

DEFENSIVE AND COMETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

Nat, sound (but may be rarely 4 cards)
 Shift: F (don't promise rebid) Jump shift: Fit bid
 CUE: normally INV+ w/ 3+
 Jump CUE: INV+ w/ 4+
 Jump raise at level 3: 4 below INV (but not destructive)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd: (15)16 - 18, BAL (1m) 1NT (p) system on
 (1M) 1NT (p) CUE = STAY, 2♣..2♠ = roll TRF
 (roll TRF: OPPT suit is bypassed: (1♥) 1NT (p) 2♦ = ♠)
 4th: same
 4th live: COMP w/ 4 in upper & 5+ in lower unshown suits
 (if opening may be a two cards m, lower may be any m)

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit: PRE
 2-Suit: (see special bids)
 Reopening: 2♦ (over 1♣) 2M : 6(7) cards 11 - 14
 2NT : BAL 18 - 19

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Simple CUE: 2-suiter (Except (1♣) 2♣ : nat) : see special bids)
 Jump CUE: Ask for STOP (except 1♣ 3♣ : see special bids)
 Reopening: Any 2-suiter

VS. NT(vs. Strong/Weak; Reopening;PH)

Multi - Landy : 2♣ = MM, 2♦ = M, 2M = 5M + 4+m, 2NT = mm
 vs. Strong X = 4M + 5+m (or any hand too strong for other bid)
 vs. Weak X = good opening bal or semi bal (vs weak NT)
 Reopening: Same
 Subsequent: As on our 1NT opening

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

X = T/O Jumps constructive NT : To play
 (3♣) 4♣ : ♥ + ♠, 4♦ : ♦ + M
 (3♦) 4♦ : ♥ + ♠ (3♥) 4♥ : ♠ + m
 (2♥/♠) 3♥/♠ : ♣ + ♦, 4♣/♦ : ♣/♦ + ♠/♥
 (2♦ multi) 2♥/♠/3m : NAT, 4♣/♦ : ♣/♦ + ♥, 2nd turn : ♣/♦ + ♠

VS. ARTIFICIAL STRONG OPENINGS

Succion : ♣ = ♦ or (♥ + ♠) ♦ = ♥ or (♠ + ♣)
 (at all levels) ♥ = ♠ or (♣ + ♦) ♠ = ♣ or (♦ + ♥)
 NT = (♣ + ♥) or (♦ + ♠)
 X is the first step (for example 2♣ X = ♦ or (♥ + ♠))

OVER OPPONENTS' TAKE OUT DOUBLE

1M (X) 2NT : INV+ W/ 4 3x : Fit bid 3M : PRE
 1m (X) 2M : PRE NF 2NT : PRE in m 3m : INV
 XX STR (11+), may be seeking for PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

| | Lead | in Partner's Suit |
|--------|-------------------------|---------------------------------|
| Suit | 3rd / 5th | 3rd / 5th top from bad 3 if fit |
| NT | 4th (2nd from bad suit) | 3rd / 5th shown (suit & NT) |
| Subseq | | |

Other: vs NT: K asks for unblock, A/Q asks for attitude

LEADS

| Lead | Vs.Suit | Vs. NT |
|-------|---------------------------|---------------------------------|
| Ace | AKx(+) A(+) | AKx(+) |
| King | AK KQ(+) K(x) | AKJ10+ KQJ+ KQJ109+ |
| Queen | QJ(+) Q(x) | AQJ(+) QJ10 |
| Jack | J10(+) J(x) | AJ10(+) KJ10(+) J109(+) J108(+) |
| 10 | 109(+) 10(x) | H109(+) 1098+ 1097+ 109x |
| 9 | 9(x) | 9x(x) |
| Hi-x | 3rd / 5th w/ or w/o honor | Sxx, xSxx, xSxSx(+) (judgment) |
| Lo-x | 3rd / 5th w/ or w/o honor | H/JxxSx, TSxS (judgment) |

SIGNALS IN ORDER OF PRIORITY

| | Partner's Lead | Declarer's Lead | Discarding |
|----------|----------------|-----------------|------------|
| Suit:1st | Hi = ENC | Hi = 2 | Hi = ENC |
| 2nd | Hi = 2 | S/P | Hi = 2 |
| 3rd | S/P | | S/P |
| NT: 1st | Hi = DISC | Hi = 2 | Hi = ENC |
| 2nd | Hi = 2 | S/P | Hi = 2 |
| 3rd | S/P | | S/P |

Signals (including Trumps):
 Hi-Lo suggests ruff

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

T/O: Sound (may be lighter w/ good shape and passed partner)
 Resp: Nat, Jump in M = 4 8-10, 1NT = 8-11, Double jump in M 5 8-10
 CUE only F, promises rebid
 Reopening: Sound opening or good shape (start around (4441) or (5431) 8+)

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG X thru: 5♠ (the higher, the more passabl 1♣ (1♦) X: 4 in both M
 1♣/♦ (1♥): X = 4+♠, 1♠ = PUP for NT (may be to show NF m)
 COMP X thru: 3♠ SUPP X thru: 3♠ (3 cards or strong BAL)
 (1x) O/C (raise) X: NEG
 (1x) X (raise) X: NEG (RESP)
 (1x) O/C (shift) X: NEG
 (1x) O/C (shift) 4th suit : NF



WBFC Convention Card

Category: Green

Country: Switzerland
Event: All
Players: Bachar ABOU CHANAB - Marco SASSELLI
Version: 2018.05.09

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-cards Majors - better Minor - Strong NT - 2♣ SF - 2♦ GF - Weak two's
 1NT resp over 1M : F1 over 1st/2nd (passable w/ weak BAL over 3rd/4th)
 2 over 1M : GF except rep in a weak sequence
 (opener don't bid over 2 of his M)
 2NT resp over 1M : Inv+, 4+fit (incl. after DBL and O/C)
 1NT Opening : 14+ - 17 HCP BAL
 2 OVER 1 Responses: GF except repetition

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ - 1♦ may be short (in weak BAL or GF ♣ fit)
 2 suiter :
 On 1♣ 2♦ = ♥ + ♠ ; 2NT = ♦ + ♥ ; 3♣ = ♦ + ♠
 On 1♦ 2♦ = ♥ + ♠ ; 2NT = ♣ + ♥ ; 3♣ = ♣ + ♠
 On 1♥ 2♥ = ♣ + ♠ ; 2NT = ♣ + ♦ ; 3♣ = ♦ + ♠
 On 1♠ 2♠ = ♣ + ♥ ; 2NT = ♣ + ♦ ; 3♣ = ♦ + ♥
 1M - 3M : [8 - 10] DH, 4+fit
 1m (x) 2NT weak (INV TRUSCOTT)
 1M (DBL/2x) 2NT Inv+, 4+fit
 1M (1/2x) 2/3x Inv+, 3 fit
 3rd and 4th suit Forcing
 2NT in competitive frequently ART

SPECIAL FORCING PASS SEQUENCES

1NT (X) if X is PEN, pass is PUP to XX or a potential 5 m

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

DH : HCP + Points for distribution
 Psychics:

| OPEN | ART. | Min Nb of cards | NEG. DBL. thru | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | COMPETITIVE & PASSED HAND BIDDING |
|--|------|-----------------|----------------|---|--|--|--|
| 1 ♣ | | 3 | | 10+ HCP (the lower the more distribution. Normally, BAL hands start at 12) | 1♦ : NAT but may be short (WK BAL < 8 or GF ♣ fit) 1M : NAT 2♦/♥ : ♥/♠ WK or STR 1NT : 8-10 (no M) 2NT : 11-12 BAL (no M) 3NT : BAL to play 2♣ : fit (5)6 - 10 3♣ : fit INV 3M : 7, PRE 2♠ : 1) 5♦ + 4♣ INV 2) ♦ STR | 1♣ 1♦ 1NT : 2♣/♦ NAT WK, 2NT INV 1x 1y 1z 3x : FG 1♣ 1♦ 1x 3♦ : NAT INV 1m/♥ 1M 1NT : 2NT PUP to 3♣, 3x FG 3rd/4th suit F 1m/♥ 1M 1NT 2♣ : ART PUP to 2♦ (followed by 3NT : choice of game, by 3♠ (after 1♥) or 4 below M : SPL mild S/T) | 1♣ (1♦) X : 4♥+4♠ 1m (1♥) X : 4+♠ 1m (1♥) 1♠ : 3♣ Jump shift : NAT (5) w/ ♣/♦ fit (4) INV 1m (O/C) jump shift : fit bid 1m (O/C) 2m : may hide 4M if considered too weak 1m 1M 2NT : 3♣ check back w/ interest in m 3♦ check back w/o interest in m 3M : NAT S/T, 4M : sign off |
| 1♦ | | 3 | | Same | Same except 2♥/♠ : NAT WK 2♣ : NAT but may be short (GF ♦ fit) 1NT : (5)6-10 (no 4M) 3♣ : 4♦ + 5♣ INV | 1m/♥ 1M 1NT 2♦ : ART FG (NAT continuation) 1m 1M 2NT : 3♣ ART (R) w/ Hxx or 4 in m (3♦ 5m), 3♦ ART (R) enquiry for MM | |
| 1♥ | | 5 | | Same | 1♠ Nat 1NT F (may include GF BAL hands w/ or w/o fit) 2♥ : 8-10 usually 3 3♥ : 8-10 4+ 4♥ : PRE 2♣/♦ : GF (except rep) 2NT : 4+ INV+ 3♠ : unshown SPL 3NT (for ♠)/4♣/♦ : void SPL 2♠ : NAT WK 3♣/♦ : NAT INV w/ 2♥ | 1♥ 2♥ 2♠ : general G/T or S/T (→ 2NT is POS w/ ♠ CTRL) 1♥ 2♥ 2NT (for ♠)/3♣/♦ : G/T asking for complement 1M 2NT → 3♣ ART GF (14+), 3M MIN NF, 3NT BAL 17-19 1M 2NT → 3OM/4m 2-suiter (around 16-17 useful HCP) 1M 2NT 3♦ : ART, 1) <14 willing to play game, 2) 14+ + void on last bid or on unshown SPL, 1st step is ART enquiry | p (p) 1M (p) 2♣ : drury fit 2M : weakest bid above 2M : FG p (p) 1M (X) XX : drury fit same as above 1M (O/C below 2M) 2NT : 4+ INV+ 1M (O/C below 2M) CUE : 3 INV+ 1M (O/C) jump shift : fit bid 1M (X) 2m : NF |
| 1♠ | | 5 | | Same | Same philosophy but 3NT : unshown SPL 4♣/♦/♥ : void SPL | | |
| 1 NT | | | | (14)15-17(18) Normally no 5M, no singl. May be (6m332) or (5m422) (not mandatory) | 2♣ : STAY 2♦/♥ : TRF (WK or STR w/ 5+, may be INV only w/ 6+) 2♠ : either ♣ TRF or BAL INV 2NT : ♦ TRF or WK ♣ + ♦ 3♣..♠ : NAT FG S/T 4♣ : 5+♥+5+♠ 4♦/♥ : TRF 4NT : QUANT | 1NT 2♣ 2NT/3♣ 4♥+4♠ min/max → 3♦/♥ TRF 1NT 2♣ 2♦ 2♥/♠ : NAT (5) INV nothing else promised 1NT 2♣ 2♦ 3♥/♠ : FG 5+♠+4♥ / 4♠+5+♥ 1NT 2♦/2♥ 2♥/2♠ 2NT ART FG (see (b)) 1NT 2♠ 2NT (min) → 3♦ : 55mm 3♥/♠/NT : short oM/♦ 1NT 2♠ 3♣ (max) → 3♦ : short or long ♦, 3NT : to play 1NT 2NT → 3♣ prefers ♣ to ♦ | On 2♣ (NAT or ART but not MM) : system on, X : STAY On 2x (NAT) X : PEN oriented, 2y : to play 2 NT : PUP to 3♣, CUE : STAY (w/o STOP) 3y roll TRF, 3NT (w/o STOP), 4y : system on On 2x (TRF) pass followed by X : PEN X followed by X : T/O, other like above On 2x (ART) pass maybe to know, other like above |
| 2♣ | V | - | | STR (not FG) 1 suit or BAL : 20 - 21 | 2♦ : normal (R) 2♥/♠ : NF higher : STR and NAT | 2♣ 2♦ 3♥/♠ : ~8 tricks, 4♥/♠ : ~9 tricks (CONST), 3NT : 5+♥+5+♠ 2NT → see 2NT open | On COMP X : PEN oriented, bid : NAT pass : nothing to say |
| 2♦ | V | - | | FG if BAL : 24+ | 2♥ : 0 or 2 Ace 2♠ : 1 A no K 3♣ : 1A + 1K 3♦ : 1A + 2K (2Q = 1K) 3♥/♠ : KQJxxx | NAT 2NT → see 2NT open | On COMP X : no value, pass : value no shape bid : NAT |
| 2♥/♠ | | (5)6 | | 1st/2nd : 5(NV)/ 7(V) - 10 min QT9xxx, no 4 in oM | 2♠ : F 2NT : Ask 3♣/♦ : F Fit : COMP (not INV) | 2M 2NT 3M : min, 3x : shows feature, 3NT : AKQxxx, jump : SPL | less disciplined in 3rd up to around 14 in 4th |
| 2 NT | | | | BAL 22 - 23 | 3♣ : PUP STAY 3♦/♥ : TRF 3♠ : PUP to 3NT 3/4/5 NT : 5♠+4♥ (NF except 5 NT) 4♣ : 5+♥+5+♠ 4♦/♥ : TRF 4♠ : 5+♣+5+♦ (Game) | 2NT 3♠ 3NT 4♣ : ♣/♦ 1-suiter S/T (→ 4♦ relay) 4♦ : 5+♣+5+♦ S/T 4♥/♠ : 5+♣/♦+4♦/♣ 4NT : QUANT | |
| 3♣/♦ | | (6)7 | | NAT PRE (CONST in 1st/2nd) | Shift : F Jump shift : ASK (see (a)) | | On COMP X : PEN |
| 3♥/♠ | | (6)7 | | NAT PRE | Shift : F Jump shift : ASK (see (a)) | | On COMP X : PEN |
| 3NT | V | | | solid m 7+th, no A/K outside | 4♣ : P/C 4♦ : ask for shortness | | |
| 4♣/♦ | | (7)8 | | NAT PRE | Shift : F | | On COMP X : PEN |
| 4♥/♠ | | (7)8 | | NAT PRE | Shift : F | | On COMP X : PEN |
| 4NT | V | | | | | | |
| Other bids, high level and slam bidding | | | | | a) | 1st NT bid : Kx in suit, 1st other step : no CTRL 2nd/3rd other step : 2nd/1st round CTRL When 3M is F fit : 1step is ART positive, other steps are non serious CUE | b) after 2NT : 3♣ : 2/3 cards, 3♦ : 4 cards, ART cont. describes 1) 5M+5m (game) 2) 5+M+5+M (S/T) 3) M 1-suit w/ void (S/T) |
| RKCB | | | | Jump to 5NT : Josephine | 1NT 2♦/♥ 2♥/♠ : jump shift SPL, 4♥/♠ mild S/T | | |
| after BW : 1st STEP (excl. trump) for Q | | | | | | | |
| 5NT after BW : BW for K (Q promised) | | | | | | | |