

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div style="text-align: center;">  WBFC Convention Card </div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Maybe light (9+) with suitable shape in overcall or balancing seat		Lead	in Partner's Suit		Category i.e. Green
Reponses: Jump Raise = 3-8 HCP,	Suit	3rd/5th	3rd/5th		Country: SWITZERLAND
Cue-Bid = Forcing raise	NT	2nd/4th (xSxx; Sxx; HxS)	3rd/5th,		Event: Mixed Team
New Suit = Forcing	Subseq	Attitude			Players: CHRISTINE VINCENT - BACHAR ABOUCHANAB
	Other:	Remainer count, except on 1C opening, in P Suit Xxx if supported in NT			GREEN
In Balancing Position: Same					SYSTEM SUMMARY
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			GENERAL APPROACH AND STYLE	
2nd:15-17, 4th:10-13	Lead	Vs.Suit	Vs. NT		5+M (FORCING 1NT), Better minor,Resp. jump to 2♠ = 0-6hp; 2♥ = 5♠/4♥ = 4-9- H
2♠=STAY might be weak, 2x=Trf,2NT=trf ♦,	Ace	AK(H)(x+)	AKJ(x+);		2M= 5-4+ Mm; NV 1+3 seat PRE (down to 4 hp);
3♠=puppet Stay, 3♦=5/3 MM[Note 1]	King	AK	AKJ10 ; Unblock ; Count		wide-range overcalls (good at 2-level), INV fit jumps by passed hand;
	Queen	QJ10(x+);QJ9(x+);QJ(x+)	KQxx;QJ9(x+);		2 OVER 1 Responses: GF
Same in 4th	Jack	J10(x+);KJ10(x+);J10(9)x+;J10(8)x+;J10(7)x+;J10(6)x+;J10(5)x+;J10(4)x+;J10(3)x+;J10(2)x+;J10(1)x+			NEG DBL thru 4♣;
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109(+);K109(+);Q109(+);109(+)	A109(+);K109(+);Q109(+);109(+)		1NT Openings: 15-17, 2♠ RESPONSE = STAY, might be weak with 4414 or 4♣ 5m [Note 1]
1-Suit: 6-9HCP, 6cards, resp.new suit = F, except (1T) 2♣ =NAT	9	98x;9x	J98(x+);9xx;9x		
1M 3♠ = oM + 3♣; 1M 2M = oM+ ♣	Hi-x	Even	Even		
2-Suit: 1m- 2♦ = 5♥/5♣	Lo-x	Odd	Odd		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:2NT = 17-19 then system on (pupet stayman)	SIGNALS IN ORDER OF PRIORITY			2♠ opening = strong near game Force - any suit(s) any shape	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♦ Opening = Multi, weak in M or strong NT 22-23 [Note 2]
Direct Cue Bid = Michaels , except 1♣ 2♠=Natural;	Suit:1st	Hi=ENC		Hi=ENC	2M= 5-5 Mm; NV 1+3 seat PRE (down to 4 hp);
Jump Cuebid : ask for stopper to play 3NT; except 1♣ 3♣ = 55 ♦/♦	2nd	HI/lo=E	HI/lo=E	HI/lo=E	3NT Opening = BAD 4m PRE[Note 3]
Reopening:Same	3rd	S/P	HI/lo=E		2NT Overcall = two lower unbid suits
Non Vul vs Vul can be very light	NT: 1st	Lo=ENC		Lavinthal	Michalels Cue-Bid Except (1♦) 3♣ =PREEMPTIVE [Note 4]
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/lo=E	HI/lo=E	HI/lo=E	After 1NT (2M) 2NT = puppet to 3♣,3♦ = 5 oM, QBID=STAY. Same afert (2M) D (P) 2NT
VS Strong NT : D=5m-4M, 2♠= Stayman 2♦=any 6M,	3rd	S/P	HI/lo=E		Negative dobbles to 4♣
2M= 5M-4m, 2NT=any 5-4 minors	Signals (including Trumps): Suit preference/ Hi-Lo want of ruff				Namyats 1rst and 2nd 8+ tricks
Same in 4th	Smith : In NT and in suit :Small on declarer's Lead is ENC = interest in the lead's				
VS Weak NT	Ace's lead asks for attitude,kings'lead for count				In Competitive
Dble: Max of NT Opening, 2♠= STAY,2♥/♦/♣/3♣=Trf, 2 NT=minors	DOUBLES			2NT response after our balancing doubles = Lebenshol or Scrambling [Note 7]	
Same in 4th	TAKEOUT DOUBLES(Style;Responses;Reopening)				2NT GoodBad [Note 8]
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					1♥(X) 2♠ = Mixed raise 7-9, 1♣(X) 3♥ = Mixed raise 7-9
Take out doubles thru 4♣	Maybe light (9+) with suitable shape in overcall or balancing seat				(1X) 1♥(X) 2♠ = Mixed raise 7-9, (1X) 1♣(X) 3♥ = Mixed raise 7-9
2M 3M= minors	Offshape OK if (17)18+				SPECIAL FORCING PASS SEQUENCES
Over weak 2M:4♣=5♠/5M,4♦=5♦/5M Resp. : Nat.,Qbid =F	Responses : natural, cuebid=Forcing				In competitive at 4+ level
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Forcing pass when partner showed invitational hand
(1♠) D= Majors, 1NT Minor Other NAT	If 1NT - (D) is penalty then we play (RDL= PUPPET ♠ or ♦ ,2♠=STAY,other TRF) [In unclear situation we do not pass
(1♦) 2♦ = Both major system On	After (1x) 1NT (P) 2♠=Stay (garbage) 2x=Trf,2NT=trf ♦, 3♣=Puppet, 3♦=5/3 MM				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
If respond in trf : D=interv, 1 suit trfed= T/O , 2 suit trfed= NAT	Jump cue-bid response shows some solid suit, ask stopper				Double jump in new suit = PRE on m , FIT BID on M
2♠= 5♦/5 OM other Nat	1m (1♦) D = 4/5♥ may have 4♣ [Note 10]				Jump cuebid by opener = Splinter Raise
OVER OPPONENTS' TAKE OUT DOUBLE	1m (1♥) D = 4/5♠, 1m (1♥) 1♣ = no 4♣ [Note 10]				In comp responder's 2nd bid in a lower suit than his first is F at level 2 or 3. Otherwise 2NT Good Bad [Note 8]
1M (D) 1NT = TRF ♣ .2x =transfer or fit (7-9) + value in the suit transferred,	Responsive Dbl:After T/O Dbl thru 4♣				
direct raise (0-6) /2NT= 10-11 4 cards,Jump raise=0-6, fit 4 cards	Repeat same suit dble by neg doubler =Take Out				Psychics:Rare
1m (X) 3m PRE, 1m(X) 2NT INV					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4♣	11-21 HCP	Inverted minor raise 1♣ (pass) 2♥ CONENTION BESSIS 4-9- 5♣4♥ Weak Jump shift 3♣ PRE After passed hand: Fit Jump	4th suit=F 1; XYZ When no overcall reverses by opener forcing 1 R, Third suit =1 round Force	Jump Q-bid (level4 or 3♣) over overcall =SPL, cue-bid on overcall = Fit + F1, jump shift PRE over m After passed hand fit Jump
1♦		3	4♣	11-21 HCP	Same as above	As above	As above
1♥		5	4♣	11-21 HCP	1NT F1 2NT =INV+ with 4 trump support, [Note 11] 3NT=void ♠, 3♣ unknown splinter, 4♣ void, 4♦ void Double Check-back [Note 12] 3♣ unknown splinter-> 3NT@	Raises=8-10 HCP, Re-Raise = PRE, 1♥ (P) 3♥ = 3-7 S,4 trump support	After passed Hand: Fit Jump 1M 3M = INV no shrtness 1M 2NT = INV with shortness DRURY Fit
1♠		5	4♣	11-21 HCP	As for 1♥ 3NT=UNSHOWN SINGLETON ♠, 4♣ void, 4VOID♦, 4 void♥	As for 1♥	As for 1♥
1 NT			3NT	15-17 (semi) balanced	Garbage STAY, TRF,3♣, PUPPET STAY, 3♣ (5/3) MM,1NT 2nt = trf ♦	Over Stayman: rebids are Major invitational, minor forcing Smolen	D at LEVEL 3= values. D at level 2= T/O RBSHI/LEBENSCHOL
2♣	x			Artificial, strong -near Game FORCING, anysuit(s),any shape or	Any suit is a good suit = 6 cards with 2/3 or 3/5 top Honors	After 2/3NT Re-bid, Same for 2NT 2♣-2♦-2M-3♣(natural or min)- 3M NON FORCING	SUIT = GOOD SUIT
2♦	x		4♣	Weak in majors or strong in minor or 2NT 22-23 HPC	2M=P/C,2NT relay, 3m=NAT F, 3♥/♠=P/C natural F, 3♥/♠=pass or correct, 3NT= natural, 4♣ bid your suit in transfer, 4♦ bid your suit	After 2NT Re-bid, Same for 2NT	Natural
2♥		5	4♣	4-10 HPC, 5/4 M/m In 4th position 6 Cards 11-13 H	2♣ not forcing,2NT=relay,3♣pass or correct, 3♥ =Pre,any other suit = Natural and F 4♥ to play PRE or 15H	2♥-2NT:3♣/♦=min. with ♣/♦ 3♥/♠ max with ♣/♦	Natural
2♠		5	4♣	4-10 HPC, 5/4 M/m In 4th position 6 Cards 11-13 H	As for 2♥	As for 2♥	Natural
2 NT			4♣	20-21 HCP (semi-balanced)	Puppet Stayman Transfer.		
3♣		7/(6)		Nat Pre (solid style in 1st and 2nd red)	New Suit F1		
3♦		7/(6)		Same	Same		
3♥		7/(6)		Nat Pre	Same		
3♠		7/(6)		Nat Pre	Same		
3 NT	x	7		1rst, 2nd bad suit, 3rd solid suit	4♣ P/C ; 4♦ Asks for shortness	5 aces Blackwood 41-30 RKCB, cue bid, splinter	
4♣	x	8 (7)♥		1rst , 2 nd 8(+) tricks in ♥	asking bid	asking bid	
4♦	x	8 (7)♠		1rst , 2nd 8(+) tricks in ♠	asking bid	4NT (5x)-DEPO:P =024, D =Penalty, 5x+1= odd	
4♥		8/(7)♥		PRE		After 4 NT: 5 NT ask for King. We show our first King then asking bid	
4♠		8/(7)♠		PRE			
4NT	x			minors two-suiter			
5♣		9/(8)		PRE			
5♦		9/(8)		PRE			
5♥		9/(8)		PRE			
5♠		9/(8)		PRE			
5NT	x			minors two-suiter			

Note #	Description
Note 1	<p>2C = stayman might be weak with 4414 or 4S 5+C 2D,H,S, NT= Transfert 3C= Puppet stayman GFwith only 4 card M : answer 3D = no 5M, 3M= 5M, 3NT to play 3D = GF 5/3 ior 3/5 MM 3NT to play</p>
Note 2	<p>2D opening = 6M, 6-9 HCP or 22-23 bal special Bid : 2D (P) 2H (P) 2S (P) 3H = INV in H (same with spade) 2D (P) 2NT (P) 3C = min with H 3D = min withS 3H = MAX with S 3S= MAX with H</p>
Note 3	Hxxxxxxxx
Note 4	<p>6-10 HCP or 16+</p> <p>(1m) 2C =NAT (1m) 2D = 55 MM (1m) 2NT = 55 om H (1m) 2NT = 55 om H</p> <p>(1M) 2M = 55 C OM (1M) 2NT = 55 mm (1M) 3C = 55 D OM</p>
Note 5	<p>After 1NT (2x) 2NT = puppet to 3♣, other Transfer Inv+ , direct cue = stayman with stopper After 1NT (2M) 3D = 5OM GF</p> <p>1NT (2x) 3NT to play with stopper otherwise we bid first 2NT</p>

1NT (2x) 2NT (P)
3C (P) 3D = to play
Same system after (2M) D (P) 2NT

- Note 6
4C= 8+ Tricks in H, then 4D= bid H, 4H= toplay, Other asking bid.
4D= 8+ Tricks in S, then 4H= bid H, 4S= toplay, Other asking bid
4H = less than 8+ tricks = preemptive bid, terrible in first position non vul vs Vul
4S= same as above
- Note 7
In situation when partner double 2M, 2NT is lebensohl
when partner doubled after pass 2NT is scrambling (2 places to play)
- Note 8
1x (any) (P/X (any))
2NT= Competitive bid
3any = INV+

We play good bad only from opener hand and never in forced situation
- Note 9
If 1NT - (D) is penalty then we play Transfer (RDL= puppet to 2♣ to play club or Diamond
2C= Stayman, Other = TRF
- NOTE 10
1m (1♦) D = 4+ ♥ may have 4 ♠, RESP 1H=3CARDS, 2H= 4 CARDS, OTHER NAT
1m (1♦) 1♥ = 4♠+, RESP 1H=3CARDS, 2H= 4 CARDS, OTHER NAT
1m (1♥) D = 4+♠, 1m (1♥) 1♠ = no 4 ♠
- NOTE 11
1M (P) 2NT = 4 CARDS TRUMP 16+ THEN ALL BID AT 3 LEVEL = SINGL. 4M = MINIMUM HAND
- NOTE 12
AFTER 1X 1Y 1Z 2C = RELAY INVITATIONAL INITIATION, 2 D = RELAY GAME FORCING