



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. <i>Responses</i> : 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> ♣	
1S 2NT = the two more little suits      Jump cue-bids asking for (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	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, xxxxxX	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> : 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			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
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 : <b>FRANCE</b>	EVENT : Kids Events
PLAYERS : DESAGE - SUDROT - SARTORI	
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>	
1♥/♠-3* : kerlero	
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 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	3♣11-12 4 trumps 2NT11-12 3trumps 3♦ 13-15 3 trumps 3♥ 4-6 4trumps	4 <sup>th</sup> suit forcing	1NT = 6-10, 2♣ is Drury (with fit)
					3NT 4+ trumps balanced , 13-15 HCP splinters	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = ♣ limit
						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 and 4+ cards in opening bid
1NT			4♥	14 <sup>1/2</sup> -17 balanced	2♣ = Stayman 4 steps	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠	
				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 <sup>+</sup>	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				22-23 balanced or strong	3♣/♦ = HHxxxx and 8 <sup>+</sup>	2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22or 6 cards 8-81/2	new suit = Hxxxx and 7+
				in any suit		2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 9-91/2 tricks or 6cards 22-23	Cue-bid = strong T/O
				No strong suit +major forth			
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			
3♥		7		Same	Jump = Asking bids		
3♠		7		Same			
3NT				Solid minor	4♦ : asking for singleton		
4♣		8		Preempt natural			
4♦		8		Same			
4♥		8		Same	Asking bids		
4♠		8		Same			
						<b>HIGH LEVEL BIDDING</b>	
						Control first and second round	
						Roman Key Cards Blackwood 41-30, 5NT =	
						Josephine	
						Lightner doubles	
						After Blackwood, next suit asking for Queen of trump -> return in trump suit = yes	