

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
4 cards possible a 1 level
Direct jump raise = preempt
Jump cue bid = fit + good suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
In 2 <sup>nd</sup> 15 18 balanced stayman transfers
Reopening 9 – 13 hcp balanced response same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Level 2 weak
Jump cue bid asking for stopper
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣ 2♣ natural 1♣/♦ . 2♦ cue bid H / S
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong 2♣ landy X min Maj 2♦ multi 2♥♠ + minor
Vs weak 2♣landy transfers from 2♦ dbl penalty
Vs artificial strong
1♣ strong X = ♥+♠ 1NT minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out double natural cue bid 2 suiter
Vs weak 2 : 4♣+ M 4♦+ Major
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
♣ strong X = ♥+♠ 1NT minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing , redouble 10 + , truscott

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> 5 <sup>th</sup>	
NT	4 <sup>th</sup> best	3 <sup>rd</sup>	
Subseq	Same as above		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AK x	
King	KQx or AK bare	3 H	
Queen	QJx	QJ 10/9 or KQx	
Jack	J 10 x or KJ10x	J 10/9 or HJ10 9	
10	10 9 X or H 10 9 x	10 9 or H 10 9	
9	9 or 9 x		
Hi-X	Even number	Bad suit	
Lo-X	Odd number	4 <sup>th</sup> best	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H/L = 2	H/L = 2	H/L = 2
Suit 2	High = E	S	High = E
3			
1			
NT 2	H/L = 2	H/L = 2	H/L = 2
3	E on	S	High = E
Signals (including Trumps):			
Reverse count in trump = ability to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1NT 3NT dbl = find ♥ or ♠			
Openers double show 3 cards in partners major			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: FRANCE</b>
<b>PLAYERS: KORBER MARILL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5 cards Major
Better minor
1NT opening 15/18
2 OVER 1 , F1
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ : STRONG
2♦ FORCING GAME
2♥/♠ weak
3 NT preempt
4♥ preemnt 4♠ preemnt
Ovecalls
Precised Michaels
Defense against 1 NT : X min/maj, 2♦ multi, 2♣landy,2♥/2♠ nat + minor
Rubensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT 3NT X pass no stop XX one stop or more
<b>IMPORTANT NOTES</b>
Frequent light opening in 3 <sup>rd</sup>
<b>PSYCHICS:rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	Natural 11 22	1♦/1♥/1♠ 1NT natural 2♦2♥/2♠ strong	Natural, Roudi	New suit with jump 1♣ 1♦ X : no 4♥, no 4♠
1♦		3	4♥	Natural 11 22	2♣ forcing game	1♦ 2♣ 2SA : 12-14H ou 18-19H	
1♥		5	4♦	Natural 11+	1♥ 2NT : 3-4 cards 11-14 DH 1♥ 3♥ : 4 cards 8-10 DH 1♥ 3NT : 4-5 cards 15-16 DH balanced	1♥ 2X 2♥ 3♥ : forcing. 1♥ 1♠ 2♦ 3♥ : forcing. 1♥ 2♥ 2NT : prop 1♥ X 2♦ : fit 8-10DH Splinter 4♣/♦	
1♠		5	4♦	Natural 11+	3NT = 12/14 flat 4 Cards idem	1♠ X 2♥ : fit 8-10DH	
INT			3♠	15/18 balanced May be 5 maj , 6 minor	Stayman 4 paliers Transfer (2♦, 2♥, 2♠, 3♣) 4♦ : bicol. maj. 3♦, 3♥, 3♠ : unicolore → slam 4♣ : bico mineur slam		
2♣	X	0		Strong unicol or balance	2♦ : relais 2♥/♠ : 2 Honors 5+ cards 3♣/♦ : 2 honors 6+ cards.	2♣ - 2♦ - 2NT : Stayman + Transfer 2♣ - 2♦ - 3NT : unicolore minor	
2♦	X	0		24H et +. Forcing game	2♥:<8H, 2♠:1As maj, 2SA: 8H ou 2 king 3♣/ 3♦: As ♣/ ♦ 3♥/3♠: CRM ou RDxxxx, 3SA : CRM	2♦ 2NT 4NT=pass 2♦ 2NT 3NT = forcing (Stayman + transf.	
2♥		5		Weak 6/10	2SA relais All change forcing	2♥ - 2SA - : 3♥ weak, 3X =H 4 X: cue. (4♥: single ♠) 3NT : maxi sans GH, no single	
2♠		5		Weak + idem			
2NT				20/21 balanced 6 card minor possible	3♣ Stayman 3♦ 3♥ 3♠ 4♣ transfers 4♦ both major		
3♣		7		Preempt natural			
3♦		7		id			
3♥		7		id			
3♠		7		id			
3NT				Good 4♥ or ♠			
4♣		8		natural			

4♦		8	Natural		
4♥		8	Natural preempt		
4♠		8	Natural		
4NT					
5♣					
5♦					<b>HIGH LEVEL BIDDING</b>
5♥					Blackwood 5 keys 5♠ 2 keys + Q trump 5NT 2 keys and a void 41/30
5♠					On intervention X = 0 Pass = 1 C+1 = 2 C+2 = 2 + queen