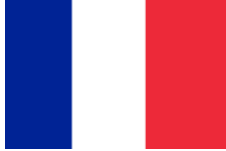


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)	
7-17 Hcp , should be 5 cards	
<i>Responses</i> : New suit (level 1 and level 2) = F1	
Jumpshift = fit + good suit      direct jump raises = preempts	
Jump cue-bid = fit, 4+cards and good hand	
<i>Reopening</i> : 7-14	
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)	
<i>In 2nd or 4th</i> : 16 -18, balanced	
<i>Responses</i> : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers	
<i>Reopening</i> : 9-13 Hcps, balanced. Responses : same as above	
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)	
Level 2 : weak except 1♣ 2♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠	
Level 3 : weak except 1♥/♠ 3♣ = 5 <sup>+</sup> ♦ and 5 <sup>+</sup> ♠/♥	
2NT = 2 lowest unbid suit	
Reopen : all natural weak. 2NT : 17-19 balanced	
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)	
1♣ 2♣ = natural      1♣/♦ 2♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠	
1♥ 2♥ = 5 <sup>+</sup> ♠ and 5 <sup>+</sup> ♣      1♠ 2♠ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♣	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural	
Reopening : same, except 1♣ - 2♣ = ♥ + ♠	
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)	
<i>vs. Strong</i> : Double = 4♥/♠ + 5♣/♦ 2♣ asking for majors	
2♦ = 6♥/♠, 2♥/♠ = 5♥/♠+4♣/♦, 3♣ = natural 2NT = ♣ + ♦	
<i>vs. weak</i> : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5 <sup>+</sup> ♣ + 5 <sup>+</sup> ♦ 3♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠ Game forcing	
<i>Reopening</i> : same (weaker)	
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)	
Take out double, new suit = natural.	
Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠	
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦	
<b>VS ARTIFICIAL STRONG OPENINGS</b>	
1♣ (strong) double = ♥ + ♠ (at least 4-4)	
1NT = ♣ + ♦ (at least 5-4)	
2NT = ♥ + ♠ (at least 5-5)	
jump = weak	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1 over 1 forcing 2 over 1 not forcing	
Redouble = 10 + HCP	
Jumpshifts = suit + raise	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq	same as above		
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x	
King	K Q x or A K bare	KHHxx	
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, xxxxX, xxxxxxX	4th best, HxX, xxxXx	
<b>SIGNALS IN ORDER PRIORITY</b>			
	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
<b>Reverse count in trump</b> : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
<b>DOUBLES</b>			
<b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. <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			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
1♣	1♦	DOUBLE = no 4 cards in ♥	
1♠/♦	1♥	DOUBLE = no 4 cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
	
NCBO : <b>FRANCE</b>	EVENT : Kids Events
Players : <b>ROCHES</b> Maxence - <b>TCHOULKINE</b> Philippe	
SYSTEM SUMMARY	
<b>GENERAL, APPROACH AND STYLE</b>	
Natural, 5 cards major	
Best minor (1♦ 3 cards only 4♠ + 4♥ + 3♦ + 2♣)	
Weak 2 in majors	
1NT Opening : 14 <sup>1/2</sup> -17, balanced (6cards in minor possible)	
2 OVER 1 Response : F1, requests a new bid.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ : Strong, artificial, F1	
2♦ : Strong, GF	
3NT : solid minor, no outside stopper	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
According to vulnerability, pass could be forcing at high level	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Frequent high opening in 3 <sup>rd</sup> seat according to vulnerability.	
In 3th seat, preempts are often weaker	
<b>PSYCHICS</b> : 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	Weak jump after overcall
1♣		3	6	Natural 11 - 22 H	New suit with jump is strong	1x - 1M - 3NT = 4 cards in M balanced	If passed or after DOUBLE : Jump = 5+ in suit and 4+ trumps
1♦		3	6	Natural 11 - 22 H 3 cards if 4♠ / 4♥ / 3♦ /		1♦ - 2♣ - 2NT = 12-14 or 18-19 1♣ - 1M - 2♣ - 2♦ = forcing artificial 1♦ - 1♠ - 2♦ - 2♥ forcing artificial	1♠/♦ 1NT 2♣ = ♥ + ♠
1♥		5	6♦	Natural 10 - 21 H	2NT = 11, 3+ trumps balanced 3NT 4+ trumps balanced , 11-14 HCP Raise at level 3 are natural strong, splinters	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x 1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = non forcing	1NT = 6-11, 2♣ is Drury (with fit) 2NT = ♣ limit
1♠		5	6	Natural 10 - 21 H		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+ and 4+ cards in opening bid
1NT			4	14 <sup>1/2</sup> -17 balanced Not 5 cards in major 6 cards in minor possible 5422 possible	2♣ = Stayman 4 steps 2♦, 2♥, 2♠, 3♣ = Transfer 3♦, 3♥, 3♠ = Strong 4♦ = 5+♠ and 5+♥ 4♣ = 5+♣ and 5+♦ for the chelem	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠ 1NT - 2♣ - 2♥/♠ - 3♥/♠ : not forcing 1NT - 2♣ - 2SA - 3♣/♦, 4♣/♦ = Transfer for 4♥/♠ 1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/ ♦ or ♣	Transfer from 2NT after overcall Double = at least 2NT bid
2♣	x	0	6	Forcing one round 22-23 balanced or strong in any suit	2♦ = relay ; 2♥/♠ = HHxxx and 8 <sup>+</sup> 3♣/♦ = HHxxxx and 8 <sup>+</sup>	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT 2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22 2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 8-81/2 tricks	Negative double after overcall new suit = Hxxxx and 7+ Cue-bid = strong T/O
2♦	x	0	4♦	Forcing to game Any hands	2♥ = négative; 2♠ = Ace ♠ or Ace♥ 3♣/♦ = Ace ♣ or ♦ 3♥, 3♠, 3NT = 2 Aces , CRM Ace by exclusion	2♦ - 2♥/♠ - 2NT = 24+HCP same as over 2NT.	same as over 2♣
2♥		6		4 - 9 non vulnerable 7 - 10 vulnerable	new suit forcing 1 , 2NT is relay and then : opener shows value at level 3 and singleton or void at level 4 when maximum		
2♠		6		20/21 balanced	Stayman as over 1NT		
2NT			6	5 cards in major possible 6 cards in minor possible 5422 possible	5♠ forcing for 6♣/♦ or 6NT Transfer and rectification with fit		
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same			
3♥		7		Same	Jump = Asking bids		
3♠		7		Same			
3NT				Solid minor	4♦ : asking for singleton / 4♣ : pass or correct		
4♣		8		Preempt natural			
4♦		8		Same			After Blackwood, next suit asking for Queen of trump -> return in trump suit = no
4♥		8		Same	Asking bids		
4♠		8		Same			

### HIGH LEVEL BIDDING

Control first and second round

Roman Key Cards Blackwood 41-30,

Josephine

Lightner doubles