

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level: Reopening) 4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul. Responses : Jump raise = preempt. Jumpshift = fit New suit F1. Jump cue-bid = fit (4+cards), good hand. 1 over 1 forcing 2 over 1 forcing Reopening : denies sound opening values. Maybe 4 cards at 1-level.
1NT OVERCALL (2nd/4th Live; Responses: Reopening) In 2nd : 15+ - 18, balanced Responses : Stayman and Transfers
Reopening : 9-13 Hcps, balanced. Responses : same as
JUMP OVERCALLS (Style: Responses: Unusual NT) Level 2 : weak except 1♣ - 2♦ = ♠ + ♥ Level 3 : weak except 1♥/♠ 3♣ = ♠/♥ + ♦ : 1♣ - 3♣ = ♠/♦ 2NT = 2 lowest unbid suit : 1♦ - 3♣ = ♣/♠ Reopening : same as above except 2NT : 17-19 balanced
DIRECT and JUMP CUE BIDS (Style: Responses: Direct cue-bids : 1♣ - 2♣ : natural : 1♦ - 2♦ = ♥ + ♠ 1♥/♠ - 2♥/♠ = ♠/♥ + ♣ Jump cue-bids asking for stopper
VS. NT (vs. Strong / weak: Reopening: PH) vs. Strong : 2♣ = Landy: X = min/mai : 2♦ = Multi 2♥/♠ = natural + one minor 2NT = minors vs. weak : 2♣ asking for majors. Transfers from 2♦ to 3♣. 2NT : minors. Dble = penalty, 14+, more or less balanced Reopening : same
VS. PREEMPTS (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 M
VS ARTIFICIAL STRONG OPENINGS 1♣ (strong) double = ♠ + ♥ (at least 4-4) 1NT = ♦ + ♣ (at least 5-4) jump = weak
OVER OPPONENTS TAKEOUT DOUBLE 1 over 1 forcing redouble = 10 + HCP jumpshifts = suit + raise 2NT = Truscott

LEADS AND SIGNALS																											
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Signals (including trumps) : Reverse count in trump = ability to ruff or suit preference																											
TAKE-OUT DOUBLES (Style: Responses: Take out double : sound, 3-suiter style or 19+ Hcp. any distribution. Responses : natural, only cue-bid is Reopening : double either 3-suiter or 13+ Hcp. Responses : suit at lowest level ambiguous																											
SPECIAL, ARTIFICIAL AND COMPETITIVE 1NT 3NT dble = find the lead !																											
Opener's double show 3 cards in partner's major or a Dble of opponent's fits are always T/O 1X-1M-1NT-Dble : 2 others suits Cue-bid = 5M' + 2M																											

WBF Convention Card
CATEGORY
NCBO : FRANCE
PLAYERS Marill Philippe – Pilon Dominique
GENERAL, APPROACH AND STYLE
Natural, 5 cards major Better minor (1♣ = 3+ cards, 1♦ = 3 cards if 4-4-3-2)
1NT Opening : 15+ - 18, balanced 2 OVER 1 : GF 1NT : 6-11
SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♣ : game forcing 2♦ : strong in Major or 22-23 balanced or strong in Minor
3NT (1 st or 2 nd seat) : good 4♥ or 4♠ opening
SYSTEM SUMMARY
Overcalls Precised Michael's two suiters Landy Against 1 strong NT opening : Dble = min/mai - 2♦ = Multi 2♥/2♠ = natural + one minor 1♣ Pass pass 2♣ = Majors 1♣ Pass Pass 2♦ = 6 cards 10/13 HCP Rubensohl
SPECIAL FORCING PASS SEQUENCES 1NT 3NT Dble Pass = no stop XX = one stop or more
IMPORTANT NOTES THAT DON'T FIT Frequent light opening in 3 rd seat according to vulnerability.
PSYCHICS : rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS			1				
1♣		3	4♥	natural 10-22 HCP 3 cards if 4-3(3-3) or Or 4-3-3-3 with 4	natural : with 4/5♦ + 4♥ often 1♥ 2♦/ = 5♠/4♥. Inverted minor 1♣/♦ 1NT 2♣ = ♠ + ♥	1♣/1♦ 1♥/1♠ 1NT 2♣//2♦ = artificial relay 1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced 1♣ 1♥/1♠ 4♦ = Splinter 4♣=6/4 4♥/4♠ = 5422	New suit with jump= 5 cards + 4 trumps. 1♣ 1♦ x=♥1♥=♠1♠=values 1♣ 1♥ 1♠=values:X=♠
1♦		3	4♥	3 cards only if 4-4-3-2	3♣ = invit with ♣ 2♥ = 5♠+4♥	1♣-1♥/1♠-2♣-2♦ forcing artificial 1♦-1♥/1♠ 4♣=Splinter 4♦=6/4 4♥/4♠ = 5422	1♣ 1♥ 1♠=values:X=♠ 1♦ 1♥ 1♠=values:X=♠
1♥		5	4♦	10/21	1NT 6-11 ; 2NT = 4 trumps GF 3NT=11/13 fit +4cards flat hand	check back stayman 1♥ - 1♠ - 3NT = 19-20. generally two spades. 1♥/♠ - 2x - 2♥/♠ - 3♥/♠ forcing	1NT : 6-11 2♣=Drury 2NT=fit 4 th +a 1NT = 6-11
1♠		5	4♦	10/21	2NT= 4 trumps GF 3NT=11/13 fit +4cards flat hand	1♥/♠ - 3♥/♠ - 3SA : asking for control 1♥/♠ - 2♥/♠ - 2SA : trial bid any hand. forcing	jump in a new suit shows 5 and 4 cards in opening bid weak jump after overcall
1SA		3♠		15+-18 balanced Maybe 5♥ or 5♠ 6m322 possible 5422 possible	2♣ = Stavman 4 steps 2♦/♥/♠/3♣ 3♣ = Puppet 2♠ = 2NT or ♣ 4♣ = both Majors 4♦ = ♥ transfert:4♥ = ♠ transfert:4♠ = both Minors weak	1NT 2♣ - 2♥/♠ - 3♥/♠ : not forcing 1NT 2♣ - 2SA - 3♣/3♦ 4♣/♦ : Transfer for 3/4♥/♠ 1NT 2♣/3♣ - 3♣/♦ - 3♥/♠/NT short in ♠/♥/♦ or ♣ 1NT 2♣ 2♥/2♠ 4♣ = slam bid	Transfer from 2NT after Double = at least 2NT bid
2♣	x	0		Game Forcing	2♦ = 0-1 ctrl 2♥ = 2-3 ctrl 2♠ = 4-5 3♣ = KQxxxx : 3♦ = KQxxxx	2♣ - 2♦ - 2NT = 24/25 balanced.	Neg. double after overcall New suit = Hxxxx ⁺
2♦	x	0		Strong in ♥/♠ 22-23 balanced	2♥ = relay	2♦ 2♥ 2NT = 22/23 balanced	
2♥		6		Natural weak	2NT = asking		
2♠		6		Natural weak	2NT = asking		
2SA				20-21 balanced 6 cards minor possible 5422 possible	3♣ Stavman 3♦/♥/♠ 4♣ = Transfers : 4♦ = ♥ + ♠ 4♥/4♠ : minors + shortness		
						2NT 3♠ 4♣ 4♦ = minors two suiters 5/4 ou 6/4	
3♣		6		Preempt natural	New suit forcing		
3♦		6		Id		HIGH LEVEL BIDDING	
3♥		7		Id		Control first and second round	
3♠		7		Id		Blackwood 5 keys 41/30 5♠ = 2Keys+TQ. 5NT = 2 keys and a void	
3SA				Good 4♥ or 4♠	4♣/4♦ : slam try	On the BW response, following step is asking for TQ.	
4♣		7		Natural		After overcall : X=0; Pass=1; C+1=2; C+2=2+queen of trump; C+3=3; C+4=4	
4♦		7		Natural		Josephine. Lightner double	
4♥				Natural Preempt			
4♠				Natural Preempt		In high level bidding : pass=encouraging, double=discouraging.	