

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Level 1 7+HP with top cards, 4+
Level 2 6-card 11/17 or 5-card top cards and 13+
X= (light) opening
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos.15+/18-
4 th pos.11/14
Responses : same as opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural, weak, 6/10 good hand till opening vul vs non vul
Jump at level 3 preempt
Reopen: idem
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
On 1C opening; cue nat, 2♦ =majors. 2♥/♠=nat. weak 6-card. 2NT=lowest. 3♣ = ♦/♠
On 1D : cue=majors, 2♥/♠=weak, 2NT=lowest
On 1M ;cue =M'+ ♣ 2NT = lowest, 3♣ = M' + ♦
VS. NT (vs. Strong/Weak; Reopening;PH)
MultiLandy : X = ♣ or majors , 2 ♣ = ♦ ,
2♦ = M6, 2M = 5+card+m (Muyderb;) 2NT = min. 2 suiter
Strength = variable at own risks, depends on vulnerability
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
natural, Leaping Michaels
X take-out except after 4♠ opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
natural
OVER OPPONENTS' TAKEOUT DOUBLE
Nat
XX = pun

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 – Top of sequence	Count	
NT	4 th best– Top of sequence	Count	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks signal	Asks signal	
King	Asks count	Asks count or unblock	
Queen	QJ, Asks signal	QJ, Asks signal	
Jack	RV10x, V10, V10x,	RV10x, V109, V10x,	
10	10x, 109x	A109x, R109x, Q109x, 109x	
9	3/5	A98x, R98x, Q98x, V98x	
Hi-X	Even nr of cards	Top of nothing	
Lo-X	Odd nr of cards	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc.	count	Lavinthal
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps): Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ Response cue-bid = 11+			
Reopening 1NT 11/14			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Good/Bad			
Cachalot			

W B F CONVENTION CARD
CATEGORY: NATIONAL CHAMPIONSHIP D1
NCBO: C-PERRON 4
PLAYERS: Thomas MONTICELLI 71845
Romain MONTICELLI 71846
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5
T-Walsh
1NT 15/17 (5M possible)
2/1 FM
Double 2
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Weak ♦ 6 cards or game forcing
2♦ 6-card ♥ or 5♥+5m 6/10 HP or Acol ♣/♦ ♣ or both M strong
2♥ 6-card ♠ or 5♠+5m 6/10 HP or Acol ♥
2♠ 5+/5+ ♣♦ 6-10 or Acol ♠
Cachalot
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rarely

OPE NIN G	TICK IF ARTIF ICIAL	MIN. NO. OF CARD S	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	REG 12-14 or 18-19	T-Walsh		Cachalot, jump fits
1♦	X	4	4♥	11+ Irreg 5+♣ or shortness ♦/♥	1♦ = 4+♥, 1♥ = 4+♠, INT FM		
1♦				11+ Irreg 5+♦ or shortness ♣/♠	Natural	2/1 FM, Double-2	Cachalot, jump fits
1♥		5	4♥	11+HP	2NT : 11-14, 3-4c 3♠(on 1H♥)/4♣/4♦/4♥(on 1♠): splinters 3M : 4c 8-10	2/1 FM, Gazzili	Drury, jump fits
1♠		5	4♥	11+HP	3NT : 11-14, 4-5c	2/1 FM, Gazzili	Drury, jump fits
INT				15-17HP, 5M possible	2♣ Stayman, 2♦/♥//2SA transfers, 3♣ Puppet 2♠ ♣ transfer or 8/9 REG		Rubensohl
2♣	yes		Pun.	Weak ♦ 6-card Game forcing or bal. 22-23	2/3♦ pass/correct Other bid forcing	2♥ two-suiter 4+♥ or bal 22-23 ; 2♠ two-suiter 4+♠, 2NT 24+ 3X strong with 6+ suit	X punitive
2♦	yes		4♥	Weak ♥ 6-card or weak 5♥+5m Both majors strong Strong one-suiter ♣ or ♦	2♥ pass/correct 2♠, 2NT F1 3♣, ♦, ♠, transfer 6+ good suit	2NT 5♥+5m, 3m Acol, 3M both majors strong	
2♥	yes		4♥	6-card ♠ or 5♠+5m 6/10 HP Acol ♥	2♠pass/correct, 2NT strong relay 3♣, ♦, ♥, transfer 6+ good suit	2NT 5♠+5m 3m Acol ♥	
2♠	yes	6	4♥	2♠ 5+/5+ ♣ ♦ Acol ♠	2NT forcing relay 3X= to play	3m weak with both minors, 3m Acol ♠	
2NT			Pun	20/21 balanced	Puppet stayman, transfers		
3♣		7(6)		nat. preempt			
3♦		7(6)		1 st & 2 nd pos.constructive			
3♥		7(6)					
3♠		7(6)					
3NT	X			Gambling, closed suit			
4♣	X	8(7)		Namyats			
4♦	X	8(7)		Namyats			
4♥		8(7)					
4♠		8(7)					
4NT	X			minors			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB : 41/30, exclusion BW, DOP1/R0P1, DEP0/REP0	
5♥							
5♠							