DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Natural

Responses : 1/1 F1 ; 2/1 NF ; 2/2 F1

IN BAL. POS. : 8-14H

Responses : same as above

TAKE-OUT DOUBLE - General style : 12+, short in the opp's suit or 16H+, any

IN BAL. POS : 8+ if short in the opp's suit, 15+ any

Responses :

1NT OVERCALL	Responses
15+/18H, bal.	Same as on opening
IN BAL. POS. : 10/14H, bal	Same as on opening

JUMP OVERCALL	WEAK	INTERM	STRONG	BICOL
Vul	x			X
Non Vul	x			X

2-suiters : precised michaels

DIRECT CUE-BID : 1♣ - 2♣ : natural / 1♦ - 2♦ : 5♠5♥

1M – 2M : 5M'+5♣

Responses :

VS NT :

Strg 1NT :
X : ♣ or both M ; 2♣: ♦; 2♦ : 1M-suiter ; 2♥/2♠ : 5M, 4m+ ; 2NT : 5/5m+

Weak NT :
X : Penalty
2♣ : landy

VS PREEMPTS

VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS

VS strong 1♣ :
X : 5♥+ ; 1♦ : 5♠+ ; 1♥ : 4♥ + m ; 1♠ : 4♠ + m ;
1NT : minors ; 2x : Nat weak

OVER OPPONENT' TAKE-OUT-DOUBLE

nat

LEADS AND SIGNALS

OPENINGS LEADS

SUIT	count	K asks count
NT	4th best	K asks to unblock

SUBSEQUENT LEADS : Standard count

	vs notrump	vs suit contracts
Ace	Ask for Encouraging signal	Same as NT
King	Ask to unblock	Ask count (Stdr cont)
Queen	Ask for Encouraging signal	Same as NT
Jack	From (H)JT(xx)	Same as NT
Ten	From (H)T9(xx)	Same as NT
High	Discouraging	Even nbr of cards in the suit
Low	Encouraging, 4th best of the suit	Odd nbr of cards in the suit

SIGNAL WHEN FOLLOWING OR DISCARDING

1 = odd numbers of cards	D = discouraging
2 = even numbers of cards	E = encouraging
[ ] = when rarely used	S = suit preference

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	2	1		
	On declarer's lead	2	1		
	Discarding	S	S		
NT	On partner's lead	2	1		
	On declarer's lead	2	1		
	Discarding	S	S		

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
Suit preference	Opening lead is 3rd/5th on partner known length
	Smith with low cards

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

- Support X
- When a ctrl is X, then XX shows 1st round ctrl and a bid shows 2nd round ctrl

SPECIAL FORCING PASS SEQUENCES

WBF CONVENTION CARD

SYSTEM STYLE
Natural GREEN

PERRON 5
DIVISION 2A

Guiot Benoit	Rosu Michaël
4881	72172

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Major by 5
1NT : 15/17
2/1 game forcing

OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS		DESCRIPTION
OP.1	2♣	Can be weak with ♦ (or GF, see descript°)
OP.2	2♦	Can be weak with ♥/♠ (see descript°)
OP.3	1M 2♣	Can be short ♣ with M-fit
OP.4	1M 2M	8-10 HCP
OP.5	1M 1NT	Might be 3+M 7-HCP
OP.6		
OP.7		
OP.8		

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 Rubensohl when opp overcalls on our 1NT opening

CB.2

CB.3 .

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
[quote under those brackets are out of system but might usually happens]

Psychics: Rare but possible; With balanced hands and for tactical reasons, we can open 1♣ and 1♦ whatever the holding in each minor suit.

OPENING	MIN. No. OF CARDS	TICK IF ARTIFICIAL	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Modif. over competition and with passed partner
1 ♣	2		4♥	12[10]H+	Inverted raise. i.e. :2♣-fit, invitational+ 3♣ preemptish		
					2♥/♠: 6 cards, 7/10H, nice suit	2NT relay	
1 ♦	4[2]		4♥	12[10]H+	2♦: inverted raise		
					2♥/2♠ : see 1♣		
1 ♥	5[4]		4♦	12[10]H+	2♣ : drury (even on 1st and 2nd hand oppenings)	Gazzilli rebid	
					2♦ : GF		
					2♥ : 8–10 HCP		
					2NT : ♥-fit (3 cards), GF	3♣ : 12-14 with a short suit / 3♦ : 12-14 no short. 3♥ : 15-17, any / 3♠ : 18+ with a short suit 3NT : 18+ no short / 4x : 5/5, 12-14	
					3♣ : ♥-fit (4 cards+), GF	Same as 2NT response except 3♦ : 12-14 ANY	
					3♦/3♥ : 4♥+, 7-10 / 3-6		
1 ♠	5[4]		4♦	12[10]H+	2♣/ 2NT / 3♣ / 3♦ / 4♣ / 4♦ : same as on 1♥	See 1♥	
1NT			-	15[14]/17[18]H, bal	2♣ : stayman (can be weak)	1NT - 2♣ - 2♦ - 2♥ : weak with 4/4M+	
					2♦/ 2♥/ 2NT/3♣ trsfr; / 2♠ range query 4♦: Majors		
2 ♣		X	-	Multi : Weak with ♦ or strong	2♦ : NF relay / 2NT : relay 3♦ : Preempt		
2 ♦		X	-	Multi: Weak with ♥/♠ or GF any	2♥ : non forcing relay / 2NT forcing relay		
2♥	4		-	Ekren : Both majors weak	2NT : forcing relay		
2♠	5[4]			Muiderberg : 5♠/4+m	2NT : forcing relay / 3♣= pass or correct		
2NT			-		3♣ puppet		
3X	7(6)			Preempt		SLAM APPROACH AND CONVENTIONS	
3NT	7/8	X	-	Gambling minor [or major]		RKCB, exclusion BW, ctrls	
4X	8			Preempt.			