

2OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	10+ HCP	1♣/1♦ - 2♥ =5S+4H 5-9 HCP, 2♠ = 6D/C invit. 1♣ - 1♥/♠: may have longer♦	1 m-1M-splinter and super forcing	After Pass: Jumps fits
					1♣ -2♦, 1♦ - 3♣ =limit raises	1 m-1M-3NT: 4M 18-19 balanced	
1♦		3	4♠	10+ HCP	Inverted minor raise	1 m-1M -4m: 6m+4M 1m -(1♥) X = 4+S 1♠= no M 2♣/ 2♦ relay after 1NT rebid 1m-(1♦)X =4+H 1♥=S	
						1m-(1♥) 2♥ = 6S <10 hcp 1m-(1♥) 2♠ = strong raise	
1♥		5	4♠	10+ HCP	1♥ - 3NT,4C 4D Splinters 3♣,3♦ =NAT Inv.	Splinters	Reverse Drury
1♠					4M = preempt 1♥-2♠=3+ Fit 10-14 1NT: semi F 3NT:12-14 Bal 4/5 trumps		1♥ 2♠= 4 trumps, short,limit
		5	4♥	10+ HCP	2NT = 4M 14+ 1NT:semi F 3M mixed 3♣10-11 4 trumps 4♣,4♦,4♥Splinters 1♠-3♥=Nat 9-11 3♦ =10-14 3 trumps	1♠ - 1NT 2♣ 2♦ =5H or 6D	Jump : Nat + fit 2NT =4 trumps, short,limit
INT			4♥	15-17 HCP (Maj.5 <sup>th</sup> , min.6 <sup>th</sup> or singleton H possible)	2♣: Stayman ; 2♦,2♥,3♣ Transfers 2♠ 8-9 or C 2SA : puppet	1NT-2♣-2♦-3♥ = 5S+4H 1NT-2♣-2SA=- both M, then 3♣/3♦,4♣/4♦ transfers H/S 3♥,3♠=F	After Overcall: Double= negative or stayman
					3♥,3♠=5-4 m +single ; ,3♦=5-5 M 4♣/4♦ = Transfers to 4♥/4♠		Transfers Rubensohl style
2♣	X	0	4♠	SEMI FORCING 18-23 HCP	2♦ relay 3♣3♦=good 6 suits	Stayman and transfers after 2NT rebid X = Negative, cue-bid : 2Aces + values	Negative Doubles
2♦	X	0	4♥	GAME FORCING 24+HCP or 9 playing tricks Major suit	2♥ NEG ACE RESPONSE 3♥, 3♠=CRM or RD7 other M	Stayman and Transfers on 2NT rebid	Negative Doubles
2♥		(5) 6		5-10 HCP	2NT relay	2M – 2NT 3x = honour in x	Penalty Doubles
2♠		(5) 6			New suit forcing	2M - 2NT 4x =sgl or void in x	
2NT			4♥	20-21 HCP (Maj.5 <sup>th</sup> , min.6 <sup>th</sup> possible)	3♣: Stayman 4 responses 3♦,3♥,3♠4♣ Transfers 4♦ = 5 5 M	2NT-3♦/3♥-3NT: misfit 2NT-3♣-3♥-3♠: relay fit slam interest	Negative Doubles
	3♣ 3♦	(6)7		Preempt	New suit forcing		
3♥ 3♠		(6)7		Preempt		<b>SLAM APPROACH</b>	<b>AND CONVENTION</b>
3NT 4♣		(7)8		Good preempt in one Major		4NT: 5 KeysCards Blackwood.41 30 Then next suit asks for Queen of trump	
4♦		(7)8		Preempt		Controls and cue-bids	
4♥		(7)8				Asking bids	
4♠		(7)8				5NT: grand slam force, Exclusion B.W	

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
STYLE: NAT
RESPONSES: NAT; weak jumps raises
New suit forcing if n <sup>o</sup> 3 pass. 2SA:strong raise
Jump shifts Nat + FIT. Jump cue-bid:limit raise
IN BAL.POS: Nat. shows less than good opening hand
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP (After Pass: 4 M and 6 min.)
IN BAL.POS: 9-13 HCP
RESPONSES: Stayman and Transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
ONE SUIT:weak
2 SUITERS: (1♥/1♠) 3♣: Other Major and ♦ Cue-bid : M'+♣ (1♣) 2♦ : ♥+♠
UNUSUAL 2 NT: 2 lowest suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE-BID: 2 suiters but 1♣-2♣:Nat
JUMP CUE-BID:asks for stopper for NT over 1♦/1♥/♠
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣:landy → 2♦: no preference 2♦: Maj one suiter
X: 4Maj + 5 min 2♥ 2♠: NAT+minor
Vs.weak NT : Landy and transferts X=14up HCP
IN BAL.POS same X by passed hand :1 m
Vs INT OVERCALL:1♣/1♦(INT) 2♣: both majors
2♦/2♥ Transferts
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles. Two-suiters
Vs Weak Two:4♣/4♦:Nat+ Other Major.
2NT:16-18(13-16 in bal.pos.)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double: ♣+M 1♦: ♦+M INT: 1 minor 2♣: 2M 2♦: 1M
2♥/2♠ : M+m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
One over one forcing
TRUSCOTT (reverse in minors)XX : 10+ , transferts, jump shifts

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup> except in ♣:4 <sup>th</sup> best	
Subseq	Same	Same	
<b>Other:</b>	<b>STANDARD COUNT and ATTITUDE</b>		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), AKQx ,AKQ, Ax	AKx(x) AKJx	
King	AK, KQ(x),Kx	AKJxx, KQJx(x), KQ10x(x)	
Queen	QJx, Q(x)	AQJx,KQx,QJ10(x),	
Jack	KJ10(x),J10(x),J(x)	AJ10x, KJ10x, J109(x)	
10	A109(x),K109(x),Q109(x),	A109x,K109x,Q109x, 109x	
9	9(x)	9x(x)	
Hi-X	Hxxx, xxxx ,xx, x	Xx, xxx, xxxx(x)	
Lo-X	X ,xxx, Hxx, xxxxx, Hxxxx	Hxx,Hxxx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	CountH/L=E	Count:H/L=E	CountH/L=E
Suit 2	Encour.or Suit pref	Suit preference	H encour;L discour
3	Suit preference	Suit preference	Suit preference
1	Count:H/L=E	Count:H/L=E	Count:H/L=E
NT 2	Encouraging	Smith and reverse	Suit preference
3		smith	
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light if shaped			
Responses: Natural. Cue-bid is forcing one round			
IN BAL.POS: 8 HCP+.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles and transferts after opp.overcalls			
Maximal overcall double			
Negative double and transferts responsive over fits and preempts			
Truscott:strong raise			
Double over two-suiters shows values			

W B F CONVENTION CARD
<b>FRANCE</b>
<b>Michel ABECASSIS - Marc BOMPIS</b>
<b>SYSTEM SUMMARY</b>
<b>5 CARDS MAJOR - BETTER MINOR</b>
<b>2♥ AND 2♠ : WEAK (5)6cards</b>
<b>1 NT opening: 15-17</b>
<b>2 over 1: GAME FORCING (INT : semi F)</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ : SEMI-FORC. BAL OR STRONG ONE SUITER
2♦ : GAME-FORC. ACE RESPONSE
2♥ and 2♠ 5 -10 HCP , 6 CARDS
3 NT :STRONG 4♥/4♠
<b>Lots of Transfers and Splinters</b>
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>
2 suiters but 1♣-2♣ NAT
Multilandy over op.INT
<b>SPECIAL FORCING PASS SEQUENCES</b>
When Pass is forcing,bid is weaker than Pass then bid
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round
Jumps fits by passed hand
<b>PSYCHICS</b>
rare