



DEFENSIVE AND COMPETITIVE BIDDING SYSTEM SUMMARY	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
7-17 Hcp , should be 5 cards	
Responses : New suit (level 1 and level 2) = F1	
Jumpshift = 7-11 fit + good suit direct jump raises = pre-empts (0-7)	
Jump cue-bid = fit, 4+cards and good hand (8+HCP)	
Reopening : 7-14	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
In 2nd or 4th : 16 -19, balanced	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers	
Reopening : 9-13 Hcps, balanced. Responses : same as above	
JUMP OVERCALLS (Style; responses; Unusual NT)	
Level 2 : 5-10 6+ cards except 1 ♣ 2♦ = 5♥ and 5♠	
Level 3 : 5-10 7+ cards except 1 ♥/♠ 3♣ = 5♦ and 5♠/♥	
2NT = 2 lowest unbid suit	
Reopen : all natural 7+. 2NT : 17-19 balanced	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
1♣ 2♣ = natural 1♣/♦ 2♦ = 5♥ and 5♠	
1♥ 2♥ = 5♠ and 5♣ 1♠ 2♠ = 5♥ and 5♣	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural	
Reopening : same, except 1♣ - 2♣ = ♥ + ♠	
VS. NT (vs. Strong / weak; Reopening; PH)	
vs. Strong : Double = 5+♣/♦ and 4♥/♠ 12+ 2♣ asking for majors	
2♣ = One major 2♥, 2♠ = 5+♥/♠ and 4+♣/♦ 2NT = 5♣ and 5♦	
Weak = 12-15 or less	
vs. weak : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5♣ + 5♦ 3♦ = 5♥ and 5♠ Game forcing	
Reopening : same (weaker)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Take out double, new suit = natural.	
Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠	
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦	
VS ARTIFICIAL STRONG OPENINGS	
1♣ (strong) double = ♥ + ♠ (at least 4-4)	
1NT = ♣ + ♦ (at least 5-4)	
2NT = ♥ + ♠ (at least 5-5)	
jump = weak (4-12Hcp)	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 over 1 forcing 2 over 1 not forcing	
Redouble = 10 + HCP	
Jumpshifts = suit + raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq	attitude		
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x; AKJ, AK10	
King	K Q x or A K bare	KQJx, KQ10x, AK +Q/J/10/x	
Queen	Q J x	Q J 10 x or K Q x	
Jack	J 10 x or K J 10 x	J 10 x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x or 109XX	
9	9 or 9 x	9 x x or 9 x or 10 9 X X	
Hi-x	HxXx, xXxx, Xx, xXXXxx	Xxx, XXxx, xXxxx, HXX	
Lo-x	X, xxX, xxxX, xxxxxxX	4th best, HxX, xxxXx, xxxX	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	High = E
	3		suit preference
NT	1 Count	count	Count
	2 suit preference	peter	High = E
	3	suit preference	suit preference
Reverse count in trump : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
DOUBLES			
TAKE-OUT DOUBLES (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 13+Hcp.			
Responses : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1♣	1♦	DOUBLE = 4+ cards in ♥	
1♣/♦	1♥	DOUBLE = 4+ cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
CATEGORY : red	
NCBO : FRANCE	EVENT : Young Championship
PLAYERS : ROMBAUT - GUILLEMIN	
 	
GENERAL, APPROACH AND STYLE	
5 cards major, vul : 1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣	
2♣ = Strong, GF or 3-9 with 5+♦	
2♦ = Multi 6♥/6♠ :5-10 VUL, 3-8 NV or 22-23	
2♥ = 6+ and 8-12 Hcp NV and 5♥ + 5m V	
2♠ = 6+ and 8-12 Hcp NV and 5♠ + 5m V	
1NT Opening : 14+ TO 17	
2 OVER 1 Response : GF	
2♣ = Strong, GF or weak with ♠	
2♦ = Multi 6♥/6♠ : 5-10 VUL, 3-8 NV or 22-23	
3NT = 4M opening in 1 st and 2 nd sit	
SPECIAL FORCING PASS SEQUENCES	
According to vulnerability, pass could be forcing at high level	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Frequent high opening in 3 rd seat according to vulnerability.	
In 3th seat, preempts are often weaker	
PSYCHICS : sometimes	

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less	Transfers	1x – 1 y – 1z : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall
1♣		3	6♥	VUL Natural 11 - 22 H	1♣ - 2♦ = limit with ♣, 1♣ - 2♥ = 4+♥/5+♠ 1♣ - 2♣ = GF 5♠+, 4M possible	1x – 1 y – 1 z : 2♦ = Game forcing	If passed or after DOUBLE :
				BAL	New suit with jump is weak (2-8 Hcp)	1x - 1M – 3N and 4M = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	VUL : Natural 11 - 22 H 3 cards if 4♠ / 4♥ / 3♦ / 2♣	1♦-3♣ = limit with ♦, 1♦ - 2♥ = 4+♥/5+♠ 1♦ - 2♦ = GF 4♦+, 4M possible	1♦ - 2♣ - 2NT = 12-14 or 18-19 1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	1x 1Y 3x = invit
1♥		5	6♦	Natural 10 – 21 H	2NT = invite or 12 – 14, 3- 4 trumps balanced 3♠: splinter somewhere, 3NT/4♣/4♦ :splinter void	4 th suit forcing (only after 2 level rebid by opener) 1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	1NT = 6-11, 2♣ is Drury (with fit) 2NT = 4+ trumps with a singleton
					Raise at level 3 are natural invit, splinters	1♥/♠ - 2x – 2♥/♠ - 3♥/♠ = forcing	
1♠		5	6♥	Natural 10 – 21 H	3♣, 3♦, 3♥ = limit with 6cards 3NT: splinter somewhere, 4♣/4♦/4♥ :splinter void	1♥/♠ - 3♥/♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522 1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	After overcall over one major : Jump in a new suit shows 5+ cards
1NT			4♥	14+ TO 17 H	2♣ = Stayman; 2♦, 2♥, 3♣ = Transfer	1♥/♠ - 2♥/♠ - 3♣, ♦ : natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
					2♠texas C or limit hand	1NT 2♣ - 2♦ - 2♥ weak with 4+♥ and 4+♠	
				5 cards in major possible	2NT puppet stayman		Transfer from 2NT after overcall
				6 cards in minor possible	4♣ and 4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♠/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	Double = at least 2NT bid
2♣	x	0		Forcing to game or 6♦ If 6♦ 5-10HCP VUL, 3-8 NV	2♦ = nothing, 2♥/2♠ natural F 2NT strong relay		Negative double after overcall new suit = Hxxxx and 7+ Cue-bid = strong T/O
2♦	x		4♦	6♥/6♠ :5-10 VUL, 3-8 NV Or 22/23 bal	2NT strong relay Any major suit = P/C, 3♣/♦ - Natural NF 4♣ = name your major in Texas, 4♦ = name your major, 4♥/♠ = to play		
2♥				NV : 6♥ 8-12 hcp V : 5♥+5m 6-10hpc	NV :2NT = invit+ relay, 2M – 2NT - 3♣ = mini	Vulnerable : 2NT : relay, 3♣ : P/C, 3♦ : M fit limit+	
2♠				Same with ♠	3x forcing		
2NT			6♥	Balanced 20-21 5 cards in major possible 6 cards in minor possible 5422 possible	Stayman as over 1NT Transfer and rectification with fit	4♦ = 5♥+/5♠+, 4♥ = 5♣/4♦ slam try, 4♠ = 5♦/4♣ slam try 5♠ = pick a slam, 5NT = try to 7	
3♣		7		Preempt natural 4-10	New suit is forcing		
3♦		7		Same			
3♥		7		Same	Jump = Asking bids		
3♠		7		Same	4♣ = BK facultatif		
3NT		7		Good 4M bid in 1 st and 2 nd	4♣ : Name your major in transfert, 4♦ : slam ask		
4♣		8		Preempt natural 4-10			
4♦		8		Same			
4♥		8		Same	Asking bids		
4♠		8		Same			
4NT		6/5		Both minors	In 1 st and 2 nd : 4 losers (one in both minor)		

HIGH LEVEL BIDDING

Control first and second round

Roman Key Cards Blackwood 4130, 5NT = 0, 2 or 4 keys and a void

Josephine

Lightner doubles

After Blackwood, next suit asking for Queen of trump -> return in trump suit = no

