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DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style; Responses; 1 / 2 level; Reopening)	<i>OPENIN</i>	NG LEADS S	TYLE			CATEGORY: GREEN	
At 1 level: 6-16 HCP and a 5 ⁺ card					In Partners Suit	TEAM: UAE3	
At 2 level: 10-16 HCP and a 5 ⁺ card in M and 6 ⁺ in mino3	Suit		Parity		Parity	DIVISION: 3B	
Can be done with fewer HCP if favourable vuln or good distribution	NT-contr	act Pari	Parity		Parity	PLAYERS:	
Responses from partner on overcalls are natural.	Subseq					Bauherz Marc	3736
1NT OVERCALL (2 nd / 4 th seat; Responses; Reopening)						Ros Xavier	6069
2 nd and 4 th seat 16-18 HCP with stop in the bid suit(s)	LEADS					SYSTEM S	IIMM ARV
Responses the same as after 1NT	Lead		Versus Suit		Versus NT-contract		
Reopening: 10-13 HCP with stop in bid suit(s) – systems on	Асе	AKx	AKx, $AKJx$, $Ax(x)$		AKx, AKJx	GENERAL APPROACH AND STYLE	
JUMP OVERCALLS (Style; Responses)	King	AK,	KQ, KQJ	I(x), $KQT(x)$	AKJT(x), KQJ(x), KQT(x), KDT9	Majors 5, ♦ 4	
Single jump: 8-10 HCP with at least a 6 card. Responses natural	Queen	QJ,	QJ, QJx(x), QJT(x)		QJT(x), QJ9(x)	With two 3-cards minor → 1♣	
At 3 level : preemptive (except 3 see below)	Jack		ADV J10, J10x(x), J1098, Jx			With two 4-cards minor → 1 ◆	
TWO SUITER (bico) after opening opponent			AVT ?, 109(x)		AT9x, KT9x, QT9x, T9xx, AorKJT(x)	After 1 & preference is given to the major (Walsh,	
GHESTEM: on opening \clubsuit/\blacklozenge , $2 \spadesuit = 2$ highest suits, $2NT = 2$	9	9x. 9	9x, 98x(x)		98xx	2♣ multi : weak with 6 ♦ or bicol	lor strong or halanced strong
lowest suits and 3.4 lowest and highest suit			()			2 ♦ multi : weak with 6 ♥ or unice	Ŭ
On opening ♥/♠: Cue-bid = lowest and highest suit,	Hi -X	doui	doubleton or not interested		not interested	2♥ multi : weak with 6♠ or GF	
2NT = 2 lowest suits; $3 = 2$ highest suits							
After 2 bid suits by opponents: Double = at least 4-4 other suits;	Lo - X		interested		interested		
INT = natural; cue-bid = asking stop, can support other suits	SIGNALS IN ORDER OF PRIORITY						
VERSUS NT (versus Strong/Weak; Reopening; Passed Hand)		Partner's le		Declarer's lead	Discarding	SPECIAL BIDS THAT MA	AY REQUIRE DEFENSE
Multi-Landy :	1	Little = ence		Count	Little = encouraging		
Double= 4 card Major and 5 ⁺ card minor	Suit 2	After $K \rightarrow c$	count	Neutral			
2♣ = both Majors (at least 5-4; exceptional 4-4 if strong)	3					<u> </u>	
$2 \bullet = length\ Major\ (6^+\ card)$	1	Little = ence	ouraging	Count	Color = not encouraging		
$2 \checkmark / = 5$ card Major and 4^+ card minor;		NT 2 After $K \rightarrow count$ Neutral		Neutral			
2NT = both minors (at least 5-4)	3						
VERSUS PREEMTS (Doubles; Cue-bids; Jumps; NT bids)	Signals (including trui	mps):				
Natural	Classical	l italien signa	al] [
Double after $2 . / = . / $; Cue-bid after $2 . / = both minors$	Count aft	ter lead of the	King				
2NT = 16-18 HCP with stop – systems on (see 2NT opening)				DOUBLES			
Double after $2 \checkmark / = \text{other Maj } (3^+ \text{ card}) \& 12 + \text{HCP} \rightarrow \text{Lebensohl}$	DOUBLES						
> 2NT = either 0-8 HCP or 12^+ with 4 card other Maj \rightarrow Relay 3.	TAKEOU	UT DOUBLE	S (Style;	Responses, Red	ppening)	11	
→ 3 Cue = 12 ⁺ & 4c ♠/♥ & no stopper; 3 NT = same with stopper	In 2 nd seat 12-17HCP with other or both major						
\triangleright 3 colour = 8-11 HCP & 4 ⁺ card; after 2 ♥ → 3 ♠ = 5 ⁺ card	or strong 17+ HCP						
3 Cue = 12^+ HCP & both minors; 3NT = to play no 4c ♠/♥	In 4 th seat from (8)9 HCP with ideal distribution (balancing double)						
4 ♣/♦ = one-suiter, forcing and slamgoing						SPECIAL FORCING	PAS SEQUENCES
VERSUS ARTIFICIAL STRONG OPENINGS i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES					D0P1 - R0P1	
Natural	Negative double till 3.						
	Responsive double					1	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTAN	NT NOTES
	Lead directing double after any artificial bid by opponents				opponents	4 th suite forcing	
Redouble = (8)9+ HCP		<u> </u>	')		11		
New suit is natural (5+ card) and NON FORCING							

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OPENING	"X" IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU	DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1.		2		(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. Walsh Weak jump new suit (5+card and ≥ 16HP)	 After 1m − 1X − 1Y → 2♣ = limit bid or weak in D (dubble 2) − transfert for 2 ◆ 	Support and NT: natural.New suit on 2 or 3 NonF, 5cCuebid: forcing for one round
1♦		4		(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. Weak jump new suit $(5+card\ and\ \geq 16HP)$	transfer for $2 \checkmark$ $\Rightarrow 2 \checkmark = \text{game forcing;} \Rightarrow 3 \% / \checkmark / \% \text{ slamisable}$ $After 1min - 1Maj - 2NT$ $\Rightarrow 3 \% = Schon (3 \checkmark = 5cm, 3M = 3cM, 3M' = 4cM', 3NT = other)$	and asking partner to bid NT with stop. ➤ Double: all hands with more than 8+ HCP and which do not fit here above.
1♥/♠		5			INT=Forcing on I^{st} and 2d hand $2 \clubsuit, 2 \blacklozenge, 2 \blacktriangledown (on opening I \clubsuit) = game \ forcing \ 2NT=GF 3 \clubsuit = 9-10 \ HP, 4c; 3 \spadesuit = 6-8HP, 4c; 3M=0-5HP, 4c Double jump = splinter, fit and 11-13 HCP$	 After 1 ♥ - 1 ♠ - 1NT: → 2 ♣ = limit bid or weak in D (dubble 2) - transfert for 2 ♦ → 2 ♦ = game forcing; → 3 ♣ / ♦ / ♥ / ♠ slamisable IM - 1NT: → 2 ♣ = 12-17HP, 2c; 2 ♦ = 12-17HP, 4c; 2 ♠ (on opening 1 ♥) = 15-23HP; 2M = 12-14HP, 6c; 2NT = 15-17HP; 3M = 15-17HP, 6c; 4M = 12-14HP, longM; 3NT = 18-19HP After 1M-2 ♣, 2 ♠, 2 ♥ (on opening 1 ♠): → 2SA 15-17HP, balanced; next collor 15-17HP NON balanced (1C-2K-2C); 2M 12-14HP or 18-+HP, 6cM; 3NT 12-14HP, balanced; oder color 12-14HP or 18-+HP, bicolor or 18-+ balanced. 	
1NT				15-17 HCP Balanced	2♣ = Stayman (can be weak); 2♠, 2♠, 2♠, 2NT = transfers ♥, ♠, ♣ and ♠; After double opponents: systems still on After bid opponents: Rubensohl	Arr After 1NT - 2 - 2 Arr 2 Ar	1. Double = negative; 2. Suit 2-level = to play 3. 2NT through 3♥ = transfer (transfer suit opp = stayman) 4. 3♠/3NT = 9+ HP without/with stop; 1-2-3 not possible
2♣	X	0		Weak with 6 ◆ or 18-22HP bicolor or 20-21 HP balanced	2 ◆ = relay with all possible hands 2NT = forcing: → 3 ♣ :weak 8-10, 3D :weak 5-7, other: strong		
2 •	X	0		Weak with 6♥ or 18-22HP unicolor or 22-23HP balanced	2♥ = relay with all possible hands 2NT = forcing: → 3♣ :weak 8-10, 3M :weak 5-7, other: strong		
2♥	X	0		Weak with 6♠ 24-+HP	2♠ = relay with all possible hands 2NT = forcing: → 3♣ :weak 8-10, 3M :weak 5-7, other: strong		
2♠	X	7		Weak with 7♣			
2NT	X	7		Weak with 7 ♦			
3♣/♦/♥	X	5+5		Weak bicolor, the lower is named		HIGH LEVEL BIDD	ING

3♠	X	7	Weak with 7♠		
3NT	X	7	Gambling	4/5 ♣ = pass or correct	Splinter and cue bids
4♣/♦/♠	X	8	Weak with 8c		Roman Key Cards (with agreement): $41 - 30 - 2$ w/o trump Q - 2 with trump Q
4♥	X	7	Weak with 7♥		Roman Blackwood (without agreement): $41 - 30 - 2$ same colour $-2 \#$ colour

Version 1.1