


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<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 ♥/♠ : all 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> ♠
Jump cue-bids asking for stopper (except 1♣-3♣ : natural)
<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♣/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 ( Strong)
<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

<b>LEADS AND SIGNALS</b>			
<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, xxxX, xxxxxX	4th best, HxX, xxxXx	
<b>SIGNALS IN ORDER PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
	1 count	count	count
Suit	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 = 4 cards in ♥ 1♥ = 4cards in ♠			
1♣/♦ 1♥ DOUBLE = 4 cards in ♠			
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

<b>WBF Convention Card</b>

NCBO : <b>FRANCE</b> EVENT : Kids Events
Players : <b>TCHOULKINE Philippe- BONIN louis</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL, APPROACH AND STYLE</b>
Natural, 5 cards major
Best minor (1♦ 3 cards only 4♠ + 4♥ + 3♦ + 2♣)
2♦ weak minor
1NT Opening : 15 -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♦ : weak minor
2♥/♠ muiderberg
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 ligh 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			Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	New suit with jump is strong	1min - 1 maj - 1 NT : 2♣ = 5 card in major 11+/2♦ F1 minor	If passed or after DOUBLE :
					2♣=strong 3♣= weak	1x - 1M - 3NT = 4 cards in M balanced ( 18-19)	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H	New suit with jump is strong	1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣	2♦=strong 3♦= weak	1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	
1♥		5	6♦	Natural 11 - 21 H	2NT = 15+HCP, 4 trumps	3 <sup>th</sup> - 4 <sup>th</sup> suit forcing	1NT = 6-11, 2♣ is Drury (with fit)
					3♣ 4 trumps balanced , 11-12 HCP	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	
					3♦ 3 trumps balanced , 11-14HCP	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = non forcing	
1♠		5	6♥	Natural 11 - 21 H		1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing	After overcall over one major :
					1♥ - 3♥ : weak + 4♥ / 1♠ - 3♠ : weak + 4♠		Jump in a new suit shows 5+ cards
1NT			4♥	15 -17 balanced	2♣ = Stayman 4 steps	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠	and 4+ cards in opening bid
				5 cards in major possible	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♥ for the game	1NT 2♣/3♣ - 3♣/♦ - 3♥/♠/NT short in♥/♠/om	Double = at least 2NT bid
					4♣ = 6♥ and 5♠ weak	1NT - 2♦/♥ - 2♥/♠ - 2SA : game forcing	
2♣	x	0	6♥	Forcing one round	2♦ = relay 5+; 2♥/2♠ = 5♥/♠	2♣ - 2♦ - 2♥ : either natural or 22/23 H regular	Negative double after overcall
				strong	2SA= minor	2♣ - 2♦ - 2♠/3♠/3♦ : natural	new suit = Hxxxx and 7+
				24+		2♣ - 2♦ - 3♥/♠ : 4♥/6♠ 6♥/4♠	Cue-bid = strong T/O
						2♣ - 2♦ - 3SA : 5+♥/5+♠	
2♦	x	0	4♦	Forcing	2♥/2♠/3♥/3♠=P/C; 2SA = strong relay		same as over 2♣
				6(5)♥/♠ weak	3♣/♦ = natural forcing	2♦ - 2SA - 3♣ = Relay min in M /3♦ = Max♥ /3♥ = Max♠	
					4♥/♠ : to play	2♦ - 2SA - 3♣ - 3♦ - 3♥ = spade - 3♠ relay to description	
						2♦ - 2SA - 3♣ - 3♦ - 3♠ ♥ + 1♠ / 3NT ♥ regular / 4m♥ and 1m	
2♥		5		5♥+mm weak	2SA = strong relay 3♣=P/C mm	2♥ - 2SA - 3♣ = Min♠ / 3♦ = Min♥ / 3♥ = Max♠ / 3♠ = Max♦	
2♠				5♠+mm weak	New suit forcing		
		5					
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	Transfer and rectification with fit		
				6 cards in minor possible			
				5422 possible			
3♣		7(6)		Preempt natural	New suit is forcing		
3♦		7(6)		Same			
3♥		7(6)		Same	Jump = Asking bids		
3♠		7(6)		Same			
3NT				Solid minor	4♣=P/C		
4♣		8		Preempt natural			
4♦		8		Same			
4♥		8		Same	Asking bids		
4♠		8		Same			

**HIGH LEVEL BIDDING**

Control first and second round

Roman Key Cards Blackwood 41-30

King Blackwood 41-30

Lightner doubles

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