OVERCALLS [AND REOPENINGS]

SUIT BIDS

1 in suit : natural, wide range

2♣ : (4)5Am+4♥ (over minor) / 5♣+4♠ (over ♥) / 54+ ♣♥ (over ♠)

2♦ : 5♥+4♠ (over minor) / 5♦+4♠ (over ♥) / 54+ ♦♥ (over ♠)

In all cases : cue general force

Over major : fit-showing jumps

[R/O : 1st step over minor may be light T/O]

NT OVERCALLS

1NT over major : 5+ in minor suit ; stopper ; opening values

1NT over minor : (4)5Am + 4♠

[R/O 1NT over major : natural, 12-15, possibly less with long minor]

2NT direct seat : 55 lowest unbid suits, sound

2NT R/O : 18-20

JUMP OVERCALLS

2-bids NV : weak, very aggressive

2-bids V [or R/O]: opening values, 6 cards [exc.1♦-p-p-2♥ poss. 5]

[exc. 1♣-2♦=5♥+4♠] [R/O 3m over 1M = minors]

3-bids : weak ATV

CUE-BIDS

Over minor : see 'suit bids'

Over major : sound overcall in a minor, no stopper

Jump : asks stopper

OVER 1NT **[over weak NT by unpassed hand]**

Dbl = 4♠ + 5 any ; or 6 ♠ [14+ balanced, 16+ unbalanced]

2♣ = 4♥ + 5 any ; or 6♥

2♦ natural [4♠ + 5 any ; or 6 ♠]

2M = 5+M and 4+ minor

2NT = minors

OVER PREEMPTS

Weak 2 : 2NT = long minor ; 3m = m + AM ; Dbl includes NT type

5-card weak 2 : optional double ; 2NT = long m or Str ; 3m = m+AM

Multi : Dbl = long major ; 2M = T/O of OM (NF) ; 2NT = minors

OVER artificial 1♣

If strong ♣ : Dbl = 5-card M ; 1♦ = majors ; 1M Canapé ;

1NT = long minor ; 2m = Canapé into major, light ; 2M weak

If other (e.g. Polish) : same, but 1♦ = takeout

CHANGES OVER TAKEOUT DOUBLE OF OUR OPENING

1m-Dbl-Rdbl = weak with long suit

1M-Dbl-Rdbl strong ; 2♣/2NT = 3 / 4-cd constructive raise

1♦-Dbl-1♥ = 5-6 HCP

LEADS AND SIGNALS

GENERAL LEADING STYLE

	Plain suit	Partner's suit
Leads	Count, attitude	More count than attitude
Subsequent	More attitude than count	More count than attitude

Other :

SPECIFIC LEADS

Card	Meaning vs. suit (reaction)	Meaning vs. NT (reaction)
A	AK (direct signal) / Horton	AK (direct signal)
K	AK KQJ (count)	KQJ KQ10 AKJ (unblock)
Q	KQ QJ10 QJ9 (direct signal)	KQ QJ (direct signal)
J	QJ J109 J108 (direct signal)	(H)J10 (direct signal)
10	J10 1098	(H)109
9	109 TON	
Hi-lo	Even	
Lo-hi	Odd	

SIGNALS

	Partner's lead	Declarer's lead	Discarding
1	High encourages	Standard count	Odd encourages
2	Standard count	Smith (see below)	Lavinthal
3		Lavinthal	Standard count

Other : Asymmetric Smith signal (high encourages in partner's suit or discourages in own suit)

DOUBLES AND REDOUBLES

TAKEOUT DOUBLE

11+ with the right shape ; 16+ free

No light R/O doubles (1♣ p p 1♦ and 1♦ p p 1♥ include light T/O)

SPECIAL DOUBLES AND REDOUBLES

Most low-level doubles are for T/O (sputnik, responsive, max. overcall)

exceptions : after opening 2♣, 2M, redoubling 1M, a strong relay, after 1NT-Dbl-pass or 1NT-Transfer overcall-Dbl

Rosenkranz Dbl (over cue) / Rdbl

Many cases of 'selfish Rdbl' (long own suit), over ambiguous bids or preempts

W.B.F. CONVENTION CARD

CATEGORY : Red

NAMES : To be named
GOTTCHEINER Alain B1166

GENERAL APPROACH

Strong diamond 18+

1♣ catchall 11-17

Weak NT ATV

Aggressive competitive bidding

Many relays

FREQUENT OPENINGS AND OVERCALLS NECESSITING DEFENSIVE AGREEMENT

1♣ 11-17 HCP catchall w/o 5-cd major ; Transfer responses

1♦ 18+ HCP any pattern

1NT 10/13 (NV) ; 12/14(15) (V)

2♣ 10-13 HCP 54+ minors or 1-4-4-4

2♦ Multi (weak ♥ / ♠ only)

2♥ 10-13 HCP 4♥ and 5+ minor (usually not 3♠)

2♠ 6-11 HCP 5♠ and 4+ minor

4♣/♦ Namyats (also as overcall of minor or NT and as answers to 1♣)

2-suited overcalls (see overcalls section)

Special defenses may be devised vs. complex opening bids (please ask)

OTHERS

General « limit » style, competitive or not (what can reasonably be nonforcing, is)

Commitment principle : when raised and committed to level L, pass in competition is more encouraging than L

Many fit-showing jumps (and nonjumps in competition or by PH)

After relay bidding : 4♣ initiates BW ; 4♦ initiates S/O ; 4M / 5m encouraging !!!

PSYCHICS no (but possible wild preempts and overcalls)

OPENING BID	ARTIFICIAL ?	MIN. CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	DEVELOPEMENTS	COMPETITIVE BIDDING
1♣	X		1♠ Also over 3 any	11-17(18)HCP Catchall, no 5-card major Includes balanced 14-17 NV Includes balanced 15-17 V	1♦/♥ Transfers 1♠ = no major 1NT G/F, 5+♦ ; 2♣ G/F, 5+♣ 2♦ : 55 minors NF ; 2M : very weak 3m : good suit and out	Over Trf : completion = 3 cards 1NT 14-17, possible singleton 2NT = 55 minors 3M / jump AM = strong raise + ♣/♦ (after Dbl : Rdbl = 3 cds, no stopper) Over 1♠ : 1NT 14-17 nat ; 2NT 14-17 54+m Over 1NT/2♣ : other minor relay 14+	Dbl … Rdbl weak, long suit 1♦ … system on (2♦ 55 majors) 1♥ … Dbl = 4+♠ ; 1♠ denies 4 1♠ … 2♣ 8-10, no other bid Nonforcing free bids at lvl 2 2x … optional double, 1st step in suit : NF T/O
1♦	X		No (option)	18+ HCP any pattern (deviations very rare)	1♥ : negative 0 to moderate 6 HCP 1♠ : at least good 10 HCP 1NT 6+ ; long ♠ / both majors / 4333 / 3-suited 2♣ 6-10 4+♦ ; 2♦ 6-10 4+♥ ; 2♥ 6-10 both minors 2♠ 6-10 5+♣ no other suit ; 2NT&+ 6-10 ♣+♠	Over 1♥ : 1♠ = 4+ unbalanced ; 1NT/2y nat ; 2♠ = 4+♥ G/F ; 2NT+3m = G/F Complete relays over positive responses	Dbl … Rdbl weak, long suit 1♥ 5-6 Suit : transfers, optional Dbl, Cue & 2NT (jump) 2-suited
1♥		8	4♦	11-17(18) HCP	2♣ 10+, natural or NT or raise 2NT G/F raise (3♣ = extra values ; 3♦ = no short ; 3♥/♠/NT = short ♣/♦/M) Jump = raise + suit ; 3♠ = any splinter	2♦ over 2♣ : waiting (denies 6♥)	Dbl … 2♣/NT contructive raises
1♠		5	4♦	11-17 HCP	Same (3NT = any splinter)	2♦ over 2♣ : waiting (denies 6♠ or 4♥)	Dbl … 2♣/NT contructive raises
1NT			3♠	10-13 HCP NV, 12-14(15) V 5M, 5422, 6m322 allowed 22(45) systemic	2♣ relay 2♦ shows 4+♠, G/T or better (occ. 5♥/4♠ weak) 2NT weak with ♣ or strong with ♦ 2M/3♦ to play ; 3♣/♥/♠ G/F	Over 2♣: 2♦ denies 4♥ (then 2♥ = 5+, G/T+ 2♠ G/F relay) Over 2♥ : 2♠ denies 4♠ (then 2♠ = 5+, G/T+)	Rubensohl Over X : XX = long suit, Wk/Str 2♣ SOS, 2♦ SOS W/O♣ 2M mildly encouraging
2♣	X	4	No	10-13 HCP 54+ minors or 1444	2♦ relay ; 2♥/♠ NF ; 2NT G/T with ♠		
2♦	X	0	3♠	Multi (weak 2 only)(4th : 10-12)	2♥ or 3M P/C ; 2♠ strong relay ; 2NT = long ♠ 3M = P/C ; 4m Rosenberg		
2♥	X	4	No	10-13 HCP 4♥ and 5+ minor	2♠ strong relay ; 2NT = long ♠ 3♣ : P/C ; 3♦ = limit raise		
2♠	X	5	No	6-10(11) HCP (4th : 10-12) 5♠ and 5+ minor	2NT strong relay ; 3♣ : P/C 3♦ Trf ; 3♥ = limit raise		
2NT			No	(21)22-23 (semi-)balanced	Mexican Puppet ; Transfers ; 3♠ for minors	**Slam bidding**	
3 any		6		Preempt ATV	Common sense Over Dbl : Rdbl = long own suit	5-key BW after major raise (6-key over 55 or fit-jump) or over/by strong suit 5-key suitwood after minor raise or relay and minor (4NT 5-key if unavailable) **Polish S/O (4♦) and encouraging 4M / 5m after relays and no agreed suit** Cue-bids (1st-2nd mixed, occ. Q in partner's suit), some splinters, last train "serious" 3NT over G/F raise to 3M (3NT better than 4-bid) Wide use of commitment principle in competition	
3NT				Gambling ; outside values V			
4♣,♦	X			Namyats (4-5 controls)	1st step relay (asks outside Ace)		
4♥,♠		7		Preempt ATV			
4NT	X			Freak in minors ATV			