DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (style, responses, 2/1, reopening)

All the overcalls are standard, also reopenng.

1NT OVERCALL (2nd, 4th, responses, reopening)

2nd and 4th position: 17-19 pts

Reopening: 9-13 pts

Responses as 1NT opening

JUMP OVERCALLS (style, responses, unusual NT)

- 1 ♣: 2 ♣ two-suiters ♥/♠, 2 ♦ weak with 6 ♦, 2NT two-suit. ♥/♦
- 1 ♦: 2 ♦ two-suiters ♥/♠, 2NT two-suiters ♥/♣
- 1 ♥: 2 ♥ two-suiters ♠/♣, 2NT two-suit. ♣/♦, 3♣ two-suit. ♠/♦
- 1 ♠: 2 ♠ two-suiters ♥/♣, 2NT two-suit. ♣/♦, 3 ♣ two-suit. ♥/♦ All the other jump overcalls are weak.

VS. NT (strong/weak, reopening)

NT strong - double: 1 major 4^{th} and 1 minor 5^{th} , $2 \clubsuit$ Landy, $2 \spadesuit$: 1 major 6^{th} , $2 \checkmark / \spadesuit$: $5 \checkmark / \spadesuit$ and 1 minor

2NT: two-suiters ♣/♦, others overcalls are natural.

Reopening, , double: minimum $3 \sqrt[4]{4}$ and a minor singleton or $4\sqrt[4]{4}$, $2\sqrt[4]{4}$ landy, $2\sqrt[4]{13}$ pts with $5\sqrt[4]{4}$ - after pass: $5\sqrt[4]{4}$ and 1 major 4^{th} , $2\sqrt[4]{4}$ natural, 2NT: two-suiters $\sqrt[4]{4}$

NT weak - double: 13^+ pts, $2 \clubsuit$ Landy, $2 \spadesuit$ 1 major 6^{th} or $5 \spadesuit$ and 1 minor, $2 \checkmark / \spadesuit$: $4 \checkmark / \spadesuit$ and 1 minor, 2NT 17-19 pts, transfer through $3 \clubsuit$

Reopening: same

VS. PREEMPTS

Over the preempts, takeout double and NT overcalls are natural.

Over 2♥/2♠ weak : cue-bid strong suit ♣/♦ or two-suit. ♣/♦,

4♣/4 • reverse two-suiters

- 3♣/♦- 4♦: two-suiters ♥/♠
- 3♣/♦- 4♣: two-suiters ♦/♣ and 1 major

Over $3 \checkmark /3 \land$: cue-bid two-suiters \land / \checkmark and 1 minor

		LEADS A		INALS			
OPENING	LEA	DS STYLE					
		Lead		In	In Partner's Suit		
Suit		Even-odd		Even-od	Even-odd		
NT		4 th best		Even-od	Even-odd except *		
Subsequent					Even-odd		
LEADS							
Lead		Vs. Suit			Vs. NT		
Ace	Ak	AKx(x), AKJ(x),Ax			AKx(x), AQ(x), Ax		
King	Ak	AK,KQxx,K(x)			AKJ10(x), KQ10(x)		
Queen	QJ	QJ(x), Qx			AQJx,KQx,QJ10x,QJ9x		
Jack	,J1	,J10(x), Jx			,J10(x), Jx		
10	KJ	KJ10(x),109(x)			AJ10(x),KJ10(x),109(x)		
9	K1	K109(x), Q109(x),9(x)			K109(x), Q109(x),9(x)		
Hi-X	Ev	Even			Weak in the color		
Low-X	Od	Odd		Intere	Interesting		
SIGNALS I	IN O	RDER OF	PRIOR	ITY			
	Pa	Partner's Lead Declarer'		r's Lead	Discarding		
Color:1st	Hi	gh-low : even	High-low: even		High-low: even		
and 2 ^{sd}		High : Enc.	or High : Enc.		or High: Enc		
3 th	Pré	éférence	Préférence		Préférence		
NT:1st			: even High-low				
and 2sd	or	High : Enc.	or High	= Enc.	or High = Enc.		
3 th	La	vinthal	Lavinthal		Lavinthal		

DOUBLES

Trump:

All overcall doubles are takeout.

After overcall, negative doubles through level 4

- 1 **.** - 1 **.** - 1 **.** - 1 **.** - 1 **.** - 1 **.** - 1 **.** - 1 **.** - 1 **.** without major

High-low = odd

- 1m-1♥-x: 4♠+, 1m-1♥-1♠: without 4♠

OVER OPPONENTS T/O DOUBLE

1m - x - 3/4 - /// natural preempt

1M - x : transfer through 2M, $3 - \sqrt{\bullet} / \bullet / \bullet / \bullet$ natural preempt,

4♣/♦ natural with fit

1m/M - x - 2SA: fit forcing

1M - x - 3SA: fit, strong in the other major

WBF CONVENTION CARD

Philippe Soulet - Hervé Vinciguerra

	SYSTEM SUMMARY	
GENERAL A	APPROACH AND STYLE	

Major 5 th - 1♦	with 4 🔷	except 4♥4♠	
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1NT: 15-17 pts

2. game forcing or 22-23 pts balanced

2 ♦ : strong or weak with ♥

2♥: strong or weak with ♠

2♠: weak with 5♠ and a minor

3 - / / / / /: natural preempt

4♣/♦ : natural preempt

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3SA : solid suit ♥ or ♠ in 1st and 2st seat

4SA: solid suit ♣ or ♦ in 1st, 2st seat and 4st seat; two-suiters ♣/♦ in 3st seat

NV

				0	PENING DESCRITION		
Opening	Tick if artificial	Min no. of cards	Double	Description	Responses	Subsequent action	Passed hand bidding
1♣ /1♦		3	Negative through 4♠	1 ♦ with 4 ♦ unless 4 ♥ 4 ♠, 11-20 pts	1 ♣-2 ♦ : 4 ♣ † game forcing without major 1 ♦-3 ♣ : color 6/7 th not forcing 2 ♥ : 5 ♣ 4 ♥ 5-8 pts 1 ♣/ ♦-2 ♠ : 5 ♣/ ♦ 9 † pts and more	- 1♣: transfer responses - 1m-2 √/2♠: 2NT relay forcing - 1m-1M-2NT: transfer development - splinters	1 * -2 * : fit forcing with 5 * ⁺ 4 • 1 • -3 * : fit forcing with 4 * ⁺ 5 • 2 v : 5 v 4 * / • non forcing 2 • : 5 • 4 * / • non forcing
1♥/1♠		5	Negative through 4♠	5 √ /5♠, 10 ⁺ -20 ⁻ pts	1 • -2 • : 10 ⁺ -15 pts with 3 • and 4 • ⁺ 1 • / • -2NT : 13 pts ⁺ with 4 • 1 • / • -3 • : 10 ⁺ -15 pts balanced with 3 • / • 1 • / • -3 • : 9 ⁺ -13 pts balanced with 4 • / • 3 • / 3 • : color 6/7 th forcing 3NT/4 • 4 • : splinters	- over 1 v-1 à-2NT, 1 v-1NT-2NT, 1 à-1NT-2NT : transfer development - over 1 v-2 à : 2NT relay forcing - over 1 v-1 à-1NT : relay to 2 */2 v	Drury 2NT : fit 4 th with 1 singleton Jump shift 3NT/4♣/4♦ : splinters
1NT		-	Negative through 4♣	Balanced, 15-17 pts	2♣/3♣: stayman, puppet stayman 2♠/♥: transfer ♥/♠,3♠/♥:5♥/♠+ strong 2♠: transfer ♣ or 2NT natural, 2NT: transfer ♠ 3♠: transfer 3NT, 4♣/4♠: transfer ♥/♠ 4♥/♠: 5422 minor	Sequence: 2NT-3 ♦ -3NT: - 4x: 5431 minor 14-16 pts - 4NT: 4 . 4 ♦ with 15-17 pts - 5SA: 4 . 4 ♦ with 18-19 pts	
2*	X	-	Negative through 4♠	Game forcing or 22-23 pts balanced	2♦ : relay	2*-2 ◆-2SA and 2*-2 ◆-2 ▼-2 A-2SA : same development as 2SA	
2♦	X	-	Negative through 4♠	Strong or weak with ♥	2♥: not forcing 2NT: forcing with 15 ⁺ pts	·	
2♥	X	-	Negative through 4♠	Strong or weak with *	2♠: not forcing 2NT: forcing with 15 ⁺ pts		
2.		6	Penalty	Weak with 5♠4m	2SA : relais forcing		
2NT	Х	-	Penalty	20-21 pts balanced	3♣: stayman with 4♥ et 4♠ 3♦/♥: transfer ♥/♠ with 4 cards 3♠/♣: transfer ♣/♦ 4♦: 5♥/5♠ 4♥/♠: 5422 minor		
3x	X	7	Penalty	Natural			
	X	7	Penalty	Solid suit ♥/♠ in 1 st and 2 ^{sd} position			
4♣/♦/♥/♠		7	Penalty	Natural			
	X	8	Penalty	Solid suit ♣/♦ in 1 st and 2 ^{sd} position			
5 . 4/5 ♦		8	Penalty	Natural			

HIGH LEVEL BIDDING

Blackwood 41/30
Blackwood 5 keys when trump is know
Exclusion Blackwood