

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style : Responses : 1/2 Level ; Reopening)
Style : Natural, 6/17 HCP.
Responses : New suit 1/1, 2/1 and 2/2 : forcing.
Reopening : Nat shows less than good opening hand.
1NT OVERCALL (2nd/4th Live ; Responses ; Reopening)
Overall : 16-18 HCP
Responses : Stayman and transfers
Reopening : 10-13 HCP
After Pass 1m Pass 1M : 6 in the cheapest and 4 in the other.
JUMP OVERCALLS (Style ; Responses ; Unusual NT)
One-suiter weak : 1m 2M / 1♥ 2♠ / 1M 3♦
Two-suiter : 1m 2♦ = Ms / 1m 2NT = m' + ♥
1M 2M = M' + ♣ / 1M 2NT = ms / 1M 3♣ = M' + ♦
DIRECT & JUMP CUE BIDS (Style ; Response ; Reopen)
1M 3M = Ask for stopper / 1♣ 3♣ = preempt / 1♦ 3♦ = preempt
VS. NT (vs. Strong/Weak ; Overcall)
Vs Strong NT (14+ HCP) : X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major 2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors
Vs Weak NT (9-13 HCP) : 2♣ = Ms / Transfers / X = 14 HCP + (responses : Stayman/transfers)
Vs 1NT Overcall : 2♣ = both majors if opening of 1min / Transfers / X = 8+HCP 1♥ 1NT 2♦ = transfer ♥ - 1♠ 1NT 2♥ = transfer ♠
VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)
VS WEAK TWO : Cue-bid = both min / 4m = 5m + 5 in other M 2NT = 15-18 HCP (responses : Stayman and transfers).
VS MULTI : 2♥/2♠/3♠/3♦ = Nat / 3♥ = Nat, strong / 3♣ = Minors 4m : 5♥ + 5m / 2NT = 15-18 HCP (responses : Stayman and transfers) → Take out doubles
VS. ARTIFICIAL 1♣ OPENING (STRONG)
Double = take out for majors 1♦/♥/♠ = natural with values / 2♣ = natural with values 1NT = both minors / 2NT = both majors 2♦/♥/♠ = Nat, weak
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10 HCP + / Fit jumps = weak / 1M X 3y = 5y + 4M ; 4y = 10 cards 2NT = fit with 4 cards 11-12 HCP / 3NT = fit with 4 cards 13 HCP +

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th , 2 nd from 4 small cards	3 rd /5 th	
NT	Attitude	3 rd /5 th , except after 1♣ : 4 th	
Subseq	Same as above	Same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10(+), AKx(+), Ax(+)	AKQ(+), AKx, AKxx, AKJx	
King	AK, KQ(+), Kx,	AKJxx(+), KQJ(+), KQ10xx(+)	
Queen	QJ(+), Q(x)	QJ10(+), QJ9(+), KQ10x, AKQx	
Jack	J10(+), J(x)	AJ10(+), KJ10(+), J109(+), J108(+)	
10	10(x)	109x(+), Q109(+)	
9	9(+), J98x	9xx(+), J98x	
Hi-X	Hxxx, Hxx, Hxxxx	Hxxx, Hxx, Hxxxx	
Lo-X	X, xx, xxx, Xx, xxx	Xxx, Xx, xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = even	Count : H/L = even	Chinese
Suit 2	Hi = ENCRG	Suit preference	Count : H/L = even
3			
1	Hi = ENCRG	Count : H/L = even	Chinese
NT 2	Count : H/L = even	Smith	Count : H/L = even
3			
DOUBLES			
TAKEOUT DOUBLES (Style ; Responses ; Reopening)			
STYLE : can be light if shaped.			
Responses : natural and limit - Cue-bid forcing one round.			
IN BAL POS : 8+ Pts. Responses : idem.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
<ul style="list-style-type: none"> - Negatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles. 			

W B F CONVENTION CARD
PLAYERS : Robin Farissier Blanche Legras
CATEGORY : GREEN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Best minor ; Major 5 th
1NT : 15-17 HCP
2♣ : Strong but not game forcing ; 2♦ : Game forcing.
2♥ : 6 hearts, weak ; 2♠ : 6 spades, weak.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : Strong but not game forcing ; 2♦ : Game forcing.
SPECIAL FORCING PASS SEQUENCES
→ Some competitive sequences, when double is negative if partner is short.
→ When pass is forcing, bid is weaker than pass then bid.
IMPORTANT NOTES
Opening in 3 rd position can be weak (8+HCP)
NV against vulnerable, preempt can be very weak (3+ HCP)
PSYCHICS
Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣		2	10-23 HCP ; best minor	2♣ = fit, 6/10 HCP ; 3♣ = fit, 11/12 HCP ;		
1♦		2	10-23 HCP ; best minor	2♦ = fit, 6/10 HCP ; 3♦ = fit, 11/12 HCP ;		
1♥		5	10-23 HCP ; 5+♥	2NT = 3♥, 11-12 HCP ; 3♥ = 4♥, 11-12 HCP 2♠ = 6/7 ♠ ; invit ; 3♣ = 6/7 ♣ invit ; 3♦ = 6/7 ♦ invit		
1♠		5	10-23 HCP ; 5+♠	2NT = 3♠, 11-12 HCP ; 3♠ = 4♠, 11-12 HCP 3♣ = 6/7 ♣ invit ; 3♦ = 6/7 ♦ invit ; 3♥ = 6/7 ♥ invit		
1NT			15-17 HCP	3♦ = Puppet Stayman 3♥ = 6+♥, GF ; 3♠ = 6+♠ GF		
2♣	X		Strong but not game forcing	2♦ = relay		
2♦	X		Game forcing	2♥ = 0-7 HCP (without Ace) ; 2♠ = A♥ or A♠ 2NT = 8+ HCP or 2 kings ; 3♣/♦ = A♣/A♦ 3♥/3♠/3NT = 2 Aces		
2♥		6	6♥ (2-10 HCP)	2NT = Asking ; 2♠ = Invit, 6/7 ♠ 3♣/♦ = to play ; 3♠/4♣/♦ = natural, GF		
2♠		6	6♠ (2-10 HCP)	2NT = Asking ; 3♣/♦ = to play 4♥ = to play ; 3♥/4♣/♦ = natural, GF		
2NT			20-21 HCP Balanced	3♣ = Stayman ; 3♦/♥/♠/4♣ = Transfer ; 4♦ = Majors		
3♣/3♦		6	Preempt			
4♣/4♦		6	Preempt			
3♥		6	Preempt			
3♠		6	Preempt			
4♥		6	Preempt			
4♠		6	Preempt			
3NT	X		ARDxxxx(x) in minor (Sid Str : +Q)			
4NT	X		Minors			
					HIGH LEVEL BIDDING	
					After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣	