♠		8(7)		preempt			
4NT				minor two-suiter			

HIGH LEVEL BIDDING

Bw: 30 41 2 keys cards + trump queen

if over call : pass=0/2 ; X=1/3

1c-4C-5X=asking bid

1C/1D - 2C/2D-4C/4D=BW