DEFENSIVE AND COMPETITIVE BIDDING					
	ALLS (Style: Responses: 1 / 2 Level; Reopening)				
	usually in 5 cards, 8+ HCP.				
	se, new suit forcing, jump shift shows support.				
Cue-bid fo	orcing one round.				
1NT OVI	ERCALL (2 nd /4 th Live; Responses; Reopening)				
	B HCP, balanced. Stayman and transfers.				
In reopen	ing, 9-13 HCP. Stayman and transfers.				
	VERCALLS (Style; Responses; Unusual NT)				
	ls according with vulnerability.				
Vul agair	ast NVul, a 2♥ or 2♠ jump shows an intermediate hand.				
	show a little opening with 6 cards.				
	& JUMP CUE BIDS (Style; Response; Reopen)				
Michaels	cue-bids.				
VS. NT (v	vs. Strong/Weak; Reopening;PH)				
VS. NT (v	vs. Strong/Weak; Reopening;PH) NT: double shows majors, 2.4 shows clubs and a major				
VS. NT (v	vs. Strong/Weak; Reopening;PH)				
VS. NT (v Vs strong 2 • show	vs. Strong/Weak; Reopening;PH) NT: double shows majors, 2.4 shows clubs and a major				
VS. NT (v Vs strong 2 • show	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major s diamonds and a major, 2♥ and 2♠ natural, 2NT minors s defensive majors two-suiter, 3♦ shows offensive majors				
VS. NT (v Vs strong 2 ◆ show 3 ♣ show two-suite	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major s diamonds and a major, 2♥ and 2♠ natural, 2NT minors s defensive majors two-suiter, 3♦ shows offensive majors				
VS. NT (v Vs strong 2 ◆ show 3 * show two-suite Vs weak	vs. Strong/Weak; Reopening;PH) g NT: double shows majors, 2♣ shows clubs and a major stide diamonds and a major, 2♦ and 2♠ natural, 2NT minors stide defensive majors two-suiter, 3♦ shows offensive majors r. NT (10-12): double shows opening values, transfers.				
VS. NT (v Vs strong 2 → show 3 → show two-suite Vs weak 2 → Landy	vs. Strong/Weak; Reopening;PH) g NT: double shows majors, 2♣ shows clubs and a major stand diamonds and a major, 2♥ and 2♠ natural, 2NT minors state defensive majors two-suiter, 3♦ shows offensive majors r. NT (10-12): double shows opening values, transfers.				
VS. NT (v Vs strong 2 → show 3 → show two-suite Vs weak 2 → Landy	vs. Strong/Weak; Reopening;PH) g NT: double shows majors, 2♣ shows clubs and a major stidiamonds and a major, 2♥ and 2♠ natural, 2NT minors stidiamonds are majors two-suiter, 3♦ shows offensive majors r. NT (10-12): double shows opening values, transfers.				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREE T/O doub	vs. Strong/Weak; Reopening;PH) g NT: double shows majors, 2♣ shows clubs and a major stidiamonds and a major, 2♥ and 2♠ natural, 2NT minors stidiamonds are majors two-suiter, 3♦ shows offensive majors r. NT (10-12): double shows opening values, transfers.				
VS. NT (v Vs strong 2 → show 3 → show two-suite Vs weak 2 → Landy VS.PREE T/O doub	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major stand diamonds and a major, 2♥ and 2♠ natural, 2NT minors state defensive majors two-suiter, 3♠ shows offensive majors r. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter.				
VS. NT (v Vs strong 2	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major sediamonds and a major, 2♠ and 2♠ natural, 2NT minors sedefensive majors two-suiter, 3♠ shows offensive majors r. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) Dele. wo-suiter. NT bids.				
VS. NT (v Vs strong 2 ◆ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREF T/O doub Cue-bid t Natural N	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major stand a major, 2♠ and 2♠ natural, 2NT minors and a major two-suiter, 3♠ shows offensive majors r. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter. UT bids. IFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREF T/O doub Cue-bid t Natural N VS. ART Against s	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major stand diamonds and a major, 2♠ and 2♠ natural, 2NT minors stand defensive majors two-suiter, 3♠ shows offensive majors r. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) ole. wo-suiter. JT bids. IFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ trong Club: X = ♣ + major, 1♠ = T/O for majors,				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREF T/O doub Cue-bid t Natural N VS. ART Against s	vs. Strong/Weak; Reopening; PH) g NT: double shows majors, 2♣ shows clubs and a major stand a major, 2♠ and 2♠ natural, 2NT minors and a major two-suiter, 3♠ shows offensive majors r. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter. UT bids. IFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREE T/O doub Cue-bid t Natural N VS. ART Against s 1NT = 5+	vs. Strong/Weak; Reopening; PH) g NT : double shows majors, 2♣ shows clubs and a major stand a major, 2 ♣ and 2♠ natural, 2NT minors a defensive majors two-suiter, 3 ♠ shows offensive majors. NT (10-12): double shows opening values, transfers. CMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter. NT bids. IFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ trong Club: X = ♣ + major, 1 ♠ = T/O for majors, +-5+ majors, 2♣ = ♠ + major. PPONENTS' TAKEOUT DOUBLE				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREF T/O doubt Cue-bid t Natural N VS. ART Against s 1NT = 5+ OVER O Redouble	ys. Strong/Weak; Reopening; PH) g NT : double shows majors, 2♣ shows clubs and a major stand a major, 2 ♣ and 2♠ natural, 2NT minors a defensive majors two-suiter, 3 ♣ shows offensive majors. NT (10-12): double shows opening values, transfers. EMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter. IT bids. IFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ trong Club: X = ♣ + major, 1 ♠ = T/O for majors, y-5+ majors, 2♣ = ♦ + major. PPONENTS' TAKEOUT DOUBLE e seeking for penalty.				
VS. NT (v Vs strong 2 ♦ show 3 ♣ show two-suite Vs weak 2 ♣ Landy VS.PREF T/O doub Cue-bid t Natural N VS. ART Against s 1NT = 5+ OVER O Redouble New suit	ys. Strong/Weak; Reopening; PH) g NT : double shows majors, 2♣ shows clubs and a major stand a major, 2 ♣ and 2♠ natural, 2NT minors a defensive majors two-suiter, 3 ♣ shows offensive majors. NT (10-12): double shows opening values, transfers. EMTS (Doubles; Cue-bids; Jumps; NT Bids) ble. wo-suiter. IT bids. IFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ trong Club: X = ♣ + major, 1 ♠ = T/O for majors, y-5+ majors, 2♣ = ♦ + major. PPONENTS' TAKEOUT DOUBLE e seeking for penalty.				

	LEA	DS AND SIG	NALS		
OPENING L	EADS STYLE				
	Lead		In Par	In Partner's Suit	
Suit	3 rd and 5 th .		3 rd an	3 rd and 5 th .	
NT	4 th best.		3 rd and 5 th .		
Subseq					
Other:					
LEADS					
Lead	Vs. Suit		Vs. NT		
Ace	AKx		AKx		
King	KQ(x)		Three figures		
Queen	QJ(x)			KQx , QJx	
Jack	KJ10, J10		AJ10.	AJ10, KJ10, J10	
10	K109, Q109	9, 109	A109, K109, Q109, 109		
9	9, 9x		9xx		
Hi-X	,				
Lo-X					
SIGNALS IN	ORDER OF P	RIORITY	•		
Part	ner's Lead	Declarer's Le	ad	Discarding	
1 Hig	1 High-low = even		even	High-low = even	
	Suit 2 High encouraging		ce	High encouraging	
	3 Suit preference			Suit preference	
1 High-low = even		High-low = even		High-low = even	
NT 2 Hig	gh encouraging	Suit preference		High encouraging	
3					
Signals (includ	ding Trumps): St	andard signals	. High lo	w in trumps shows	
odd count or/s	and ability to ruf	f. In according	with the	situation, could be	
suit preferenc	e.				
		DOUBLES			
TAKEOUT I	OUBLES (Styl	e; Responses;	Reopen	ing)	
	es. Non forcing 1			d.	
In reopening,	8+ HCP, accord	ing with shape	•		
	RTIFICIAL &		VE DBL	S/RDLS	
	doubles situatio	ns.			
Maximum ov	ercall double.				
1 + 1 + X = at	least 4 cards in	♥.			
1♣ 1 ♥ $X = 4$	cards in ▲				
1 • 1 ▼ A - 4	cards in .				

1NT (weak) - 2 + X = T/O and similar situations.

CATEGORY: NCBO: France. PLAYERS: Marc Bompis – Jean-Christophe Quantin. SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5 cards major. 4 cards ◆ except with 4-4-3-2. 1NT = 15-17 H.2♣ = game forcing except 2♣-2♦-2SA. 2 ◆ = weak in \checkmark or \spadesuit (1,2 and 3^{rd} seat). 2 and 2 **♦** = 5-5, 5-10H (1,2 and 3rd seat). SPECIAL BIDS THAT MAY REQUIRE DEFENSE Transfers opening in 3rd level in 1 and 2nd seat. Transfers and artificial bids after 1♣ opening follow by 1♦ and 2♣ overcall. Transfers after 1♥ and 1♠ opening follow by a T/O double. 2 ◆ Multi (1, 2 and 3): weak in ♥ or ♠. 2♥ et 2♠ (1, 2 and 3): 5-5, 5-10H. Michael's cue-bids SPECIAL FORCING PASS SEQUENCES After 2. opening and in logical situations. IMPORTANT NOTES Openings in third position at first level can be weak and in 4 cards in majors. PSYCHICS: rare.

W B F CONVENTION CARD

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1.		3	4♥	11-23 HCP.	Natural responses.	2♣ and 2♦ relay after rebid. 3 rd and 4 th suit forcing.	Jump shift shows support.	
1♦		3	4♥	11-23 HCP.	Natural responses.	2♣ and 2♦ relay. 3 rd and 4 th suit forcing.	Jump shift shows support.	
1♥		5	4♦	11-23 HCP.	2NT GF, 4+ ♥; 3 ♦ 10-11 HCP, 3 ♥. Splinters.	2♣ and 2♦ relay. 1♥-1NT-2NT forcing. 1♥-1♠-2♣ = nat 11+ or relay 16+.	Drury. Jump shifts shows support.	
1♠		5	4♥	11-23 HCP.	2NT GF, 4+ ♠; 3 ♦ 10-11 HCP, 3 ♠. Splinters.	1 △ -1NT-2NT forcing.	Drury. Jump shifts shows support.	
INT			4♥	15-17 HCP. Usually no 5 cards	Transfers, Stayman.	Rubenshol in competition.		
				major. 6 cards minor or a singleton honour possible.	2 ♦ is a relay which shows ♥ in 95%. In 5%, it shows minors or strong one-suiter.	2NT forcing after ♥ and ♠ transfers.		
2*		X		Game forcing exc. 2♣-2♦-2SA.	$2 ◆ = 0-1$ control; $2 \blacktriangledown = 2$ controls; $2 \spadesuit = 3$ or more controls.			
2♦		X	no	5-10H, 6 cards in ♥ or ♠ .	2 ♥, 2 ♠, 3 ♥, 3 ♠ = P/C. 3 ♦ = invit with support in			
_					major, 2NT relay.			
2♥		5	no	5-10H, 5♥ + other 5.	2NT relay, 2♠ P/C. 3♦ = invit with \checkmark support.			
24		5	no	5-10 H, 5♠ + 5 minor.	2NT relay, 3 ♦ = invit with ♦ support.			
2NT				20-21 HCP. Usually, no 5 cards major. 6 cards minor or a singleton honour possible.	Transfers, Stayman.			
3♣		X	no	Preempt in ◆ (1and 2).				
3♦		X	no	Preempt in ♥ (1and 2).				
3♥		X	no	Preempt in ♠ (1and 2).				
3♠		X	no	Solid minor (1and 2).				
3NT		Х		Good 4♥ or 4♠ opening (1, 2)				
4 .		(7)8		Preempt.				
4 ♦		(7)8		Preempt.				
4♥		(7)8		Preempt.				
4 ∧ 4NT		(7)8		Preempt.				
						HIGH LEVEL BIDDING Slams bids : Cue-bids, Splinters, Key-cards Blackwood 30-41.		