

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: RESP; 1/2 Level; R/O)
O/C Limited to 16 HCP: Resp. 1/1 = FI, 2/1 = NF, 2/2 FI
M-J/O 2/1 = PRE 5-9 NV & 8-10(11) V, 3/1 O/C = PRE
R/O: 1/1 & 2/1 O/C = Nat. limited to 16, RESP: Naturel
INT OVERCALL (2nd/4th Live; RESP; R/O)
INT O/C=15-18 → System on. If X: RD=5+♣ or 4♦-4♥ or 4+♥-4♠
2♣=5+♦ or 4♥-5♠. 2♦=4♦ & 4♠, 2M=5+M. 2NT=5+5+mm
R/O: 10-14 over (1m) → 2♣ = (R), Others = System on.
10-15 over (1M) → 2♣ Inv.+(R), 2M-1=♦, Others= System on
(1m)-P-(P) → 2NT= 18-19, (1M)-P-(P) → 2NT= 18-19
JUMP OVERCALLS (Style; RESP; UNT)
(1Any) → 2M Jump Overcalls = 6-10 NV & 10-12 V, 3/1 = Preempt.
(1Any) → 2NT=2 lowest. (1♣) → 2♦ = ♥ & ♠ 5/5
R/O. J/O: 6+ Natural 12-14 Hcp,
3♦/M O/C: 7+ Nat. 12-14, (1Any)-P-(P) → 3♣= 2 Lowest 11-13
DIRECT & JUMP CUE BIDS (Style; RESP; R/O)
(1♣) → 2♣=MM 4/5-5/5. (1♦) → 2♦ = 5/5 MM,
(1M) → 2M=Michael, (1Any) → 3Any: Asks for stop
R/O (1m/1M)-P-(P) → Cue=bid=♠/OM + x
VS. NT (vs. STR/WK; R/O; PH)
X=Values, 2♣=Landy, 2♦=Multi; 2M=M + m, 2NT= mm
R/O: 2♦/2M= Natural, Others= same as above
PH: X= 10-12, Others= Same as after reopening
VS. 2NT: X= ♥ & m, 3♣= MM, 3♦= ♦ & ♠, 3M= 7+ PRE
VS. PREEMTS (X; CUE; J/O; NT Bids)
X = T/O, NT Bids= Nat., (2m/3m) → - CUE= MM, - 4om= om + ♥,
(2M) → CUE= Asks Stop, (2M/3M) → 4m= m + oM,
(2♦ Multi) → 4m= m + ♥. (2♣ Nat.) → - CUE= MM, - 4♦= ♦ + ♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: X= 5/4-4/5 MM, 1♦ = T/O (any shape, good opening),
1M= Natural, INT= ♣ one suited or ♦+♥, CUE= MM,
2♦/2M= PRE, 2NT= mm, 3Any= PRE
Vs STR 2♣: X= ♣; 2Any= Natural, 3ANY= PRE
OVER OPPONENTS' TAKEOUT DOUBLE
1♠/1M-(X), RD= 9+; 1♦-(X), RD= TR to ♥; 1m-(X), JUMP= PRE;
1m-(X), 1♦/♥/♠ = TR to ♥/♠/NT; 1m-(X), 2NT= mm 6-8;
1♥-(X), 1♠= 4+♠; 1M-(X), 2M= 5-7; 1M-(X) → 2NT= 4+M Inv.+;
1M-(X), RD= 9+, 1M-(X), JS= PRE; 1M-(X), 3NT= 5+M SPL oM;
1M-(X), 1NT/2x= TR to suit above (Cappelletti).

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th	Same	
NT	2 nd (MUD From xXx) / 4 th	3 rd , 5 th	
Subsequent	Reverse Attitude		
Other: Vs NT, K asks for Un-block or Revers attitude when dummy is short, Ace asks for Revers attitude. Vs suit, K asks count, Ace asks Revers attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Same	
King	AK, AKx(+), KQxx, Kx	KQJxx, KQ109(x), AKJxx	
Queen	QJ, QJxx	AQJx, KQ10(x), KQx, QJx	
Jack	J10, J10x	J10x, J109x, RDVx	
10	H109x, 109x, 10x	Same	
9	H98x, 98x,	Same	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Std. Count or S/P	Std. Count	Italian (O ENC)
Suit 2	Rev. Att. on A, Q, J	S/P	Std. Count or S/P
3			
1	Std. Count	Std. Count	Italian (O Enc.)
NT 2	Rev. Att. on A, Q	Smith or S/P	Std. Count or S/P
3			
Signals (including Trumps):			
Signals: Vs NT, Smith: Low = Enc. from both sides			
Vs suit: Suit preference, high-low shows interest for ruff or odd or SP			
DOUBLES (X), REDOUBLES (RD)			
TAKEOUT X (Style; RESP; R/O)			
X: At least opening values or equivalent. RESP = NAT; CUE = F1			
R/O: X can be 8+ and a good shape. RESP = NAT.			
R/O X after (1m opening): followed by INT= 15-17 & 2NT= 20-21			
R/O X after (1M opening): followed by NT at lowest level= 16-17			
R/O X after (1M opening): followed by JUMP to 2NT= 20-21			
SPECIAL, ARTIFICIAL & COMPETITIVE X/RD			
NEG X up to 4♥			
COMP X showing good hands			
X of ART bids may show only the suit depending to context			
L/D X depending to context			

W B F CONVENTION CARD
CATEGORY: RED
PLAYERS: FARAMARZ <u>BIGDELI</u> - CLAUDE <u>RENARD</u>
NCBO: BELGIUM.
BIGDELI: BEL1155 - RENARD: BEL1824
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M (NF INT)
1♣ = 2+ & may have 4 bad ♦
1♦ = 4+ (very rarely 3+ from 4432)
1NT = (14)15-17 bal. or Semi bal. Possible (x) Single
2NT = (19)20-21 Bal. or Semi bal. Possible (x) Single
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = WK (5-10) 6+♦ or, 6+M Semi-F or All GF
2♦ = Multi WK (5)6+M (5-10) or, Semi-F 6+m or, Bal. - Semi-bal. 22-23, Possible (x) Single
2♥ = WK (5-10) 5+♥ & 4+♠
2♠ = WK (5-10) 5♠ & 4+m NV and Most often 5+m V
3NT (1 st /2 nd /3 rd) = AKQ headed Solid 7+m (no O/S A)
3NT (4 th) = Good 6+m 16-19 Bal. or semi bal. Possible (x) Single
4♣/4♦ (1 st /2 nd /4 th) = NAMYATS 8+♥/♠ or 7+♥/♠ & an A or K
4m (3 rd) = Natural Pre-empt
4♥/♠ (1 st /2 nd /3 rd) = Nat. 7+ Pre-empt, 4♥/♠ (4 th) = To Play
Abbreviations:
V/NV = Vulnerable/Non-Vulnerable, PT = Playing Trick,
S/P = Suit Preference, X = Double, RD = Redouble,
P/C = Pass or Correct, om/oM = other minor/Major, (R) = Relay
F1/GF = 1 Round/Game Forcing, S/F = Semi Forcing
SPECIAL FORCING PASS SEQUENCES
In some GF or Slam sequences if pre-empted or Over-called
IMPORTANT NOTES
REV bids: Good 15+ F3m or GF
3 rd and 4 th Suit bids: F1 Often TR to Suit above.
Special Inv.+ or GF Bids acting as 3SF or 4SF
PSYCHICS: Very Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	1♦/1♥/♠ = 5+ TR to ♥/♠/NT, INT= 8-10, 2♣ = 4+♣ FM, 2♦ = 6+♥6-9 or 4c+♦ FM, 3♣ = 6+♣ 6-8(9), 3♦ = PRE	1♣-TR to M: 1M= 3M, 3NT= 4M Bal. 18-19 1♣-2♦: 2♥ = 11-15 accepts, 3♣ = 11-15 refuses	2♣ = 5+♣ 9-10(11) 2♦ = 6♣-4♥ 8-9
1♦		4	4♥	11-21	1M = 5+ Nat, INT = 6-10, 2♣ = 4c+♣ inv.+, 2♦ = 6c+♥6-9 or 4c+♦ inv.+, 3♦ = 6c+♦ 6-8(9)	1♦-1M: 3NT = 4cM 18-19, 1♦-2♦: 2♥ = 11-15 accepts, 3♦ = 11-15 refuses	2♣ = 6♣ 9-10 (11) 2♦ = 5+♦ 9-10(11)
1m			4♥	11=21	2♥ = 6+♠ 6-9 or 6+♥ 16+ or 5+♥ & 4+m 16+, 2♠ = 6+♠ 16+ or 5+♠ & 4m 16+, 2NT/3NT = Bal. 11-12/12-15, 3m = 6+m 6-8(9), 3M=PRE	1m-2♥: 2♠ = 11-15 accepts, 3m = 11-15 refuses 1m-1x, 1y: 2♣ = WK ♣/♦, Inv. Others or 5M(332) GF 1m-1x, 1y: - 2♦ = All GF, - 2NT= 4x 16+ 1m-1M, 1y: - 3m/Am=5+m/om 16+, - 3M=6+M GF	2M = 4cM Fit Jump 8-10
1♥		5	4♦	(10)11-21	1♠ = 5+ Nat., 2♦ = 3/4♥8-10 or 4♥7-9 MR or 5+♦ FI, 2♥ = 6+♠ 6-9 or 3/4♥10-11, 2♠ = (5)6+♠ 16+ 3♠ = PRE, 4m = Splinter 4+♥10-12	1♥-1♠, 1NT-2♣ CB= WK ♣/♦/ 5cM (332) GF / Inv. Others, 1♥-1♠, 1NT → - 2♦ CB= All GF, - 2NT= 4♠ Inv. 1♥-1♠, 1NT → - 3m = 5+m 16+, - 3♠ = 6+♠ GF 1♥-1NT → 2♠ = FI, - 2NT= 16-18, - 3m = GF with short 1♠-1NT → - 2♣ G(R), - 2NT=FI, - 3m/3♥ = 4c+m/5c♥ GF, 1M-1NT, 2♣ → 2♦(R) = 5-7, 2♥ = 5♥5-7/4♥8-10, 2♠ = 8-10 1M-2NT → - 3♠ = 13-14 short x, - 3♦ = 13-15 bal /15+ short x, - 3♥ = 5+M 11-12 all shape, - 3♠ = 5+M 16+ no short, - 3NT = 6M bal.12-15, - 4x = 5x 13-15.	GR: GAZZILLI (R) 2♣ = 8-11 REV DRURY Fit 2♦ = 4cM Bal 10-11
1♠		5	4♦	(10)11-21	2♦ = 6c+♥6-9 or 5c♦ FI, 2♠ = 3/4♠ 10-11, 2♥ = 3/4♠ 8-10 or 4♠ 7-9 MR or 5+♥ FI, 3♥ = 6c+♥ 10-11, 4m = Splinter 4+♠ 10-12, 4♥ = To play		
1M		5	4♦	(10)11-21	1NT= 5-10, 2♣ = 6+♦ 6-9 or 3/4cM 5-7 or 3+♣ may have 4♥ (oM) FI, 2NT= 4+M GF or 3+M 16+, 3NT= 5M 10-12, 3m = 6+m 10-11, 3M/4M = PREt,		
INT			3♠	(14)15-17 Possible 5M, 6m or (x) Single	2♣ = STAY possibly WK (→ 2♦ = No M, 2M=4/5M, 3M=5M), 2♦/2♥/2♠/3♠/3♥/3♥ = TR. 3♠ = 4+4+ mm GF+, 4♣ = 5-5 mm Slam, 4♦ = 5-5 MM GF or Slam, 4M = To play slight Interest, 4NT = QUANT.	1NT-(X) → RD = Positive, 2♣ = T/O, 2♦/M = Nat., 2NT = mm 1NT-2♣-(X) → P = no stop, RD = 2 stops, bid = 1 stop 1NT-2♥/♥/♠/♠ TR-(X) → RD = fit, P = no stop, bid = stop	System on
2♣	x	0		WK 6c♦ or SF (8-9 PT) 6+M or All GF	2♦ = P/C if STR, 2M = 5+M FI, 2NT = FI (R), 3♣ = (5)6+♣ FI, 3♦ = PRE. if WK ♦, 3M = PRE, 3NT/4M = NAT to play All bids are based on WK ♦ opening. Please ask for more details.	2♣-2♦ → - 2M = 4+M GF [Suit Above = (R)], - 2NT = 24-26, - 3m = (5)6+m GF, - 3M = 6+M S/F 8-9 PT, - 3NT = 27+, - 4♣ = 5-5 MM GF, - 4M = 7+M all CNTRs GF.	System on
2♦	x	0		Multi 6M 6-10 WK or	6+m S/F (9 PT) or, Bal. 22-23 S/F. 4th: Multi 6M 10-12 or S/F hands 2♥/2♠/3♥ = P/C, 2NT = FI (R), 4♣ = TR. Yr. M, 4♦ = bid Yr. M, 4M = NAT.	2♦-2M → 2NT = 22-23, 3m = 6+m S/F, 3M = 5M & 4oM S/F 2♦-2NT → 3♣/♦ = 6♥/♠ WK MIN, 3♥/♠ = 6c♠/♥ WK MAX	System on
2♥		5		5♥ & 4+♠ 5-10	4th: Same 10-12. 2NT = FI (R), 3m = FI, 3♥/♠/4♥/♠ = To play	2♥-2NT → 3♣/3♦ = 4/5♠ MIN, 3♥/3♠ = 4♠/5♠ MAX	Fit = inv. 2NT = NAT
2♠		5		5♠ & 4+m 5-10	4th: Same 10-12. 2NT = FI (R), 3♣ = P/C, 3♦/♥ = FI, 3NT/4♠ = To play	2♠-2NT → 3♣/3♦ = 4c♠/4c♦ mini, 3♥/3♠ = 4c♠/4c♦ Maxi	2NT = NAT.
2NT			4♦	(19)20-21 Possible 5M, 6m or (any) Single	3♣ = Stayman (R) (→ 3♦ = No 4M, 3M = 4/5M, 3NT = 44 MM), 3♦/3♥ = TR. (→ 3♥/3♠ = No Fit, 3NT = 3♥/♠ Fit, 3♠/4x = CUE 4♥/♠ Fit), 3♠ = 4+4+ mm GF+, 4m = 5+m Slam, 4M = NAT Slight Inv., 4NT = QUANT	2NT-3♣, 3♦ → 3♥ = 5+♠ & 4+♥, 3♠ = 5+♥, & 4+♠ 2NT-3♠, 3M-3/4OM = 4+M fit last train/Slam, 4m = 4+m. 2NT-3♠, 3NT → 4m = 5m & 4om, 4M = 5-5 mm & Short M	System on
3m		(6)7		1st/2nd/3rd: PRE.	1st & 2nd: CONST. Good suit. 4th: 11-14.	HIGH LEVEL BIDDING	
3M		(6)7		1st/2nd/3rd: PRE.	1st & 2nd: Good Suit. 4th: 11-14.	4NT = KCBW (14, 03, etc.). 4m Fit if GF = KCBW (14, 03, etc.).	
3NT	x			1st/2nd: Gambling	7+m AKQ headed. Little O/S. 3rd/4th: 6/7m SOL or S-SOL Bal. 16-19	4NT-5m → Suit above Asks for Trump Q & Ks, Next suit Asks for Ks, 5NT = GGS Try	
4m	x			3rd: NAT. PRE.	1st/2nd/4th: NAMYATS. 4♣/4♦ = SOL or S-SOL ♥/♠ (1st & 2nd: 7 & 1/2- 8 PT)	4NT-5♣ (1-4)/5♦(0-3), 5x Fit = Stop → P=1-0, bid = 4-3	
4M		(6)7		1st/2nd/3rd: PRE.	4th: To play	If m fit: 4NT-5x (x>m), 5♠ Asks for 5NT → Pass or 6y//Trump = GGS Try	
4NT	x			1st/2nd/3rd: PRE.	56/66 mm. 8-9 PT	After 4NT-5x → 6 of a Suit below Trump = Asks for K/Help (*) or Alternative Slam	
5m		(7)8		1st/2nd/3rd: PRE.		4NT-5♥ → 5NT = K BW (if ♠ Fit). 4NT-5♠ → 5NT = K BW (any Fit).	
						Help (*) = If short & extra trump, GGS try = General Grand Slam Try	
						K BW Responses = 0-3, 1-4, 2	