

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5 – 17HCP - natural
Cue bid jump is game forcing after overcall 1M
2NT= invitation – jump another minor = mixed raise
Jump raise weak
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ND – 15-17HPC transfers level 2
4 TH - 10-14HPC transfers level 2
JUMP OVERCALLS (Style; Responses; Unusual NT)
USUAL WEAK
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAEL PRECISE (1♥ - 2♥= ♠ + ♣, 1♥-3♣=♠=♦).
WAKE UP POSITION- MICHEAL (MAJOR + MINOR)
VS. NT (vs. Strong; Reopening;PH)
X = take out - 2♣ - BOTH MAJORS - 2♦ - ONE MAJOR
2♥ - 5♥ + MINOR -2♠ - 5♠ + MINOR -2NT - MINORS
VS. WEAK NT TRANSFERS AND LANDY
IN WAKE UP POSITON – THE SAME.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♥ - 4♣,♦ - 5♣,♦ +5♠
2♠ - 4♣,♦ - 5♣,♦ +5♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ - 1 MAJOR
1♥,♠ - NATURAL WITH MINOR
OVER OPPONENTS' TAKEOUT DOUBLE
XX - +10HCP, 1 OVER 1 – FORCING, 2 OVER 1 – NF.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4th	3/5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx, AK10	
King	KQ or AK (sec)	AKJ(10), KQJ, KQ10	
Queen	QJx	QJ10(9), AQJx, KQx	
Jack	J10x, HJ10x	J109(x),HJ10	
10	109(x), H109	1098(x), H109	
9	9(x)	109x,9xx	
Hi-X	EVEN	Xx,Xxx,xXxx,H10x	
Lo-X	ODD	HxX,HxxX,HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT	COUNT	COUNT
Suit 2	DIRECT	SUIT PREFERENCE	DIRECT
3	PREFERENCE		PREFERENCE
1	COUNT	COUNT	COUNT
NT 2	HI ENC.	SMITH	DIRECT
3	Hi – Low= even.	Low – Hi= odd	
Signals (including Trumps): STANDARD			
FOR A OR Q – HI ENC.			
DIRECT MEANS - HI ♠ - I LIKE ♠.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STANDARD			
RESPONSES -LIMIT BID			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
LIGHTNER			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: MONACO
PLAYERS: PIERRE ZIMMERMAN – FRANCK MULTON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJOR
1NT – 10-13HPC NON VULNERABLE
1NT – 15-17HPC VULNERABLE.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ - MULTI – WEAK in ♥ OR ♠
2♥ - BOTH MAJORS (+4-4) NON VULNERABLE, WEAK
2♥ - 5♥ + MINOR. VULNERABLE, WEAK
2♠ - 5♠ + MINOR, WEAK
SPECIAL FORCING PASS SEQUENCES
FORCING PASS DEPEND ON SYTUATION.
IMPORTANT NOTES
PSYCHICS: RARELY

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♣	VUL – 12-14 OR 18-19. BAL. 11-21 - NATURAL	1♦,♥,♠ - TRANSFERS same after overcall 2♣ - =11HPC - NATURAL	CHECK BACK	JUMP – SUIT + SUPPORT
1♦		3		11 – 21 - NATURAL	1♣,♦ - 1NT – 2♣ - BOTH MAJORS 1♦-3♣ - LIMIT BID WITH SUPPORT 2/1 in minor G.F. 2♣ 2 cards+	♣,♦ - 1NT – 2♣ - BOTH MAJORS	♣,♦ - 1NT – 2♣ - BOTH MAJORS
1♥		5		11 – 21 - NATURAL	2NT – 10-15HPC - = fit 3NT – 13-15HPC - 4 CARDS 4 MINOR – SPLINTER 13-15HPC	AFTER INTERVENTION JUMP ON LEVEL NF. GAZILLI after 1♥1♣ and 1M. 1N.T	DRURY JUMMP – SUIT + SUPPORT
1♠		5					
INT				10-13HPC NON VULNERABLE	Transfers 2♦,2♥,2♠,3♣,4♦,4♥ 3♦ invitation - 3♥,3♠ weak	After x – natural, xx – two- suits	
				15-17HPC VULNERABLE	Transfers 2♦,2♥,2♠,3♣,4♦,4♥ 3♦ invitation- 3♥,3♠ short		
2♣		0		22-23 balanced GAME FORCING – ANY.	2♦ -relay , other natural + 3 controls		
2♦		0		WEAK IN ♥ OR ♠	2NT – RELAY G F 3♣ - 4♣ ask M in transfer- 3♦-4♦ ask M in natural		
2♥		4		BOTH MAJORS (+4-4) – NV. 5♥- 5 MINOR 6-10HPC vul	2nt relay = 3♣ 5♥-4♣-,3♦ 5♠-4♥- 3♥-55 maxi 3♣ 4414-3sa 4441- 4m splinter 55- mini	3♣ relay for 3♦ 3♦ invit 3-3	
2♠		5		5♠- 5 MINOR 6-10HPC	2NT - RELAY		
2NT				19-21 NV. 20-21VUL.	3♦,♥,3♣ 4♣- TRANSFERS 4♥ - 5♣+4♦, 4♠ - 5♦+4♣		
3♣				PREEMPTIVE			
3♦				PREEMPTIVE			
3♥				PREEMPTIVE			
3♠				PREEMPTIVE			
3NT				GAMBLING	4♦ - ASKING FOR SHORTNESS		
4♣				PREEMPTIVE			
4♦				PREEMPTIVE			
4♥				PREEMPTIVE			
4♠				PREEMPTIVE			
4NT							
5♣				PREEMPTIVE		HIGH LEVEL BIDDING	
5♦				PREEMPTIVE		BLACKWOOD, SPLINTER, CUE BID	