DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style : Responses : 1 / 2 Level ; Reopening)

Style : Natural, 6/17 HCP.

Responses : New suit 1/1, 2/1 and 2/2 : forcing.

Reopening : Nat shows less than good opening hand.

1NT OVERCALL (2nd/4th Live ; Responses ; Reopening)

Overcall : 16-18 HCP

Responses : Stayman and transfers

Reopening : 10-13 HCP

After Pass 1m Pass 1M : 6 in the cheapest and 4 in the other.

JUMP OVERCALLS (Style ; Responses ; Unusual NT)

One-suiter weak : 1m 2M / 1♥ 2♠ / 1M 3♦

Two-suiter : 1m 2♦ = Ms / 1m 2NT = m ' + ♥

1M 2M = M '+ ♣ / 1M 2NT = ms / 1M 3♣ = M ' + ♦

DIRECT & JUMP CUE BIDS (Style ; Response ; Reopen)

1M 3M = Ask for stopper / 1♣ 3♣ = preempt / 1♦ 3♦ = preempt

VS. NT (vs. Strong/Weak ; Overcall)

Vs Strong NT (14+ HCP) :

X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major

2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors

Vs Weak NT (9-13 HCP) :

2♣ = Ms / Transfers / X = 14 HCP + (responses : Stayman/transfers)

Vs 1NT Overcall :

2♣ = both majors if opening of 1min / Transfers / X = 8+HCP

1♥ 1NT 2♦ = transfer ♥ - 1♠ 1NT 2♥ = transfer ♠

VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)

VS WEAK TWO : Cue-bid = both min / 4m = 5m + 5 in other M

2NT = 15-18 HCP (responses : Stayman and transfers).

VS MULTI : 2♥/2♠/3♣/3♦ = Nat /3♥ = Nat, strong /3♠ = Minors

4m : 5♥ + 5m / 2NT = 15-18 HCP (responses : Stayman and transfers)

→ Take out doubles

VS. ARTIFICIAL 1♣ OPENING (STRONG)

Double = take out for majors

1♦/♥/♠ = natural with values / 2♣ = natural with values

1NT = both minors   / 2NT = both majors

2♦/♥/♠ = Nat, weak

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 10 HCP + / Fit jumps = weak /1M X 3y = 5y + 4M ; 4y = 10 cards

2NT = fit with 4 cards 11-12 HCP / 3NT = fit with 4 cards 13 HCP +

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th, 2nd from 4 small cards	3rd/5th
NT	4th best	3rd/5th, except after 1♣ : 4th
Subseq	Same as above	Same as above

LEADS

Lead	Vs. Suit	Vs. NT
Ace	**A**KJ10(+), **A**Kx (+), **A**x (+),	**A**KQ(+), **A**Kx, **A**Kxx, **A**KJx
King	A**K**, **K**Q(+), **K**x,	AK**J**xx (+), **K**QJ(+), **K**Q10xx(+)
Queen	**Q**J(+), **Q**(x)	**Q**J10(+),**Q**J9(+), K**Q**10x, AK**Q**x
Jack	**J**10(+), **J**(x)	A**J**10(+), K**J**10(+), **J**109(+), **J**108(+)
10	**10**(x)	**10**9x(+) Q**10**9(+)
9	**9**(+) J**9**8x	**9**xx(+) J**9**8x
Hi-X	Hx**x**, Hx**x**, Hxxx**x**	Hxx**x**, H**x**x, Hxx**x**x
Lo-X	**X**, xx**x**, xxxx**x**, **X**x, x**x**xx	**X**xx, **X**x, x**x**xx(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Count : H/L = even	Count : H/L = even	High : encouraging
Suit	2	Hi = ENCRG	Suit preference	Count : H/L = even
	3			
	1	Hi = ENCRG	Count : H/L = even	High : encouraging
NT	2	Count : H/L = even	Smith	Count : H/L = even
	3			

DOUBLES

TAKEOUT DOUBLES (Style ; Responses ; Reopening)

STYLE : can be light if shaped.

Responses : natural and limit - Cue-bid forcing one round.

IN BAL POS : 8+ Pts. Responses : idem.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

- Negatives doubles. Responsive doubles.
- Double over fits and preempts.
- Informative and optional doubles.
- Maximal overcall double.
- LIGHTNER doubles.

W B F CONVENTION CARD

PLAYERS :

**Sylvestre DE TARRAGON
Blanche LEGRAS**

CATEGORY : GREEN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Best minor ; Major 5th

1NT : 15-17 HCP

2♣ : Strong but not game forcing ; 2♦ : Game forcing.

2♥ : 6 hearts, weak ; 2♠ : 6 spades, weak.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ : Strong but not game forcing ; 2♦ : Game forcing.

SPECIAL FORCING PASS SEQUENCES

→ Some competitive sequences, when double is negative if partner is short.

→ When pass is forcing, bid is weaker than pass then bid.

IMPORTANT NOTES

Opening in 3rd position can be weak (8+HCP)

NV against vulnerable, preempt can be very weak (3+ HCP)

PSYCHICS

Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣		2	10-23 HCP ; best minor	2♣ = fit, 6/10 HCP ; 3♣ = fit, 11/12 HCP ; 2♥/2♠= 6 cards 16+ Game F		
1♦		2	10-23 HCP ; best minor	2♦ = fit, 6/10 HCP ; 3♦ = fit, 11/12 HCP ; 2♥/2♠= 6 cards 16+ Game F		
1♥		5	10-23 HCP ; 5+♥	2NT = Fit ♥, FG ; 3♥ = 4♥, Weak 3♣ = 3♥ invit ; 3♦ = 4♥ invit 2♠ = 6♠ ; 16HCP FG;		
1♠		5	10-23 HCP ; 5+♠	2NT = Fit ♠, FG ; 3♠ = 4♠, Weak 3♣ = 3♠ invit ; 3♦ = 4♠ invit ; 3♥ = 6♥ 16 HCP FG		
1NT			15-17 HCP	Stayman & Transfers 3♥ = 6+♥, GF ; 3♠ = 6+♠ GF 4♣ = 5♣+5♦ 4♦ = 5♥+5♠		
2♣	X		Strong but not game forcing	2♦ = relay		
2♦	X		Game forcing	2♥ = 0-7 HCP (without Ace) ; 2♠ = A♥ or A♠ 2NT = 8+ HCP or 2 kings ; 3♣/♦ = A♣/A♦ 3♥/3♠/3NT = 2 Aces		
2♥		6	6♥ (2-10 HCP)	2NT = Asking ; 2♠ = Forcing, 5♠ 3♣/♦ = natural, Forcing		
2♠		6	6♠ (2-10 HCP)	2NT = Asking ; 3♣/3♦ /3♥ natural, Forcing 4♥ = to play ;		
2NT			20-21 HCP Balanced	3♣ = Stayman ; 3♦/♥/♠/4♣ = Transfer ; 4♦ = Majors		
3♣/3♦		6	Preempt			
4♣/4♦		6	Preempt			
3♥		6	Preempt			
3♠		6	Preempt			
4♥		6	Preempt			
4♠		6	Preempt			
3NT	X		ARDxxxx(x) in minor (Sid Str : +Q)			
4NT	X		Minors			**HIGH LEVEL BIDDING**
					After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣	