

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
MICHAELS NP : CUE=HIGGEST+X
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18
4ème : minor 10-14 Major 10-16 2nt = 18-19
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue asks stopper
2M 3M = BOTH minors 2M 4X = X+ M ' 3M 4X = X+ M ' 3M 4M = GOOD MINOR
VS. NT (vs. Strong/Weak; Reopening;PH)
STRONG : / = Points 2♣ = LANDY
2♦ = ONE M intermediate, 2M = Nat constructive, 2NT = Any 2 suiter, 3X = PREEMPT WEAK : / = POINTS, 2♣= LANDY, 2X = NATURAL
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS
OPENING LEADS STYLE
Suit
NT
Subseq
Other:
LEADS
Lead
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
SIGNALS IN ORDER OF PRIORITY
1
Suit 2
3
1
NT 2
3
Signals (including Trumps): lavinthal smith
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
TAKE OUT
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

W B F CONVENTION CARD
NCBO: 8353 HUBERT 1413 LE BOULENGE 1639 MOULART PLAYERS: Leboulengé Patrick, Hubert Alexandre, Moulart Alain
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
MAJOR 5 DIAMOND 4 NT 15 - 17 CLUB 2+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = ANY STRONG or WEAK 5+♦ 2♦ = MULTI (WEAK M, STRONG m, NT 24+)
2♥ = STRONG ♥ OR MUYDERBERG ♠+m
2♠ = STRONG ♠ OR WEAK BOTH MINORS
2NT = 20-21 M 5th POSSIBLE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	2				1NT = 10-11, 2♣ = minor inverted		
1♦	4				3♣ = limit club, 2♦ = minor inverted		
1♥	5				2♣ = limit support or natural, 2NT = fit GF		
					3♣ = limit + 4 trumps, 3♦ = 8 10 + 4 trumps,		
1♠	5				3♥ on 1♠ = limit ♥		
INT					Smolen, 2♠ = range ask or ♣, 2nt= texas ♦ 3X = strong, 4♣ = both minors, 4♦ = both majors		
2♣				Any strong or weak 5+♦	2♦ = relay		
2♦				multi	2nt = strong		
2♥				Strong ♥ or muyderberg ♠+m	2nt strong or weak		
2♠				Strong ♠ or weak both minors	2nt = strong or weak		
2NT				20-21			
3♣	6+						
3♦	6+						
3♥	6+						
3♠	6+						
3NT	7+			Minor closed, gambling			
4♣	7+						
4♦							
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							