

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: RESP, 1 / 2 Level, R/O)
O/C Limited to 16 HCP: Resp. 1/1 = F1, 2/1 = NF, 2/2 F1
M-J/O 2/1 = Pre.: 5-8 NV / 8-10(11) V, 3/1 O/C = Pre.
R/O: 1/1 & 2/1 O/C = Nat. limited to 15, Resp.: Nat.
INT OVERCALL (2nd/4th Live, RESP, R/O)
INT O/C = 15-18 → System on.
If INT O/C – (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
(1Any)-P-(P) → 2NT = 18-19
JUMP OVERCALLS (Style, RESP, UNT)
(1Any) → 2M J/O = 5-8 NV & 8-10(11) V, 3/1 O/C = Pre.,
(1Any) → 2NT = 2 lowest. (1♣) → 2♦ = 5+♥ & 5+♠
R/O. J/O = 6+ Natural (11)12-14 Hcp,
3♦/M O/C = 7+ Nat. 11-14, (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)-P-(P) → Cue = ♠ + x, (1M)-P-(P) → Cue = OM + x
VS. INT (vs. Strong/Weak, R/O, PH)
X = Values, 2♣ = Landy, 2♦ = Multi; 2M = M + m, 2NT = mm
R/O: 2♦/2M = Nat., Others = same as above
PH: X = 10-12, Others = Same as after R/O
VS. 2NT: X = ♥ & m, 3♣ = MM, 3♦ = ♦ & ♠, 3M / 4m = 7+ Pre.
VS. PREEMPTS (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, 1NT = ♣ one suited or ♦+♥, Cue = MM,
2♦/2M= Pre., 2NT = mm, 3Any = Pre.
Vs Strong 2♣: X = ♣, 2Any = Nat., 3Any = Pre.
OVER OPPONENTS' TAKEOUT DOUBLE
1♣/1M-(X), RD = 9+, 1♦-(X), RD = TR to ♥,
1m-(X), 1♦/♥/♠ = Tr. to ♥/♠/NT, 1m-(X), 2m/2om = Nat. 10+,
1m-(X) → 2M = 6+M 6-9, 2NT = mm 6-8, 3x = See System
1♥-(X), 1♠ = 4+♠, 1M-(X) → 2M = 5-8, 3m = 6+m 8-10
1M-(X) → 2NT = 4+M Inv.+,
1M-(X), JS = Pre., 1M-(X), 3NT = 5+M Splinter 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: 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 1NT = 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			
Negative X up to 4 ♥			
Competitive X showing good hands			
X of Artificial bids may show only the suit depending to context			
Lead Directing X depending to context			

W B F CONVENTION CARD
CATEGORY: RED
27/08/2025
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+
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, Any 5/4 MM with 8 PT or, Bal./Semi-bal. (21)22-23 (Possible (x) Single) or, Semi-F 6+m
2♥ = 5+♥ & 4+♠ : (1 st /2 nd /3 rd) WK (5-10), (4 th): 10-12(13)
2♠ = 5♠ & 4+m : (1 st /2 nd /3 rd) WK (5-10), (4 th): 10-12(13)
3NT (1 st /2 nd) = AKQ headed Solid 7+m (no O/S A/K expected)
3NT (3 rd /4 th) = Good 6+m 16-19 Bal./Semi bal. Possible 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
R/O= Re-opening, O/C= Overcall, J/O= Jump Overcall
SPECIAL FORCING PASS SEQUENCES
In some GF or Slam sequences if pre-empted or Over-called
IMPORTANT NOTES
Rev. bids: Good 15+ Forcing to 3m or GF
3 rd and 4 th Suit bids: F1 Often Transfer to Suit above.
Special Inv.+ or GF Bids acting as 3 rd or 4 th Suit Forcing
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, 1NT = 8-10, 2♣ = <u>4+♣ GF</u> , 2♦ = <u>6+♥6-9</u> or <u>4+♦ GF</u> , 3♣ = (5)6+♣ 6-9, 3♦ = 6+♦ 9-11	1♣-Tr. to M → - 1M = 3M 11-17, - 3NT = 4M (432) 18-19 1♣-Tr. to M, 2M = 4M 11-14, 1♣-2♦, 2♥ = 11-15 obliged	2♣ = 5+♣ 9-10(11) 2♦ = 6♣-4♥ 8-9
1♦		4	4♥	11-21	1M = 5+ Nat., 1NT = 6-10, 2♣ = <u>4c+♣ GF</u> , 2♦ = <u>6c+♥6-9</u> or <u>4c+♦ Inv.</u> +, 3♣ = 6+♣ 10-11, 3♦ = (4)5+♦ 6-9	1♦-1M, 3NT = 4M 18-19, 1♦-2♦, 2♥ = 11-15 obliged	2♣ = 5♣ 9-10 (11) 2♦ = 4+♦ 9-10(11)
1m			4♥	11-21	2♥ = <u>6+♠ 6-9</u> or <u>6+♥16+</u> or <u>5+♥ & 4+m 16+</u> , 2♠ = <u>6+♠ 16+</u> or <u>5+♠ & 4m 16+</u> , 2NT = 11-12, 3NT = 12-15, 3M = Pre.	1m-2♥, 2♠ = 11-15 obliged 1m-1x, 1y → 2♣ = <u>Weak ♣/♦</u> or <u>Inv. Others</u> or <u>5M (332) GF</u> 1m-1x, 1y → - 2♦ = <u>All GF</u> , - 2NT = <u>4x 16+</u> 1m-1M, 1y → - 3m/om = 5+m/om 16+, - 3M = 6+M 12-15	2M = 4cM Fit Jump 8-10
1♥		5	4♦	(8)9-21	1♠ = 5+ Nat., 2♣ = <u>6+♦ 6-9</u> or <u>3(4)♥ 9-11</u> or <u>4♥ 7-9 MR</u> or <u>3+♣ F1</u> , 2♦ F1 = <u>4♥ Inv.</u> or <u>5+♦ 11+</u> , 2♠ = <u>6+♠ 16+</u> or <u>5+♠ & 4♥ 16+</u> , 3♠ = Pre. 1♥-1♠, 2♣ G(R),	<u>1♥-1♠</u> , 1NT-2♣ CB = <u>Weak m</u> or <u>5♠233 GF</u> or Any <u>Inv.</u> <u>1♥-1♠</u> , 1NT → - 2♦ CB = <u>All GF</u> , - 2NT = 4♠ Inv. <u>1♥-1♠</u> , 1NT → - 3m = 5+m 16+, - 3♠ = 6+♠ 12-15	G(R): GAZZILLI
1♠		5	4♦	(8)9-21	2♣ = <u>6+♦ 6-9</u> or <u>3(4)♠ 9-11</u> or <u>4♠ 7-9 MR</u> or <u>3+♣ Possible 4♥ F1</u> 2♦ = <u>6+♥6-9</u> or <u>5♦ 11+</u> , 2♥ F1 = <u>4♠ Inv.</u> or <u>5+♥ 11+</u> , 3♥ = 6+♥ 10-11	<u>1♥-1NT</u> → - 2♠ = F1, - 2NT = 16-18, - 3m = GF with short <u>1♠-1NT</u> → - 2♣ G(R), - 2NT = F1, - 3m/3♥ = 4+m/5♥ GF, <u>1M-1NT</u> , 2♣ → 2♦(R) = 5-7, 2♥ = <u>5♥ 5-7/4♥ 8-10</u> , 2♠ = 8-10	
1M		5	4♦	(8)9-21	1NT = 5-10, 2M = <u>3/4M 5-8</u> , 2NT = <u>4+M GF</u> or <u>3+M 16+</u> , 3m = 6+m 10-11, 3M = Pre. 3NT = 5M 10-12, 4m = Splinter 4+M 10-12, 4M = To play (Pre-empt)	<u>1M-2NT</u> → - 3♣ = 13-14 short x, - 3♦ = 13-15 bal /15+ short x, - 3♥ = 5+M 16+ no short, - 3♠ = 5+M 11-12 all shape, - 3NT = 6M bal.12-15, - 4x = 5x 13-15.	
1NT			3♠	(14)15-17 Possible <u>5M</u> , <u>6m</u> or (x) <u>Single</u>	2♣ = STAYMAN possibly Weak (→ 2♦ = No M, 2M = 4/5M, 3M = 5M), 2♦/2♥ = Transfers. 2♠ = All force ♣ or Weak ♦, 3♣ = Inv.+ ♦ Transfer. 3♦/3♥ = GF+ Transfers, 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 = 5+♣ or 4♦-4♥ or 4+♥-4♠, 2♣ = 5+♦ or 4♥-5♠, 2♦ = 4♦-4♠, 2M = Nat., 2NT = mm 1NT-2♣-(X) → P = no stop, RD = 2 stops, bid = 1 stop 1NT-2x/3♣ Tr.-(X) → RD/bid = fit no stop/stop, P = no fit	2♣ = 8-11 Reverse DRURY Fit 2♦ = 4M Bal 10-11
2♣	x	0		Weak 6c♦ or SF (8-9 PT) 6+M or All GF	2♦ = P/C if Strong, 2M = 5+M F1, 2NT = F1 (R), 3♣ = (5)6+♣ F1, 3♦ = Pre. if Weak ♦, 3M = Pre., 3NT/4M = Nat. to play All bids are based on Weak ♦ opening. Please ask for more details.	2♣-2♦ → - 2M = 4+M GF [2NT = (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 Controls GF.	System on
2♦	x	0		Multi: 6M 6-10 Weak or m & Bal S/F hands	6+m S/F (9 PT) or, Bal. 22-23 S/F. 4 th : Multi 6M 10-12 or S/F hands 2♥/2♠/3♥ = P/C, 2NT = F1 (R), 4♣/4♦ = Transfer/bid Your M, 4M = Nat.	2♦-2M → 2NT = 22-23, 3m = 6+m S/F, 3M = 5M-4oM S/F 2♦-2NT → 3♣/♦ = 6♥/♠ Mini, 3♥/♠ = 6♠/♥ Maxi	System on
2♥		5		5♥ & 4+♠ 5-10	4 th : Same 10-12. 2NT = F1 (R), 3m = F1, 3♥/♠/4♥/♠ = To play	2♥-2NT → 3♣/3♦ = 4/5♠ Mini, 3♥/3♠ = 4♠/5♠ Maxi	Fit = inv. 2NT = Nat.
2♠		5		5♠ & 4+m 5-10	4 th : Same 10-12. 2NT = F1 (R), 3♣ = P/C, 3♦/♥ = F1, 3NT = To play	2♠-2NT → 3m = 4+m Mini, 3♥/3♠ = 4+♠/4+♦ Maxi	2NT = Nat.
2NT			4♦	(19)20-21Possible <u>5M</u> , <u>6m</u> or (x) <u>Single</u>	3♣ = STAYMAN (→ 3♦ = No 4M, 3M = 4/5M, 3NT = 44 MM), 3♦/♥ = Tr. (→ 3♥/♠ = No Fit, 3NT = 3M Fit, 3/4x = Cue with 4M Fit) 3♠ = 4+4+ mm GF+, 4m = 5+m Slam, 4M = Nat. Slight Int. , 4NT = Quant.	2NT-3♣, 3♦ → 3M = Smolen 4+M & 5+oM, 2NT-3♠, 3M-3♠/4♥ = Fit M Slam Int., 4m = Nat. Slam Int. 2NT-3♠, 3NT → 4m = 5m & 4om, 4M = 5-5 mm & Short M	System on
3m		(6)7		1 st /2 nd /3 rd : Pre.	1 st & 2 nd : Const. Good suit. 4 th : 11-14.	HIGH LEVEL BIDDING	
3M		(6)7		1 st /2 nd /3 rd : Pre.	1 st & 2 nd : Good Suit. 4 th : 11-14.	4NT = KCBW (14, 03, etc.). 4m Fit if GF = KCBW (14, 03, etc.).	
3NT	x			1 st /2 nd : Gambling	7+m AKQ headed. Little O/S. 3 rd / 4 th : 6/7m Sol or S-Sol m Bal. 16-19	4NT-5m → Suit above Asks for Trump Q & Ks, Next suit Asks for Ks, 5NT = GGS Try	
4m	x			3 rd : NAT. Pre.	1 st / 2 nd /4 th : NAMYATS. 4♣/4♦ = Sol or S-Sol ♥/♠ (1 st & 2 nd : 7 & ½- 8 PT)	4NT-5♣ (1-4)/5♦ (0-3), 5x Fit = Stop → P = 1-0, bid = 4-3	
4M		(6)7		1 st /2 nd /3 rd : Pre.	4 th : To play	If m fit: 4NT-5x (x>m), 5♠ Asks for 5NT → Pass or 6y / Trump = GGS Try	
4NT	x			1 st /2 nd /3 rd : 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		1 st /2 nd /3 rd : 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	