



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
7-17 Hcp , should be 5 cards	
<i>Responses</i> : New suit (level 1 and level 2) = F1	
Jumpshift = fit + good suit direct jump raises = preempts	
Jump cue-bid = fit, 4+cards and good hand	
Reopening : 7-14	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
In 2nd or 4th : 16 -18, balanced	
<i>Responses</i> : 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 : weak except 1♣/♦ 2♦ = 5 ⁺ ♥ and 5 ⁺ ♠	
Level 3 : weak except 1♥/♠ 3♣ = 5 ⁺ ♦ and 5 ⁺ ♠/♥	
2NT = 2 lowest unbid suit	
Reopen : all natural weak. 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 ⁺ ♣	
1S 2NT= the two more little suits Jump cue-bids asking for	
(except 1♣-3♣ : natural)Reopening : same, except 1♣ - 2♣ = ♥ + ♠	
VS. NT (vs. Strong / weak; Reopening; PH)	
vs. <i>Strong</i> : Double = 4♥/♠ + 5♣/♦ 2♣ asking for majors	
2♦ = 6♥/♠, 2♥/♠ = 5♥/♠+4♣/♦, 3♣ = natural 2NT = ♣ + ♦	
vs. <i>weak</i> : 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	
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	same as above		
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x	
King	K Q x or A K bare	KQJx, KQ10x, AK +Q/J/0x	
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	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	High = E or even
	3		suit preference
NT	1 Count	count	Count
	2 suit preference	peter	High = E or even
	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)			
<i>Take out double</i> : cards in other suits, that the opening or 19+ Hcp, any dis-			
tribution. <i>Responses</i> : natural, only cue-bid is forcing.			
<i>Reopening</i> : double either 3-suiter or 13+Hcp.			
<i>Responses</i> : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1♣ 1♦ DOUBLE = no 4 cards in ♥ and ♠			
1♣/♦ 1♥ DOUBLE = no 4 cards in ♠			
1♣/♦ 1♠ DOUBLE = 4 cards in ♥ and 8+H			
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
	
NCBO : FRANCE	EVENT : Kids Events
PLAYERS : DESAGE Martin - SUDROT Armans	
SYSTEM SUMMARY	
GENERAL, APPROACH AND STYLE	
Natural, 5 cards major	
Best minor (1♦ 3 cards only 4♠ + 4♥ + 3♦ + 2♣)	
Weak 2 in majors	
1NT Opening : 14 ^{1/2} -17, balanced (6cards in minor possible)	
2 OVER 1 Response : F1, requests a new bid.	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ : Strong, artificial, F1	
2♦ : Strong, GF	
3NT : solid minor, no outside stopper	
SPECIAL FORCING PASS SEQUENCES	
According to vulnerability, pass could be forcing at high level	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Frequent ligh opening in 3 rd seat according to vulnerability.	
In 3th seat, preempts are often weaker	
PSYCHICS : rare	

OPENING	TICK IF ARTIFICIAL	MIN. No OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x - 1 y - 1 NT : 2♣ = relay by 11H+ for the y fit	Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	New suit with jump is strong		If passed or after DOUBLE :
						1x - 1M - 3NT = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H		1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣		1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♠/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	
1♥		5	6♦	Natural 11 - 21 H	2NT = 11-12 HCP, 3+ trumps balanced	4 th suit forcing	1NT = 6-10, 2♣ is Drury (with fit)
					3NT 4+ trumps balanced , 13-15 HCP	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = ♣ limit
					Raise at level 3 are natural strong, splinters	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = non forcing	
1♠		5	6♥	Natural 11 - 21 H	Same than for 1♥	1♥/♠ - 3♥/♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
						1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing	Jump in a new suit shows 5+ cards
1NT			4♥	14 ^{1/2} -17 balanced	2♣ = Stayman 4 steps	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠	and 4+ cards in opening bid
				Not 5 cards in major	2♦, 2♥, 2♠, 3♣ = Transfer	1NT - 2♣ - 2♥/♠ - 3♥/♠ : not forcing	
				6 cards in minor possible	3♦, 3♥, 3♠ = Strong	1NT - 2♣ - 2SA - 3♣/♦, 4♣/♦ = Transfer for 4♥/♠	Transfer from 2NT after overcall
				5422 possible	4♣ = 5+♠ and 5+♥, 4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	Double = at least 2NT bid
2♣	x	0	6♥	Forcing one round	2♦ = relay ; 2♥/♠ = HHxxx and 8 ⁺	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				22-23 balanced or strong in any suit	3♣/♦ = HHxxxx and 8 ⁺	2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22or 6 cards 8-81/2	new suit = Hxxxx and 7+
				No strong suit +major forth		2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 9-91/2 tricks or 6cards 22-23	Cue-bid = strong T/O
2♦	x	0	4♦	Forcing to game	2♥ = négative; 2♠ = Ace ♠ or Ace♥		same as over 2♣
				Any hands	3♣/♦ = Ace ♣ or ♦		
					3♥, 3♠, 3NT = 2 Aces , CRM		
						2♦ - 2♥/♠ - 2NT = 24+HCP same as over 2NT.	
2♥		6		4 - 9 non vulnerable	new suit forcing 1 , 2NT is relay and then :		
				7 - 10 vulnerable	opener shows value at level 3 and singleton or void at level 4 when maximum		
2♠		6					
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	5♠ forcing for 6♣/♦ or 6NT		
				6 cards in minor possible	Transfer and rectification with fit		
				5422 possible			
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same		HIGH LEVEL BIDDING	
3♥		7		Same	Jump = Asking bids	Control first and second round	
3♠		7		Same		Roman Key Cards Blackwood 41-30, 5NT =	
3NT				Solid minor	4♦ : asking for singleton	Josephine	
4♣		8		Preempt natural		Lightner doubles	
4♦		8		Same		After Blackwood, next suit asking for Queen of trump -> return in trump suit = yes	
4♥		8		Same	Asking bids		
4♠		8		Same			