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

1♣-Dbl-Rdbl : weak, long own suit ; 1♦ = 9+ ; else unchanged

1♦-Dbl-Rdbl : weak, long own suit ; 1♥ = 5+ ; 2♦ = raise of both M

1M-Dbl- 2♣ = constructive 4+ raise
2x-Dbl-Rdbl = long own suit

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♥ includes 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-Trf O/C-Dbl, and by 1M opener

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 : PIRET Gilles B7069
GOTTCHEINER Alain B1166

GENERAL APPROACH

2-tiered system

1♣ and 1♦ forcing, (13)14+ HCP

Other openings strictly limited, including weak NT and Canapé in the majors

Aggressive competitive bidding

Many relays

FREQUENT OPENINGS AND OVERCALLS NECESSITING DEFENSIVE AGREEMENT

1♣ (13)14+ HCP, F1, no 5-c major unless 5332
Responses : 1 ♦ Wk / Str ; others NF

1♦ (13)14+ HCP, some 5-card major ; or 22-23 NT (1♥ asks)

1♥/♠ min. rule 19, max. 13 HCP ; 3-4 cards, Canapé style, relays

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

2♣ 10-14 HCP, at most 22 majors

2♦ weak ♥ / ♠ (often 5 cards NV)

2♥/♠ min. rule 19, max. 13 HCP, 5+ cards, little interest in OM

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

2-suited overcalls (see overcalls section)

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

OTHERS

General « limit » style, competitive or not

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 some wild preempts and overcalls)

OPENING BID	ARTIFICIAL ?	MIN. CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	DEVELOPEMENTS	COMPETITIVE BIDDING
1♣	X	0	1♠ (opt. lvl 2)	(13)14+ HCP 1-round force, unlimited No 5-c major except 5332	1♦ relay 0-4 or 9+ HCP 1♥/♠/NT/2♣/♦ natural (4)5-8 HCP NF 2M 0-5 HCP 6 cds ; 3♣ 55 m 5-8 ; 3♦ 55M 6-8 2NT = 0-3 HCP 7-cd minor ; or solid minor	1♣-1♦-1M 13-22 HCP ; 1NT 14-21 (15-21 V) 2m 13-20 ; 3m Acol ; 2SA strong 54+ minors 2♥ artif G/F ; 2♠ 4 cards + minor(s) G/F Over 1M : 2♣ relay	Over Dbl : 1♦ 9+, else unchanged Over 1♦ : Dbl 9+, else unchanged Over 1M : suit NF, jump suit G/F, Dbl 7+, Cue & 2NT = 55 Over 2x : Opt Dbl + Rubensohl Over artificial : please ask
1♦	X	0	4♦	- 13+ HCP 5+♠ - (13)14+ HCP 5+♥ - 22-23 NT	1♥ neutral relay 1♠, 2x natural weak ; 1NT 5+♥ 3-8 HCP 2NT 0-4 HCP 7-cd minor ; 3♣ = 8-10 HCP 55+m 3♦ / NT 55 majors 3-5 / 6-8 HCP	Over 1♥: 1♠ = 5 ♠, 1NT = 5♥ 2♣/♦/♥ = near-G/F with 5♥/5♠/5♠4♥ 2♠ = G/F, 5+♠ ; 3x = G/F, 5+♥ 2NT = bal 22-23 (Romex, Transfers)	T/O double Rubensohl style Over artificial : please ask
1♥		3	4♦	Min. according to rule of 19 Max. 13 HCP 3-4 cards, Canapé style (5 cards possible with 5+♠)	1♠ = 3+ cards ; 1NT denies 3♠ (NF) 2♣ game forcing relay 2♦ weak raise or various G/T types 2♥ limit raise ; 2NT G/F raise ; fit-jumps	1♥-1♠-1NT = 3-4 ♠ (if 3, then 5+ minor) 1♥-1♠-2♥ = 3361, 3316 1♥-1♠-2NT = strong ♠ raise 1♥-1NT-2♥ = 55 majors	Over Dbl : 2♣ = sound raise Else : natural, Rubensohl style
1♠		3	4♦	Min. according to rule of 19 Max. 13 HCP 3-4 cards, Canapé style (5 cards possible with 6♥)	1NT relay ; 2♣ game forcing relay 2♦ S/O ♥ or various G/T types ; 2♥ G/T, 5+ cards 2NT G/F raise ; fit-jumps	1♠-1NT-2♠ = 56 majors	Same
1NT			3♠	10-13 HCP NV, 12-14(15) V 5M, 5422, 6m322 allowed 22(45) systemic	2♣ relay (only weak case : 3+♥/5♦) 2♦ shows 4+♠, G/T or better (occ. 5♥/4♠ weak) 2NT weak with long ♣ or strong with 5+♦ 2M/3♦ to play ; 3♣/♥/♠ G/F	Some relays 2♣-2♦-2♥ and 2♦-2♥-2♠ = 5 cards, G/T +	Rubensohl Over X : XX = long suit, Wk/Str 2♣ SOS, 2♦ SOS W/O♣ 2M mildly encouraging
2♣ 1/2/3	X	2	3♠	Max. 22 majors 10-14 HCP if 55 minors 10-12(13) HCP if 6-c minor	2♥ relay (not necessarily strong) 2♠/3♣ mild G/T with ♦/♣ ; 2NT natural G/T Higher in minor = P/C	Over 2♥ : 2♠ = 55, 2 NT = 7+m, 3m = 6m and 3+Am	2NT over 2M = play your minor
2♦ 1/2/3	X	0	3♠	V and/or 2nd : 6M 6-9 HCP NV 1st or 3rd : 6M or 5M/4m (may be broken NV vs V)	**May be dropped randomly** 2♥ P/C ; 2♠ relay ; 2NT G/T with long ♠ 3M P/C ; 4♣ requests transfer ; 4♦ asks major	Over 2♠ : 2NT = 4+♦ ; 3♣ = 4+ (+ either M) 3♦/♥ min 6 ♠/♥ ; 3♠/NT max 6 ♠/♥	Over Dbl : pass = 4+♦ Rdbl = long own suit
2♣/♦ 4th		6	No	11-14 HCP 6+ cards	Common sense		
2♥/♠		5	No	Min. according to rule of 19 Max. 13 HCP 5+ cards ; no interest AM	2♥-2♠ ; 2♠-2NT = strong relay 2♥-2NT = G/T, long ♠ 3m natural G/T	2♥-2♠-2NT = 4m ; 3m = 5 cards 2M-relay-3AM = 6M and maximum	Over Dbl : Rdbl = long own suit
2NT				55+ minors ; 15-17 HCP or G/F	3♥ relay	**SLAM BIDDING**	
3 any				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) Special BW if partner denied 11 HCP (0 / 1 / 1+ / 2 / 2+) **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			