



DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD																			
OVERCALLS – General style SOUND 5 cards suit					OPENINGS LEADS						<table border="1"> <tr> <th colspan="3">SYSTEM STYLE</th> <td rowspan="4">OPEN</td> </tr> <tr> <td>Natural —</td> <td>GREEN</td> <td></td> </tr> <tr> <td>Strong Club —</td> <td>BLUE</td> <td></td> </tr> <tr> <td>Artificial —</td> <td>RED</td> <td></td> </tr> <tr> <td>Highly Unusual —</td> <td>YELLOW</td> <td></td> <td></td> </tr> </table>			SYSTEM STYLE			OPEN	Natural —	GREEN		Strong Club —	BLUE		Artificial —	RED		Highly Unusual —	YELLOW		
SYSTEM STYLE			OPEN																											
Natural —	GREEN																													
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Highly Unusual —	YELLOW																													
Responses NATURAL					SUIT		4 <sup>e</sup> best																							
Cue = Fit					NT		4 <sup>e</sup> best																							
Jump cue = 4 cards Fit					REVERSE COUNT																									
Responses																														
TAKE-OUT DOUBLE – General style Opening. Nat																														
Response 0/7 natural 8/10 jump 11 cue																														
1 NT positif																														
After weak 2 openings response : 2 NT weak color 8/10 pts Cue = 11 pts																														
INT OVERCALL					Responses																									
2 <sup>nd</sup> pos. 15/18 pts		Same as opening																												
4 <sup>th</sup> pos 10/14 pts																														
JUMP OVERCALL					SIGNAL WHEN FOLLOWING OR DISCARDING																									
WEAK		INTERM		STRONG		BICOL		1 = odd numbers of cards			D = discouraging																			
								2 = even numbers of cards			E = encouraging																			
Responses								[ ] = when rarely used			S = suit preference																			
UNUSUAL					SUIT		CARDS		HIGH	LOW	ODD	EVEN	OPENINGS		DESCRIPTION															
Responses					On partner's lead		D		E				1 ♣	11-23 any distribution																
DIRECT CUE-BID STYLE 5♠+ 5X					On declarer's lead		1		2				1 NT	15-17																
					Discarding							2 ♣	Forcing game																	
Responses VS NT					On partner's lead		D		E				2 ♦	Weak ♥ or ♠ 6 cards																
2♣ Landy 2♦ multi 6♠ or ♥		Responses			On declarer's lead		1		2				2 ♥ or ♠	Weak 5 cards + 5 <sup>+</sup> m																
2♥ = 5♥ + 4 m 2♠ = 5♠ + 4 m					Discarding								2 NT	Weak 2 minors suits																
Double at least same range as opener					LAVINTHAL			Smith4s with low cards in NT																						
After pass double = 1 minor suit											SPECIAL FORCING PASS SEQUENCES																			
VS PREEMPTS											2 NT = F1 opposite 6 <sup>+</sup> suit																			
Over weak 2 M Cue = 2 m suit					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES						Escaping from 1 NT double by transfert																			
4♣ = ♠+ O.M. 4♦ = ♦+ O.M.					1 NT double = points						1 m 1 NT 2♣ = ask major																			
					1 m 1♦ double = 4♥						after 1♥ or ♠ double transfert 1 NT = ♣ 2♣ = ♦																			
					1 m 1♥ double = 4♠																									
OVER OPPONENT' TAKE-OUT-DOUBLE											IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																			
New suit 1 level = forcing 2 level or more = non forcing																														

