

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)
4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul.
<i>Responses</i> : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise
2NT : 4+ trumps, invit et +
<i>Reopening</i> : denies sound opening values. Maybe 4 cards at 1-level.
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)
<i>In 2nd</i> : 15 <sup>+</sup> -18, balanced <i>Responses</i> : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers.
.In 4 <sup>th</sup> : 9-13, balanced. <i>Responses</i> : same as above
<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♦ = ♠ + ♥
Level 3 : weak except 1♥/♠ - 3♣ = ♠/♥ + ♦
2NT = 2 lowest unbid suit
Reopen : same as above except 2NT : 17-19 balanced
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)
Direct cue-bids : 1♣-2♣ : natural ; 1♦ - 2♦ : ♥ + ♠
1♥/♠ - 2♥/♠ : ♠/♥ + ♣
Jump cue-bids asking for stopper (except 1♣-3♣ : natural)
<i>Reopening</i> : same, except 1♣ - 2♣ : ♥ + ♠
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)
vs. <i>Strong</i> : 2♣ asking for majors (4+,4+) <sup>*4</sup>
2♦ = Multi, 2♥/2♠ = ♥/♠ + minor. Dble = 5+minor + 4 Major
vs. <i>weak</i> : 2♣ asking for majors. Transfers from 2♦ to 3♣.
2NT : minors. Dble : penalty, 14+, more or less balanced
<i>Reopening</i> : same
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)
Take out double , natural, cue-bid = 2 suiter
Vs weak 2 : cue = minor 2-suiter, 4♣ = ♣+M, 4♦ = ♦+M
Vs Multi 2♦ : 3♥ = ♠+min 3♠ = minors 4♣/♦ = ♥/♦ + ♥
<b>VS ARTIFICIAL STRONG OPENINGS</b>
1♣ (strong) double = ♠ + ♥ ( at least 4-4)
1NT = ♦ + ♣ ( at least 5-4)
jump = weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing 2 over 1 not forcing
redouble = 10 + HCP
Jumpshift = fit + suit with passed hand or after a major opening

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 : 2 <sup>nd</sup> best in 4 small cards				
Hxx in NT : the smallest.				
<b>LEADS</b>				
Lead	Vs. Suit	Vs. NT		
Ace	A K x	A K x		
King	K Q x or A K bare	3 honours (maybe A K J x)		
Queen	Q J x	Q J 10/9 x or K Q (9) x		
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x		
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x		
9	9 or 9 x	J 9 8 x or 9 x x or 9 x		
Hi-x	even number	Bad suit		
Lo-x	odd number	4th best		
<b>SIGNALS IN ORDER PRIORITY</b>				
	Partner's lead	Declarer's lead	Discarding	
Suit	1	H/L = 2	H/L = 2	H/L = 2
	2	High = E	S	High = E
	3	S		S
NT	1	H/L = 2	H/L = 2	H/L = 2
	2	E on As/Queen	S	High = E
	3			S
<b>Signals</b> (including trumps) :				
Reverse count in trump = ability to ruff or suit preference				
Smith echo in NT, reversed for the one who leads				
<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 14+Hcp.				
<i>Responses</i> : suit at lowest level ambiguous				
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
1♣ -1♦ - dble = 4+ cards in ♥				
1♣ / 1♦ - 1♥ - dble = 4+ cards in ♠				
1♣/1♦ - 1♥ - 1♠ = no 4♠				
1♣-1♦ - 2♦ : 6 hearts weak/strong 3♦ encouraging				
1♠/♦ - 1♥ -2 or 3♥ = same as above with spades				
Opener's double shows 3 cards in partner's major or a strong hand				
Dble of opponent's fits are always T/O				
1X-1M-1NT-Dble : 2 others suits				

WBF Convention Card
<b>CATEGORY</b> :
NCBO : <b>FRANCE</b> EVENT : Mixed Team
PLAYERS : <b>CRONIER</b> Bénédicte - <b>CRONIER</b> Philippe
<b>SYSTEM SUMMARY</b>
<b>GENERAL, APPROACH AND STYLE</b>
Natural, 5 cards major
Best minor (1♣ always 3 cards, 1♦ 3 cards if 4-4-2-3)
2♦ : Game forcing
2♣ : strong in any suit
1NT Opening : 15 - 17, balanced
2 OVER 1 Response : GF 1NT : semi forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♥ opening, nvul vs vul weak majors 2-suiter
3NT: good pre-empt in ♥ or ♠
<i>Overcalls</i>
Precised Michael's two suiters
Landy
Against 1strong NT opening : Dble= min/maj-
2♦ = Multi 2♥/2♠ = natural+one minor
1♣ Pass pass 2♣ = Majors
1♣ Pass Pass 2♦ = 6 cards 10/13 HCP
Rubensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 2♦ opening, all passes are forcing.
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Frequent high opening in 3 <sup>rd</sup> seat according to vulnerability.
<b>PSYCHICS</b> : rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND OR COMPETITIVE BIDDING
PASS							
1♣		3	4♥	natural 10 - 22 HCP 3 cards if 4-3(3-3) or 4-4-2-3	natural ; with 4/5♦ + 4♥ often 1♥ 2NT = 11HCP jumpshif strong except 2♦ : 5+♣	1♣/♦ - 1♥/1♠ - 1NT-2♣ relay for 2♦ 1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced Splinters ; 4 <sup>th</sup> suit forcing	New suit with jump= 5cards suit +4 trumps.
1♦		3	4♥	3 cards only if 4-4-3-2	1♣(♦) - 2♣(♦) = Game forcing 1♣(♦) - 3♣(♦) = preempt	1♣-1♥/♠-2♣-2♦ forcing artificial 1♦-1♥/♠ - 2♦ - 2♥ forcing artificial	weak jump after overcall
1♥		5	4♦	10/21	natural ; 1NT NF, maybe 11. 2NT = 4 cards support, GF. Splinters 3NT 4+ trumps, balanced, 11-14 HCP	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦ 1♥ - 1♠ - 3NT natural; Splinters 1♥/♠ - 2x - 2♥/♠ - 3♥/♠ : forcing	1SA : 6-11 2♣ = Drury 1NT = 6 - 11
1♠		5	4♦	10/21	raise at 4 level = preempt jumpshift = natural, strong except 3♦ : 3cards,	1♥/♠ - 3♥/♠ - 3SA : asking for control 1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing	Passed hand : jump in a new suit shows 5 cards in the suit
1SA			3♠	15 - 17 balanced Usually no 5 cards major <sup>e</sup> 6m322 possible 5422 possible	2♣ = Stayman 4 steps 2♦/♥/♠/3♣ = Transfer 4♣/♦ = ♠ + ♥	1NT 2♣ - 2♦ - 3♥/♠ = 5♠/♥ + 4♥/♠ 1NT 2♣ - 2♥/♠ - 3♥/♠ : not forcing 1NT 2♣ - 2SA - 4♣/♦ : Transfer for 4♥/♠ 1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	and 4 cards in opening bid Transfer from 2NT after overcall Double = at least 2NT bid
2♣	x	0		Forcing one round 22-23 balanced or strong in any suit	2♦ = waiting 2♥/2♠ : HHxxx 3♣/3♦ : HHxxxx 2NT : minors	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT Subsequents auctions after 2♣ - 2♦ : natural	Negative double after overcall new suit = H xxxx +
2♦	x	0		GF	2♥ = neg. 2♠ = 1 major Ace 3♣/3♦ = Ace	Natural ; 2♦ - 2♥ - 3♠ = 5♥+4♠	X : penalty except over 2♥ or 2♠, X = pass or correct
2♥		5/6		Weak, natural	new suit F1, 2NT = relay		
2♠		5/6		Weak, natural			
2SA				20/21 balanced 5 cards major possible 6 cards minor possible 5422 possible	3♣ Stayman 4 steps 3♦/♥/♠ 4♣ = Transfers ; 4♦ = ♥+♠ 4♥/4♠ = minors 2-suiter	2NT - 3♣ - 3♦ - 3♥/♠ = 5♠/♥ + 4♥/♠ 2NT - 3♣ - 3SA - 4♣/♦ : Transfer for 4♥/♠	
3♣		6		Preempt natural	New suit is forcing		
3♦		6		Id		<b>HIGH LEVEL BIDDING</b>	
3♥		7		Id		Control first and second round	
3♠		7		Id		Blackwood 30 - 41 5keys 5NT = 2 aces and a void, 6x: 1 or 3 Aces with void in x	
3SA				Good 4♥ or 4♠ opening	4♣ : slam interest ; 4♥ : pass or correct	Josephine	
4♣				Preempt natural		Splinters	
4♦				Id		Lightner doubles	
4♥				Id	Asking-bids		
4♠				Id			