DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				
7-17 Hcp , should be 5 cards				
Responses: New suit (level 1 and level 2) = F1				
Jumpshift = 7-11 fit + good suit direct jump raises = pre-empts (0-7)				
Jump cue-bid = fit, 4+cards and good hand (8+HCP)				
D744				
Reopening : 7-14				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				
In 2nd or 4th: 16-19, balanced				
Responses: after 1 ♣/♦: stayman and transfers				
after 1 ♥/♠: transfers				
Reopening: 9-13 Hcps, balanced. Responses: same as above				
JUMP OVERCALLS (Style; responses; Unusual NT)				
Level 2 : 5-10 6+ cards except 1♣ 2 ♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠				
Level 3: 5-10 7+ cards except 1 ♥/♠ 3♣ = 5 <sup>+</sup> ♦ and 5 <sup>+</sup> ♠/♥				
2NT = 2 lowest unbid suit				
Reopen : all natural 7+. 2NT : 17-19 balanced				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)				
1. 2. = natural 1. / • 2. • = 5. • and 5. •				
1 ♥ 2 ♥ = $5^+$ ♠ and $5^+$ ♣ 1 ♠ 2 ♠ = $5^+$ ♥ and $5^+$ ♣				
Jump cue-bids asking for stopper (except 1♣-3♣ : natural				
Reopening : same, except 1♣ - 2♣ = ♥ + ♠				
VS. NT (vs. Strong / weak; Reopening; PH)				
vs. Strong: Double = 5+♣/♦ and 4♥/♠ 12+ 2♣ asking for majors				
2 ♦ = One major 2 ♥, 2 ♠ = 5+♥/ ♠ and 4+♣/ ♦ 2NT = 5+♣ and 5+ ♦				
Weak = 12-15 or less				
vs. weak: 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				
Reopening: same (weaker)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				
Take out double, new suit = natural.				
Cue-Bid = 2 suiter: $3 - 4 = + + = + + = + + = + + = + + + = + + + + = +$				
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦				
VS ARTIFICIAL STRONG OPENINGS				
1♣ (strong) double = ♥ + ♠ (at least 4-4)				
1NT = ♣ + ♦ (at least 5-4)				
2NT = ♥ + ♠ (at least 5-5)				
jump = weak (4-12Hcp)				
OVER OPPONENTS' TAKEOUT DOUBLE				
1 over 1 forcing 2 over 1 not forcing				
Redouble = 10 + HCP				
Jumpshifts = suit + raise				

#### I FADS AND SIGNALS OPENING LEADS STYLE Lead In Partner's suit 3rd -5th (2nd from xxxx) 3rd - 5th (2nd or 3rd with4) NT 4<sup>th</sup> best (2<sup>nd</sup> or 3<sup>rd</sup> with Hxx 3<sup>rd</sup> - 5<sup>th</sup> (2<sup>nd</sup> or 3<sup>rd</sup> with4) Attitude when switch ord/5th in my own suit (5+), and also against 5NT/6NT/7NT

LEADS					
Lead	Vs. Suit	Vs. NT			
Ace	AK(x)	AK(x); AKJ, AK10			
King	KQ(x) or AK bare	KQJ(x), KQ10(x), AKH(x)			
Queen	QJ(x)	QJ10(x) or KQ(x)			
Jack	J10(x) or KJ10(x) rare QJ(x)	J10(x) or KJ10(x) rare QJ(x)			
10	109(x) or H109(x) rare J10(x)	109(x) or H109(x) or 109(x)			
9	9 or 9x rare 109(x)	9(x) or 109(x)			
Hi-x	Hx <b>X</b> x, x <b>X</b> xx, <b>X</b> x, x <b>XXX</b> xx	Xxx, XXxx, xXxxx, HXx			
Lo-x	X, xxX, xxxxX, xxxxxX	4th best, HxX, xxxXx, xxxX			
CIONAL O IN ORDER PRIORITY					

SIGNA	SIGNALS IN ORDER PRIORITY					
		Partner's lead	Declarer's lead	Discarding		
	1	count	count	count		
Suit	2	suit preference	suit preference	High = E		
	3			suit preference		
	1	Count	count	Count		
NT	2	suit preference	peter	High = E		
	3		suit preference	suit preference		

#### Reverse count in trump: - Ability to ruff

- After preempt or when low contract double : odd number of trump
- Suit préférence

## TAKE-OUT DOUBLES (Style; Responses; Reopening)

Take out double: sound, 3-suiter style or 19+ Hcp, any distribution. Responses: natural, only cue-bid is forcing. Reopening: double either 3-suiter or 13+Hcp.

Responses: suit at lowest level ambiguous

# SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

DOUBLE = 4+ cards in • 1♣/♦ 1♥ DOUBLE = 4+ cards in ♠

Opener's double shows either:

- 3 cards in partner's major, 14+
- a strong hand

# WBF Convention Card

CATEGORY: Green

NCBO: FRANCE EVENT: OPEN\*2&\*4

PLAYERS: ROMBAUT - ROMBAUT





#### GENERAL, APPROACH AND STYLE

5 cards major, vul: 1 ♦ 3 cards only with 4 ♦ + 4 ♥ + 3 ♦ + 2 ♣

- 2. = Strong, GF or 3-9 with 5+
- 2 → = Multi 6♥/6♠ :5-10 VUL, 3-8 NV
- 2♥ = 6+ and 8-12 Favorable 9-13NV 10-14VUL Hcp
- 2♠ = 6+ and 8-12 Favorable 9-13NV 10-14VUL Hcp

1NT Opening: 8-12 NV 1<sup>ST</sup>/2<sup>ND</sup> 14-16NV 3<sup>RD</sup> ELSE 15-17

2 OVER 1 Response : GF

#### SYSTEM SUMMARY

2. = Strong, GF or weak with • 2/8 Hcp

2 → = Multi 6 ♥ /6 ♠ : 5-10 VUL, 3-8 NV

3NT = Good 4♥/♠ opening

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent ligh opening in 3<sup>rd</sup> seat according to vulnerability.

In 3th seat, prempts are often weaker

PSYCHICS : rare

#### SPECIAL FORCING PASS SEQUENCES

According to vulnerbility, pass could be forcing at high level

OPENING	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEG.DBL. THRU		Rombaut – Rombaut France RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x - 1y - 1z: $2 = transfer for  2$ , weak or invitational	Weak jump after overcall
1.		3	<b>6▼</b>	Natural 11 - 22 H	2m = Inverted minor 4+ GF	$1x - 1y - 1z : 2 \rightarrow = Game forcing$	If passed or after DOUBLE :
					2 v=weak with 5+ 4+ v, 2 is weak (2-8 Hcp)	1x - 1M - 3N and $4M = 4$ cards in M balanced	Jump = 5+ in suit and 4+ trumps
1 ♦		3	6♥	Natural 11 - 22 H	3 Om = invit in minor 3m = pre-empt	1	
				3 cards if 4 ▲ / 4 ♥ / 3 ♦ / 2 ♣		1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1   - 1  - 2  - 2  forcing artificial	1x   1Y   3x = invit
1♥		5	6+	Natural 10 – 21 H	2♣ = GF relay; 2♦= 5+ GF unbal	4 <sup>th</sup> suit forcing (only after 2 level rebid by opener)	1NT = 6-11, 2. is Drury (with fit)
					2NT = fit with invit or bal 12-14	1 ♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
					3▲3NT any splinter 9-13	1 ♥/♠ - 2x - 2 ♥/♠ - 3 ♥/♠ = forcing	
1♠		5	6♥	Natural 10 – 21 H	3 v over 1 ♠, are natural invit, 3M = Mixed raise	1 ♥/♠ - 3 ♥/♠ - 3SA : asking for controls, 1 ♥-1 ♠-3NT 4522	After overcall over one major :
					3♣/3 • = natural invit	1 V/A - 2 V/A - 2SA: trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	NV: 8-12 1 <sup>ST</sup> /2 <sup>ND</sup> 14-16 3 <sup>RD</sup>	2♣ = Stayman; 2♦,2♥,3♣ = Transfer	1 V/A - 2 V/A - 3♣, V: natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
				ELSE 15 -17 balanced	2. invit for NT or .	1NT 2♣ - 2♦ - 2♥ weak with 4+♥ and 4+♠	
				5 cards in major possible	2NT = Pupett		Transfer from 2NT after overcall
				7 cards in minor possible	4♣ and 4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/ ♦ or♣	Double = at least 2NT bid
				Singleton minor possible			
2*	Χ	0		Forcing to game or 5+ •	2♦ = negative, 2♥/2♠ natural F		Negative double after overcall
				If 5+ ♦ 5-10HCP VUL, 3-8 NV	2NT strong relay		new suit = Hxxxx and 7+
							Cue-bid = strong T/O
2 🔸	Х	0	4 🔸	6 <b>♥</b> /6♠ :5-10 VUL, 3-8 NV	2NT = strong relay		
				SA 22-23 VUL or 21-22 NV	Any major suit = P/C		
					3♣/♦ = Natural NF		
					4♣= bid your suit with transfer		
2♥		6		8-12 Fav 9-13NV 10-14 V			
2.		6		8-12 Fav 9-13NV 10-14 V			
				0 12 1 4 0 10 14 0			
2NT			6♥	Balanced 20-21 V 19-20NV	Stayman as over 1NT		
				5 cards in major possible	Transfer and rectification with fit		
				6 cards in minor possible			
				5422 possible			
3♣		6		Preempt natural 4-10			
3♦		6		Same		HIGH LEVEL BIDDING	
3♥		6		Same	Jump = Asking bids	Control first and second round	
3♠		6		Same		Roman Key Cards Blackwood 4130, 5NT = 2 or 4 keys and a void	
3NT				Good 4 major raise		Josephine	
4.		8		Preempt natural 4-10		Lightner doubles	
4 🔸		8		Same		After Blackwood, next suit asking for Queen of trump -> return in trump suit = no	
4♥		8		Same	Asking bids		
4♠		8		Same			
4NT		6/5		Both minors	In 1st and 2nd: 4 losers (one in both minor)		