

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: natural
Responses : natural ; weak jump raises
New suit : forcing
Jump new suit : natural + fit, forcing one round ; jump cue-bid good raise
IN BAL.POS. : nat. shows less than good opening hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
OVERCALL : 16-18 HCP (After Pass : 6 in the cheapest and 4 in the other)
IN BAL.POS. :9-13 HCP
Responses : Stayman and Transfert
JUMP OVERCALLS (Style; Responses; Unusual NT)
ONE SUIT : weak
2 SUITERS : 1♥/1♠ 3♣ : other major + ♦
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE-BID : 2 suiters
JUMP CUE-BID : asks for a stopper for NT over 1♥/♠ (nat.over 1♣ / ♦)
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ :Landy 2♦ : no preference
1) VS STRONG NT : X :singl.minor; 2♦ :Multi
2♥/2♠ :♥/♠ + Minor. :2♣ Landy
2) VS WEAK NT : Transferts ; 3♦ :5♥+5♠, game forcing
IN BAL.POS. : 2♣ Landy ; Strong Double ; Transferts
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles. Two suiters.
VS WEAK TWO : Cue-bid = 5M'+5♣
4♣ = 5M'+5♦
2NT : 16-19 (13-16 in bal.pos.). Then Stay. Transferts
OVER OPPONENTS' TAKEOUT DOUBLE
One over one forcing
TRUSCOTT : Strong raise in major,and in minor
Jump in new suit : weak or good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5Th	3rd and 5Th	
NT	4th best	3rd and 5th, except in ♠ : 4th best	
Subseq	Same	3rd and 5th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)	AKx(x) ; AQ10(x) ; A(x)	
King	AK ; KQ(x) ; K(x)	AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx	
10	A109(x) ; K109(x) ; Q109(x) ; 109(x)	K109(x) ; Q109(x) ; 109(x)	
9	9(x)	9(x)(x)	
Hi-X	Hxxx ; xxxx ; xx ; x	xx ; xxx ; xxxx(x)(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = E	Count : H/L = E	High encour ; Low disc. Count H/L = E Suit preference
Suit 2	Encour. Or suit prefer.	Suit preference	
3	Suit preference	Suit preference	
NT 2			
3			
Signals (including Trumps):			
Reverse high low			
Vs NT :on As or Q lead, high is encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if shaped			
natural and limit ? Cue-bid is forcing one round			
IN BAL.POS. : 9 HCP and +. Responses : Idem			
Negative doubles, Responsive doubles, 1♠ 1♣ X denies both majors			
Maximal overcall double - Informative and optionnal doubles			
Double over fits and preempts			
Lightner			
Double over two suiters shows values			
Double from the opener : good hand with support			
Double from the defense : good raise or take out			

W B F CONVENTION CARD
CATEGORY: . Green sticker:
NCBO: FRANCE
PLAYERS: Riehm Franck / Oursel Christophe
EVENT (Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards major better Minor
1Nt opening 14+ / 17
2over one Game forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Forcing game
2♦ Multi weak in Major Or strong
3NT: strong pre-empt in one Minor
INT X : minor and 4 Major
When Pass is forcing, bid is weaker than Pass then bid
IMPORTANT NOTES
3rd and 4th suit forcing one round
After Pass, jump in new suit nat. with fit
PSYCHICS: Rare, Light opening bid in 3

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3 3	4♠ 4♣	10+ HCP : may have 3♣ and 4♦ (rare)	1♣ - 1♥(♠) : may have longer ♦ Strong jump shift 1♣ -2♦ and 1♦ -3♣ Limit Raises	1m - 1M - Fragment Bid. 1m - 1M - 3NT : 4M, 18-19 balanced 5/4 1m - 1M-4m : 6m + 4M 1♦ - 2♣ - 2NT : 12-14 or 18-19	AFTER PASS : Jumps nat + fit AFTER OVERCALL : Jumps weak 1♣ 1♦ X: ♥ 1m - 1♥ - X : ♠ 1m 1♦ /♥ 1♠: take out double
1♥ 1♠		5 5		10+ HCP 10+HCP	1♥ -3♠, 4♣, 4♦ : splinters 4M : preempt 3NT :13-14 4+MAJ Bal. 2NT : 3/4M, 11-12 3M : mixed raise; 3♣ 3♦ limit natural 1NT: forcing	Fragments bids 1♥- 1♠ - 3NT : BAL.18/19 If fit forcing , 3NT : good bad 1♠-1NT 2♣ 2♦ :♥ transfer	AFTER PASS : DRURY FIT 2SA : 4 trumps + a short, limit Jump : nat + fit, forcing AFTER OVERCALL : Weak jumps
INT			4♥	15 17 HCP	2♣ : Stayman 4 responses 2♦ ,2♥,2♠,3♣ : Transferts 3♦ asking for 5 cards Major 3♥/3♠ = 5 4 3 1 sing ♥/♠ 4♣ (4♦) : both majors with prefer. ♥(♠)	1NT - 2♣ - 2♦ - 3♥ : 5♠+4♥ 1NT - 2♣ - 2♦ - 2♥/♠ : 7-8 H	AFTER OVERCALL: Double negative or Stayman Transferts
2♣		0		FORCING game 22 23HCP Balanced or strong	2♦ relay	Stayman and transferts on 2NT rebid	Negative Doubles Natural overcall
2♦		0		Weak in major or strong Bal or strong in minor	2NT Relais		2♦ 2♥ X take out 2♦ 3♥ X penalty
2♥		5/4		5 cards ♥ + 4+ minor 5/9 HCP	2NT relais for Minor		2♥ 2♠ X penalty
2♠		5/4		5 cards ♠ + 4+ minor 5/9 HCP	2NT relais for Minor		2♠ 3♣/♦ X penalty
2NT			4♥	20-21 HCP	3♣ : Stayman 4 responses 4♦ : 5♥ + 5♠ 3♦ ,3♥,3♠,4♣ : Transferts	2NT - 3♥/♠ - 3NT : bad raise 2NT - 3♣ - 3♦ - 3♥ : 5♠/4♥	Negative Doubles
3♣ 3♦ 3♥ 3♠		6/7 6/7 6/7 6/7		Preempt Preempt Preempt Preempt	New suit forcing	SLAM APPROACH AND CONVENTIONS 4NT(sometimes 5NT) : 5 Keys Cards Blackwood. Then next suit asks for Queen trump Josephine 5NT : grand slam force Controls and cue-bids Askings bids	
3NT		7/8		Strong preempt in a minor suit			
4♣							
4♦		7/8		Preempt			
4♥		7/8		Preempt			
4♠		7/8		Preempt			
4NT		6/5		Good or weak raise in Minor			