

| DEFENSIVE AND COMPETITIVE BIDDING  |
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| <b>OVERCALLS (Style : Responses : 1/2 Level ; Reopening)</b>   |
| Style : Natural, 6/17 HCP.   |
| Responses : New suit 1/1, 2/1 and 2/2 : forcing.   |
| Reopening : Nat shows less than good opening hand.   |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live ; Responses ; Reopening)</b>   |
| 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.  |
| <b>JUMP OVERCALLS (Style ; Responses ; Unusual NT)</b>   |
| 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' + ♦  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style ; Response ; Reopen)</b>  |
| 1M 3M = Ask for stopper / 1♣ 3♠ = preempt / 1♦ 3♦ = preempt  |
| <b>VS. NT (vs. Strong/Weak ; Overcall)</b>   |
| <b>Vs Strong NT (14+ HCP) :</b><br>X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major<br>2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors             |
| <b>Vs Weak NT (9-13 HCP) :</b><br>2♠ = Ms / Transfers / X = 14 HCP + (responses : Stayman/transfers)   |
| <b>Vs 1NT Overcall :</b><br>2♣ = both majors if opening of 1min / Transfers / X = 8+HCP<br>1♥ 1NT 2♦ = transfer ♥ - 1♠ 1NT 2♥ = transfer ♠             |
| <b>VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)</b>   |
| <b>VS WEAK TWO :</b> Cue-bid = both min / 4m = 5m + 5 in other M<br>2NT = 15-18 HCP (responses : Stayman and transfers).                               |
| <b>VS MULTI :</b> 2♥/2♠/3♣/3♦ = Nat / 3♥ = Nat, strong / 3♠ = Minors<br>4m : 5♥ + 5m / 2NT = 15-18 HCP (responses : Stayman and transfers)             |
| → Take out doubles   |
| <b>VS. ARTIFICIAL 1♣ OPENING (STRONG)</b>  |
| Double = take out for majors<br>1♦/♥/♠ = natural with values / 2♠ = natural with values<br>1NT = both minors / 2NT = both majors<br>2♦/♥/♠ = Nat, weak |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>  |
| XX = 11 HCP + / Fit jumps = weak / 1M X 3y = 5y + 4M ; 4y = 10 cards<br>2NT = fit with 4 cards 11-12 HCP / 3NT = fit with 4 cards 13-15 HCP            |

| LEADS AND SIGNALS  |   |  |                    |
|--|---|--|--------------------|
| OPENING LEADS STYLE  |   |  |                    |
|  | Lead  | In Partner's Suit  |                    |
| Suit   | 3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards | 3 <sup>rd</sup> /5 <sup>th</sup>                                     |                    |
| NT   | attitude  | 3 <sup>rd</sup> /5 <sup>th</sup> , except after 1♣ : 4 <sup>th</sup> |                    |
| Subseq   | Same as above   | 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, Hxxx   | Hxxx, Hxx, Hxxx  |                    |
| Lo-X   | X, xxx, xxxx, 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  | 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  |   |  |                    |
| <ul style="list-style-type: none"> <li>- Negatives doubles. Responsive doubles.</li> <li>- Double over fits and preempts.</li> <li>- Informative and optional doubles.</li> <li>- Maximal overcall double.</li> <li>- LIGHTNER doubles.</li> </ul> |   |  |                    |

| W B F CONVENTION CARD  |
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| <b>PLAYERS :</b><br>Grégoire Duterte<br>Théo Exbrayat<br>CATEGORY : Green  |
| <b>SYSTEM SUMMARY</b>  |
| <b>GENERAL APPROACH AND STYLE</b>  |
| better minor; Major 5 <sup>th</sup> ; 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  |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>                               |
| <b>SPECIAL FORCING PASS SEQUENCES</b>                                      |
| → Some competitive sequences, when double is negative if partner is short. |
| → When pass is forcing, bid is weaker than pass then bid.                  |
| <b>IMPORTANT NOTES</b>   |
| Opening in 3 <sup>rd</sup> position can be weak (8+HCP)                    |
| NV against vulnerable, preempt can be very weak (3+ HCP)                   |
| <b>PSYCHICS</b>  |
| rarely   |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS |                                    |  |  |  |
|---------|--------------------|-------------------|------------------------------------|--|--|--|
|         |                    |                   | DESCRIPTION                        | RÉSPONSES  | SUBSEQUENT ACTION                                    | MODIFICATION OVER COMPETITION AND WITH PASSE PARTNER   |
| 1♣      |                    | 2                 | 10-23 HCP ;                        | 1♦ = natural ; 1♥ = 4+♥ ; 1♠ = 4+♠ ; 2♠ = 8-10, 5♣ ;<br>2♥ = strong ; 2♠ = strong ; 2♣ = 5♠+4♥5-9HCP   |  | 1♣ 1♠ 2♣ = natural<br>X = 4♥ 8+HCP   |
| 1♦      |                    | 4                 | 10-23 HCP ; 5d+ or 4441            | 3♣ = 8-10 5♦ ; 2♥ = strong<br>2♠ = strong ; 2♦ = 5♠/4♥ 6-9 HCP   |  | 1♦ 1♠ 2♦ = natural<br>X = 4♥ 8+HCP   |
| 1♥      |                    | 5                 | 10-23 HCP ; 5+♥                    | 2♠ = strong ; 2NT = invite 4♠<br>3♣ = preempt 3♥ ; 3♦ = preempt 4♥ ; 3♥ = weak 4♥<br>with a shortness<br>3NT = balanced, 4♥, 13-15 HCP.  | 2♠ semi forcing game after 1NT                       | 1♥ 1♠ 3min = preempt<br>1♥ 2♣ 3♦ = preempt / 1♥ X 2♦ = fit<br>1♥ 2♦ 3♠ = meeting / 1♥ X 3♠/♦ = fit<br>1♥ X 4♠/4♦ = 10 cards<br><u>After pass :</u><br>2♠ = drury, 11+HCP with 3(+ )♥ |
| 1♠      |                    | 5                 | 10-23 HCP ; 5+♠                    | 2NT = invite 3-4♠ ; 3♠ = preempt<br>3♦ = preempt ; 3♥ = NV 6-9 V: 6♥ 9-11<br>3♣ = 0/6 NV 4♠ and 5/9 V 4♠<br>; 3NT = balanced, 4♠, 13-15 HCP.   | 2NT semi forcing game after 1NT                      | 1♠ 2♣ 3♦/♥ = Preempt<br>1♠ 2♦ 3♥ = Preempt / 1♠ X 3y = fit<br>1♠ X 2♥ = fit / 1♠ X 4y = 10 cards<br><u>After pass :</u><br>2♠ = drury, 11+HCP with 3(+ )♠                            |
| 1NT     |                    |                   | 15-17 HCP                          | 2♠ = Stayman ; 2♠ = transfert ♠ ; 2NT = balanced invit<br>3♠ = transfert ♦ 3♦ = ask for major 5th<br>3♥ = 5/4 minor shortness in heart ; 3♠ = 5/4 minor<br>shortness in spade<br>4♠ = majors ; 4♦ = transfer ♥ ; 4♥ = transfer ♠ | 1NT 2♦ 2♥ 2SA = forcing.<br>1NT 2♥ 2♠ 2SA = forcing. |  |
| 2♣      | X                  |                   | GF                                 | 2♦ = relay   |  | 2♣ 2M X = 2+ cue ; pass = negative<br>2♣ 4M X = dissuasive ; pass = encouraging  |
| 2♦      |                    |                   | preempt                            | 2♥ = nat 2♠ = nat<br>2NT = asking for features<br>3♠ = asking for shortness<br>3NT : to play   |  |  |
| 2♥      |                    | 6                 | preempt                            | 2NT = Asking<br>3♠/♦ = to play<br>4♠/♦ = natural, GF   |  |  |
| 2♠      |                    | 6                 | Preempt                            | 2NT = Asking ; 3♠/♦ = to play<br>3♥ = 6/7 ♥, invit ; 3♠ = invit<br>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                            | 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                  |                   | ARDxxxx(x) in minor (Sid Str : +Q) | 4♠ = not a stopper in all suiter / 4♦ = ask for shortness  |  |  |
| 4NT     | X                  |                   | Minors                             |  | <b>HIGH LEVEL BIDDING</b>                            |  |
|         |                    |                   |                                    |  | After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣ |  |
|         |                    |                   |                                    |  | After Exclusion BW : 0 ; 1 ; 1½ ; 2 ; 2½             |  |