

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 = 11 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 13-15 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Suit	3 rd /5 th , 2 nd from 4 small cards	3 rd /5 th	
NT	4 th	3 rd /5 th	
Subseq	4 th /NT - Attitude/Suit	Same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10(+), AKx(+), Ax(+), A singl	AKQ(+), AKx, AKxx, AKJx	
King	AK, KQ(+), Kx, singl	AKJxx(+), KQJ(+), KQ10x(+)	
Queen	QJ(+), Q(x)	QJ10(+), QJ9(+)	
Jack	J10(+), J(x)	AJ10(+), KJ10(+), J109(+), J108(+)	
10	10(x)	109x(+), Q109(+)	
9	9(x)	9(+)	
Hi-X	Hxxx, Hxx, Hxxxx	Hxxx, Hxx, Hxxx	
Lo-X	X, xxx, xxxxx, Xx, xxx	Xxx, Xx, xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = even	Count : H/L = even	odd encouraging
Suit 2	Hi = ENCRG	Suit preference	Count : H/L = even
3			
1	Count : H/L = even	Count : H/L = even	odd encouraging
NT 2	Hi = ENCRG	Suit preference	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 : Saveria Garcia Noah Julliard CATEGORY : Green
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
diamond 5 th ; Major 5 th ; 2♣ : Strong ; 2♦ : weak
2♥ : weak ; 2♠ : weak
1NT : 15-17 HCP
2/1 = GF ; 1M - 2min - 2M - 3min : 6+ min, GF.
Drury ; Blackwood 41-30
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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 3 rd position can be weak (8+HCP)
NV against vulnerable, preempt can be very weak (3+ HCP)
PSYCHICS
rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	RÉSPONSES	SUBSEQUENT ACTION	MODIFICATION OVER COMPETITION AND WITH PASSE PARTNER
1♣		3	10-23 HCP ;	1♣ = natural ; 1♥ = 4+♥ ; 1♠ = 4+♠ ; 2♦ = 8-10, 5♣ ; 2♥ = strong ; 2♠ = strong ; 2♣ = 5♣+4♥5-9HCP		
1♦		3	10-23 HCP ; 5d+ or 4441	3♣ = 8-10 5♣ ; 2♥ = weak 2♠ = weak ; 2♦ = 5♣/4♥ 6-9 HCP		
1♥		5	10-23 HCP ; 5+♥	2♣ = weak ; 2NT = 4♥ 14+ 3♣ = 11-15 3♥ ; 3♦ = invite 4♥ ; 3♥ = weak 4♥ with a shortness 3NT = balanced, 4♥, 13-15 HCP.	2♣ semi forcing game after 1NT	1♥ 1♣ 3min = preempt 1♥ 2♣ 3♦ = preempt / 1♥ X 2♦ = fit 1♥ 2♦ 3♣ = meeting / 1♥ X 3♣/♦ = fit 1♥ X 4♣/4♦ = 10 cards <u>After pass :</u> 2♣ = drury, 11+HCP with 3(+)
1♠		5	10-23 HCP ; 5+♠	2NT = 4♥ 14+ 3♣ = 11-15 3♥ ; 3♦ = invite 4♥ ; 3♥ = weak 4♥ with a shortness 3NT = balanced, 4♥, 13-15 HCP.	2NT semi forcing game after 1NT	1♣ 2♣ 3♦/♥ = Preempt 1♣ 2♦ 3♥ = Preempt / 1♣ X 3y = fit 1♣ X 2♥ = fit / 1♣ X 4y = 10 cards <u>After pass :</u> 2♣ = drury, 11+HCP with 3(+)
1NT			15-17 HCP	2♣ = Stayman ; 2♠ = transfert ♣ ; 2NT= balanced invit 3♣ = transfert ♦ 3♦ = ask for major 5th 3♥ = 5/4 minor shortness in heart ; 3♠ = 5/4 minor shortness in spade 4♣ = majors ; 4♦ = transfer ♥ ; 4♥ = transfer ♠	1NT 2♦ 2♥ 2SA = forcing. 1NT 2♥ 2♠ 2SA = forcing.	
2♣	X		stong	2♦ = relay		
2♦			GF	2♥ = 0-8not ace 2♠ = ace of maj 2NT=8+ not ace 3♣ = ace of ♣ 3♦ = ace of ♦ 3♥ = 2 aces red or black 3♠ = 2 aces m or M 3NT = aces ♣/♥ or ♠/♦		
2♥		6	weak	2NT = Asking 3♣/♦ = to play 4♣/♦ = natural, GF		
2♠		6	Preempt	2NT = Asking ; 3♣/♦ = to play 3♥ = 6/7 ♥, invit ; 3♠ = invit 4♣/♦ = natural, GF ; 4♥ = to play		
2NT			20-21 HCP Balanced	3♣ = puppet ; 3♦/♥/♠/4♣ = Transfer ; 4♦ = Majors		
3♣/3♦		6	Preempt	3♥/♠ = nat, forcing ; 4♥/♠ = to play		
4♣/4♦		6	Preempt in a major	4♥/♠ = no more to say		
3♥		6	Preempt	3♣, 4♣/♦ = ask for stop ; 4♠ = ask for stop		
3♠		6	Preempt	4♣/♦, 5♥ = ask for stop ; 4♥ = to play		
4♥		6	Preempt	4♣, 5♣/♦ = ask for stop		
4♠		6	Preempt	5♣/♦ = ask for stop		
3NT	X		ARDxxx(x) in minor (Sid Str : +Q)	4♣ = not a stopper in all suiter / 4♦ = ask for shortness		
4NT	X		Minors			