


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+ KQ109+	
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 honnor	Sxx, xSxx, xSxSx(+) (judgment)	
Lo-x	3rd / 5th w/ or w/o honnor	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 passable 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
	other bids are TRF
	(Also applicable in (1x) - 1N - (X for PEN))
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
DH : HCP + Points for distribution	
Psychics: rare	

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) 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♣ (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		
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)							