

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style : NAT ; Responses : 1/1 F1 ; 2/1 NF ; 2/2 F except in COMP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position: 16 – 18
Reopening: 11-14
Responses: Stayman/Transfers on 1m ; Transfers on 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT = 19-20
Reopen: 2NT = 18–20 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
NAT
Jump cue bid asks for stopper to play 3NT
Idem in reopening
VS. NT (vs. Strong/Weak; Reopening; PH)
NAT
In all positions: double = penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles = take-out till 4♥
Cue bid = asks for stopper to play 3NT
Jumps & NT bids: NAT, strong
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = colour
Other = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard count	Standard count	
NT	4 th best; Top of nothing	Standard count	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK Short...	
King	KQ long... /AR short	Good suit, ask to unblock	
Queen	QJ long... / RD short	KQ short, AQJ... / QJ...	
Jack	KJ10... / J10...	AJ10... / KJ10... / J10...	
10	K109... / Q109... / 109...	K109... / Q109... / 109...	
9	Honour 98... / 98...	Honour 98... / 98...	
Hi-X	Even	Even	
Lo-X	Odd	4th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small positive	Standard count	Lavinthal
Suit 2	Count		Count
3			
1	Small positive	Standard count	Lavinthal
NT 2	Count		Count
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: NAT; Responses: NAT			
Reopening: NAT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: ROSU Clément 73114 - ROSU Michaël 72172
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major - ♦ /good 4 - 1♣ may be 2 cards
1NT 15 – 17
2♣ F1 (22 – 23 BAL or 1-suiter)
2♦ FG (any or 24+ BAL)
2♥: weak
2♠: weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT: gambling - no side Ace or King
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

