

OVERCALLS [AND REOPENINGS]	
<b>SUIT BIDS</b>	
Major : natural, wide range	
2♣ : 5Am+4♥ (over minor) / 5♣+4♠ (over ♥) / 54+ ♣♥ (over ♠)	
2♦ : 5♥+4♠ (over minor) / 5♦+4♣ (over ♥) / 54+ ♦♥ (over ♠)	
In all cases : cue general force	
Over major : fit-showing jumps	
[R/O : 1st step over minor may be light T/O]	
<b>NT OVERCALLS</b>	
1NT over major : minor suit + stopper + opening values	
1NT over minor : 5Am + 4♣	
[R/O 1NT over major : natural, 12-15, possibly less with long minor]	
2NT direct : 55 lowest unbid suits, sound	
2NT R/O : 18-20	
<b>JUMP OVERCALLS</b>	
2-bids NV : weak, very aggressive [exc. 1♣-2♦ for majors]	
2-bids V [or R/O] : opening values, 6 cards [exc. 1♦-p-p-2♥ poss. 5]	
3- bids : weak ATV	
[R/O 3m over 1M = minors]	
<b>CUE-BIDS</b>	
Over minor : see 'suit bids'	
Over major : sound overcall in a minor, no stopper	
Jump : asks stopper	
<b>OVER 1NT [over wk NT by unpassed hand]</b>	
Dbl = 4♠ + 5 any ; or 6 ♠ [14+]	
2♣ = 4♥ + 5 any ; or 6♥	
2♦ natural [4♠ + 5 any ; or 6 ♠]	
2M = 5+M and 4+ minor	
2NT = minors	
<b>OVER PREEMPTS</b>	
Weak 2 : 2NT = long minor ; 3m = m + AM	
5-card weak 2 : optional double ; 2NT = long m or Str ; 3m = m+AM	
Multi : Dbl = long major ; 2M = T/O of OM	
<b>OVER artificial 1♣</b>	
If strong ♣ : Dbl = 5-card M ; 1♦ = majors ; 1M Canapé ;	
1NT = long minor ; 2m = Canapé into major, light ; 2M weak	
If other : same, but Dbl = 5-c M or 17+ ; 2M ATV)	
<b>CHANGES OVER TAKEOUT DOUBLE OF OUR OPENING</b>	
1♣-Dbl-Rdbl : weak, long own suit ; 1♦ = 9+ HCP	
1♦-Dbl-Rdbl = 33 or 44 majors ; 1M and 2-bids NF	
1M-Dbl- 2♣ / 2NT = constructive 3 / 4 cd raise	
2x-Dbl-Rdbl = long own suit	

LEADS AND SIGNALS			
<b>GENERAL LEADING STYLE</b>			
	Plain suit	Partner's suit	
Leads	Count, attitude	More like count	
Subsequent	More like attitude	More like count	
Other :			
<b>SPECIFIC LEADS (partner's duty)</b>			
Card	Meaning vs. suit (reaction)	Meaning vs. NT (reaction)	
A	AK (direct signal) / Horton	AK (direct signal)	
K	AK KQJ (count)	KQJ KQ10 AKJ (unblock)	
Q	KQ QJ10 QJ9 (direct signal)	KQ QJ (direct signal)	
J	QJ J109 J108 (direct signal)	(H)J10 (direct signal)	
10	J10 1098	(H)109	
9	109 TON		
Hi-lo	Even		
Lo-hi	Odd		
<b>SIGNALS</b>			
	Partner's lead	Declarer's lead	Discarding
1	High encourages	Standard count	Odd encourages
2	Standard count	Smith (see below)	Count
3		Lavinthal	
Other : Smith signal (high encourages in partner's suit or cancels own suit)			
<b>DOUBLES AND REDOUBLES</b>			
<b>TAKEOUT DOUBLE</b>			
11+ with the right shape ; 16+			
No light R/O doubles			
<b>SPECIAL DOUBLES AND REDOUBLES</b>			
Most low-level doubles are for T/O (sputnik, responsive, max. overcall etc.)			
exceptions : after opening 2M, redoubling 1M, a strong relay or a 2/1			
Rosenkranz Dbl (over cue) / Rdbl			
Several cases of 'selfish Rdbl' (long own suit), esp. over ambiguous bids			

W.B.F. CONVENTION CARD	
<b>CATEGORY : Blue</b>	
<b>NAMES : PIRET Gilles B7069</b>	
<b>GOTTSCHEINER Alain B1166</b>	
<b>GENERAL APPROACH</b>	
2-tiered system	
1♣, 1♥, 1♠ = sound opening, 1RF	
Other openings strictly limited	
Occasional relays	
Aggressive competitive bidding	
<b>FREQUENT OPENINGS AND OVERCALLS</b>	
<b>NECESSITING DEFENSIVE AGREEMENT</b>	
1♣ (15)16+ DHP 1-rd force (no 5-cM unless preparing 17+ NT)	
Responses : 1♦ Wk / Str ; others NF	
1♦ 12-15 DHP, either 5♦ or 43+ majors	
1♥/♠ (15)16+ DHP, 5+ cards, 1RF	
1NT 11/14 (NV) ; 12+/14 (V)	
2♣ 12-15 DHP 5+ cards	
2♦ weak ♥/♠ (often 5 cards NV)	
2♥/♠ 12-15 DHP 5+ cards, no interest in OM	
2-suited overcalls (see overcalls section)	
Special defenses may be devised vs. complex opening bids	
or responses ; please ask !	
<b>FORCING PASSES</b>	
Nothing unusual	
<b>OTHERS</b>	
General « limit » style, competitive or not	
Commitment principle : when raised and committed to level L,	
pass in competition is more encouraging than L	
Many fit-showing jumps (and nonjumps in competition)	
<b>PSYCHICS no</b> (but some very wild pre-empts and overcalls)	

OPENING BID	ARTIFICIAL ?	MIN CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	DEVELOPEMENTS	COMPETITIVE BIDDING
1♣	X	0	4♥	(15)16+ DHP 1-round force Unlimited No 5-card major except 17+ NT	1♦ relay 0-4 or 9+ HCP  1♥/♠/SA/2♣/♦ natural 4-8 HCP NF 2M / 3m very weak ; 2NT 55 minors 5-8 HCP 3NT natural 14-16	1♣-1♦-1M 13-22 HCP ; 1SA 14,5-21 ; 2m 14-20 ; 3m Acol ; 2SA strong 54+ minors 2♥ artif G/F ; 2♠ 4 cards + minor(s) G/F  Over 1M : 2♣ relay ; 2NT=long ♣ ; fit-jumps	Over Dbl : 1♦9+, else unchanged Over 1♦ : Dbl 9+, else unchanged Over 1M : 2- bids NF, Dbl 7+, Michaels 2-suiters Over 2x : 2-bids NF, Dbl 7+ Over artificial : depends on meaning, please ask
1♦	X	0	4♦	12-15H - Long ♦, or ♦+ M - 43+ in majors	Natural, 2m 11+, 3m weak, 2M weak 5+ cards with ♦ backup	Natural, 1NT rebid shows genuine ♦	Over Dbl : Rdbl = 33 / 44 majors Suit bids NF Over 1M : natural, except 2AM (weakish, 5 AM with ♦ backup)
1♥, ♠		5	4♦	(15)16+ DHP 1-round force Unlimited 5+ cards	1NT negative 0-8 (includes weak raise, but NF) 2/1 natural 8+ k Single jump = limit+ raise with suit Double jump freakish, limited, raise with suit 2NT limit+ 4-card raise 1♥-3♣ and 1♠-3NT = any splinter	Natural Except 2NT : artificial G/F	Natural, 2-bids NF
INT			3♠	11-14 HCP NV, 12-14 V 5M, 5422, 6322 allowed	2♣ relay (often with ♥) 2♦ shows 4+♠, G/T or better 2NT G/F with minor(s)	Smolen	Rubensohl
2♣		5	3♠	12-16 DH Natural unbalanced Not 43 majors	2♦ relay ; new suits constructive NF (2NT = ♦) Jump = 55 remaining suits, G/F	Over 2♦ : 2NT shows ♦ 3y short (6♣ and max)	
2♦	X	0	3♠	V ; NV 2 <sup>nd</sup> : 6M 6-9 HCP NV vs. NV, 1 <sup>st</sup> -3 <sup>rd</sup> : 4-8 HCP 6M or 5M+4m NV vs V, 1 <sup>st</sup> -3 <sup>rd</sup> : 0-8 HCP 6M or 5M+4m	<b>May be dropped</b> 2♥ P/C 2♠ relay 2NT G/T with long ♣	Over 2♠ : 2NT = 4+♦ ; 3♣ = 4+ 3♦/♥ min ♠/♥ ; 3♠/NT max ♠/♥	Over Dbl : pass = 4+♦ Rdbl = long own suit
2♦ (4 <sup>th</sup> )	X	4	No	12-13 HCP 1444, 4144, 1354, 3154	2M P/C, 2NT relay		
2♥		5	No	12-15 DHP 5+ cards ♥ - ♠ >= 3	2♣ relay ; new suits constructive NF (2NT = ♣) Fit-jumps	Over 2♠ : 2NT = 4m ; 3m = 5 cards ; 3♥/♠ = 6 cards min/max	
2♠		5	No	12-15 DHP 5+ cards ♠ - ♥ >= 3	2NT relay ; new suits constructive NF Fit-jumps	Over 2NT : 3m = 4+ 3♠/♥ = 6 cards min/max	
2NT				22-23 H natural	Puppet, Transfers, 3♠ for minors		
3 any				Preempt ATV	Over Dbl : Rdbl = long own suit	<b>Slam bidding</b>	
3NT				Gambling ; outside values V		BW after major raise (5-key, 6-key over 55 or fit-jump) or over/by strong suit	
4♣, ♦	X			Namyats (4-5 controls)	1 <sup>st</sup> step relay	Suitwood (4NT BW if unavailable) after minor raise	
4♥, ♠		7		Preempt ATV		Cue-bids (1 <sup>st</sup> -2 <sup>nd</sup> indiscriminately), splinters, last train	
4NT	X			Freak in minors		Wide use of commitment principle in competition	