

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)
4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul.
Responses : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise
2NT : 4+ trumps, invit et +
Reopening : denies sound opening values. Maybe 4 cards at 1-level.
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)
In 2nd : 15*-18, balanced Responses : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers (over 1♠ 2♥ = ♣; 2♠ = cue)
In 4th : 9-13, balanced. Responses : same as above
Reopening : 9-13 Hcps, balanced. Responses : same as above
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)
Level 2 : weak except 1♣ -2♦ = ♠ + ♥
Level 3 : weak except 1♥/♠ - 3♣ = ♠/♥ + ♦
2NT = 2 lowest unbid suit
Reopen : same as above except 2NT : 17-19 balanced
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)
Direct cue-bids : 1♣-2♣ : natural ; 1♦ - 2♦ : ♥ + ♠
1♥/♠ - 2♥/♠ : ♠/♥ + ♣
Jump cue-bids asking for stopper (except 1♣-3♣ = 5+♦ + 5+♠)
Reopening : same, except 1♣ - 2♣ : ♥ + ♠
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)
vs. Strong : 2♣ asking for majors (4+,4+)
2♦ = Multi. 2♥/2♠ = ♥/♠ + minor. Dble = 5+minor + 4 Major
vs. weak : 2♣ asking for majors. Transfers from 2♦ to 3♣.
2NT : minors. Dble : penalty, 14+, more or less balanced
Reopening : vs strong 2♣ and Dble idem. 2♦/2♥/2♠ = nat
Vs weak = same than overcall
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)
Take out double , cue-bid = 2 suiter. 3♣ 4♣/♦ = ♣/♦ + ♥
Vs weak 2 : cue = minor 2-suiter, 4♣ = ♣+M, 4♦ = ♦+M
Vs Multi 2♦ : 3♥ = ♠+min 3♠ = minors 4♣/♦ = ♣/♦ + ♥
<b>VS ARTIFICIAL STRONG OPENINGS</b>
1♣ (strong) double = ♠ + ♥ ( at least 4-4)
1NT = ♦ + ♣ ( at least 5-4)
jump = weak
Vs Precision 2♣ : 3♣ = ♦ + ♥ ; 3♦ = ♥ + ♠
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing; 2/1 nf ; xx = 10 + HCP; 1♥/♠ X 2♣/3♥ = mix raise
1♥/♠ X 2♦/♥ : good support 2♥ / 2♠ = bad support
Jumpshift = pre at 3-level, fit + suit with passed hand or 4 level.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq	same as above		
Other : 2 <sup>nd</sup> best with 4 small cards			
Hxx in NT : the smallest.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x	
King	K Q x or A K bare	3 honours (maybe A K J x)	
Queen	Q J x	Q J 10/9 x or K Q (9) x	
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x	
9	9 or 9 x	J 9 8 x or 9 x x or 9 x	
Hi-x	even number	Bad suit	
Lo-x	odd number	4th best	
<b>SIGNALS IN ORDER PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
Suit	1 H/L = 2	H/L = 2	H/L = 2
	2 High = E	S	High = E
	3 S		S
NT	1 H/L = 2	H/L = 2	H/L = 2
	2 E on As/Queen	S	High = E
	3		S
<b>Signals</b> (including trumps) :			
Reverse count in trump or ability to ruff or suit preference			
Smith echo in NT, reversed for the one who leads			
<b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)			
Take out double : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.			
Reopening : double either 3-suiter or 14+Hcp.			
Responses : suit at lowest level ambiguous			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
1♣ -1♦ - dble = 4+ cards in ♥			
1♣ / 1♦ - 1♥ - dble = 4+ cards in ♠			
1♣/1♦ - 1♥ - 1♠ = no 4♠			
1♣-1♦ - 2♦ : 6 hearts weak/strong 3♦ : 6 hearts invit.			
1♣/♦ - 1♥ -2 or 3♥ = same as above with spades			
Opener's double shows 3 cards in partner's major or a strong hand			
Dble of opponent's fits are always T/O			
1X-1M-1NT-Dble : 2 others suits ; 2X = 5M' + 2M			

WBF Convention Card
CATEGORY :
NCBO : <b>FRANCE</b> EVENT : Mixed Team
PLAYERS : <b>ABENSUR</b> David - <b>CRONIER</b> Philippe
<b>SYSTEM SUMMARY</b>
<b>GENERAL, APPROACH AND STYLE</b>
Natural, 5 cards major
Best minor (1♣ always 3 cards, 1♦ 3 cards if 4-4-2-3)
2♦ : Game forcing
2♣ : strong in any suit
1NT Opening : 15 - 17, balanced
2 OVER 1 Response : GF ; 1NT : semi forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
3NT: good pre-empt in ♥ or ♠
Overcalls
Precised Michael's two suiters
Landy
Against strong NT opening : Dble= 5+min/4 mai
2♦ = Multi · 2♥/2♠=natural+one minor
1♣ Pass pass 2♣ = Majors
1♣ Pass Pass 2♦ = 6 cards 10/13 HCP
Rubensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2♦ opening. all passes are forcing.
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Frequent ligh opening in 3 <sup>rd</sup> seat according to vulnerability.
<b>PSYCHICS</b> : rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND OR COMPETITIVE BIDDING
PASS							
1♣		3	4♥	natural 10 - 22 HCP 3 cards if 4-3(3-3) or 4-4-2-3	natural ; with 4/5♦ + 4♥ often 1♥ 2NT invit; strong jumpshift except 2♦ = 5+♣ invit 1♣/♦ 1NT 2♣ = ♠ + ♥ 2♦/♥ transfers	1♣/♦ - 1♥/1♠ - 1NT-2♣ relay for 2♦ ; 2♦ = game forcing 1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced Splinters ; 4 <sup>th</sup> suit forcing	New suit with jump= 5cards suit +4 trumps.
1♦		3	4♥	3 cards only if 4-4-3-2	1♣(♦) - 2♣(♦) = Game forcing, no 4 cards in M 1♣(♦) - 3♣(♦) = preempt 1♦ - 3♣ = 5+♦ invit.	1♣-1♥/♠-2♣-2♦ forcing artificial 1♦-1♥/♠ - 2♦ - 2♥ forcing artificial	weak jump after overcall
1♥		5	4♦	10/21	natural ; 1NT NF, maybe 11 ; 2/1 = GF 2NT = 4 cards support, GF. Splinters 3NT 4+ trumps, balanced, 11-14 HCP	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦ ; 2♦ = game forcing 1♥ - 1♠ - 3NT bal 19 (20); 4♣/♦ = Splinter 1♥/♠ - 1SA - 2♣/SA = GF art. 1♥ 1SA 2SA = 17-18 bal	1SA : 6-11 2♣ = Drury or nat Passed hand : jumpshift = 5 + 4 2NT = 4 cards + shortness
1♠		5	4♦	10/21	raise at 4 level = preempt 3♣ or 1♠ - 3♥ = nat limit ; 3♦ : 3cards raise, limit	1♥/♠ - 3♥/♠ - 3♣/3SA : asking 1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing 1rnd	After overcall : 2NT limit raise, Cue-bid = 4+ cards, GF
1SA			3♠	(14+)15 - 17 balanced 5 cards major possible 6m322 possible 5422 possible	2♣ = Stayman 4 steps 2♦/♥/2NT =Transfers 4♣/♦ = ♠ + ♥ 2♠ = invit in NT or ♣ transfer 3♣ = Puppet	1NT 2♣ - 2♦ - 3♥/♠ = 5♠/♥ + 4♥/♠ 1NT 2♣ - 2♥/♠ - 3♥/♠ : not forcing 1NT 2♣ - 2SA - 4♣/♦ : Transfer for 4♥/♠ 1NT 2♣/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	Transfer from 2NT after overcall Double = at least 2NT bid
2♣	x	0		Forcing one round 22-23 balanced or strong in any suit	2♦ = waiting 2♥/2♠ : HHxxx 3♣/3♦ : HHxxxx 2NT : minors	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT Subsequents auctions after 2♣ - 2♦ : natural	Negative double after overcall new suit = Hxxxx +
2♦	x	0		GF	2♥ = neg. 2♠ = 1 major Ace 3♠/3♦ = Ace 3♥/♠/NT = 2Aces or KQ(J)xxx in ♥/♠/minor	Natural ; 2♦ - 2♥ - 3♠ = 5♥+4♠ 2♦ 2♥ 2NT maybe unbalanced	X : values New suit = Hxxxx +
2♥		5/6		Weak, natural	new suit F1, 2NT = relay		Penalty double
2♠		5/6		Weak, natural	new suit F1, 2NT = relay		
2SA				20/21 balanced 5 cards major possible 6 cards minor possible 5422 possible	3♣ Stayman 4 steps 3♦/♥/♠ 4♣ = Transfers ; 4♦ = ♥+♠ 4♥/4♠ = minors 2-suiter	2NT - 3♣ - 3♦ - 3♥/♠ = 5♠/♥ + 4♥/♠ 2NT - 3♣ - 3SA - 4♣/♦ : Transfer for 4♥/♠	
3♣		6		Preempt natural	New suit is forcing ; 4♦ = Blackwood		
3♦		6		Id	4♣ = Blackwood	<b>HIGH LEVEL BIDDING</b>	
3♥		7		Id	4♣ = Blackwood	Controls first and second round	
3♠		7		Id	4♣ = Blackwood	Blackwood 30 - 41 5keys 5NT = 2 aces and a void, 6x: 1 or 3 Aces with void in x	
3SA				Good 4♥ or 4♠ opening	4♣ : slam interest ; 4♥ : pass or correct		
4♣				Preempt natural	4♥ / 4♠ = to play	Josephine	
4♦				Id	id	Splinters	
4♥				Id	Asking bids	Lightner doubles	
4♠				Id	Asking bids		