

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.
<i>Responses</i> : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards), good hand.
<i>Reopening</i> : denies sound opening values. Maybe 4 cards at 1-level.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
<i>In 2nd</i> : 15 ⁺ -18, balanced <i>Responses</i> : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers.
<i>Reopening</i> : 9-13 Hcps, balanced. <i>Responses</i> : same as above
JUMP OVERCALLS (Style; responses; Unusual NT)
Level 2 : weak except 1♠ - 2♦ = ♠ + ♥
Level 3 : weak except 1♥/♠ - 3♣ = ♠/♥ + ♦
2NT = 2 lowest unbid suits
Reopen : 2NT : 17-19 balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue-bids : 1♠ - 2♣ = natural ; 1♦ - 2♦ = ♥ + ♠
1♥/♠ - 2♥/♠ = ♠/♥ + ♣
Jump cue-bids asking for stopper (except 1♠ - 3♣ : preempt)
Reopening : 1♠ - 2♣ : ♥ + ♠ ; 1♥/♠ - 2♥/♠ : ♠/♥ + ♣/♦
VS. NT (vs. Strong / weak; Reopening)
vs. <i>Strong</i> : 2♣ asking for majors (4+,4+) ; 2NT = 2 minors
Dble = minor + major (5 ⁺ ,4) ; 2♦ = 6♥ or 6♠
2♥/♠ = 5♥/♠ + 4 ⁺ minor
vs. <i>weak</i> : 2♣ asking for majors. Transfers from 2♦ to 3♣.
2NT = minors. Dble = penalty, 14+, more or less balanced
<i>Reopening</i> : same
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out double, natural
Vs..weak 2 : cue-bid = asking for stopper or minor 2-suiter,
4♣ = ♠ + M ; 4♦ = ♦ + M
VS. ARTIFICIAL STRONG OPENINGS
1♠ (strong) double = ♠ + ♥ (at least 4-4)
1NT = ♦ + ♣ (at least 5-5)
jump = weak
2♣ - 2NT = minors ; others : natural
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1 forcing ; 2 over 1 not forcing
Redouble = 10 + HCP
Jumpshifts = fit+suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq : attitude			
Other : 2 nd best in 4 small cards			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x, AKJ	
King	K Q x or A K bare	3 honours (maybe A K J x)	
Queen	Q J x	Q J 10/9 x or K Q (9)x,	
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x,AJ10x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x	
9	9 or 9 x	J 9 8 x	
Hi-x	even number	Bad suit	
Lo-x	odd number	4th best	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 H/L = 2	H/L = 2	H/L = 2
	2 High = E	S/P	High = E
	3 S/P		S/P
NT	1 H/L = 2	H/L = 2	H/L = 2
	2 L = E on As/Q	S/P	High = E
	3		S/P
Signals (including trumps) :			
Reverse count in trump = ability to ruff or suit preference			
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or ≥18 Hcp, any distribution. <i>Responses</i> : natural, only cue-bid is forcing.			
<i>Reopening</i> : double = either 3-suiter or 13+Hcp.			
<i>Responses</i> : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1♣ -1♦ - dble = no 4 cards in ♥ or ♠			
1♣ / 1♦ - 1♥ - dble = no 4 cards in ♠			
Opener's double shows 3 cards in partner's major or a strong hand			
Dble of opponent's fits are always T/O			
1X – 1Y - 1NT - Dble = 2 other suits			
Lightner doubles against slam			

WBF Convention Card
CATEGORY :
NCBO : FRANCE EVENT :
PLAYERS : ROSSARD Martine 27407
ROMANOWSKI Jerzy 27641
December 22 nd 2020
SYSTEM SUMMARY
GENERAL, APPROACH AND STYLE
Natural, 5 cards major
Best minor (with 3 cards in ♦ and ♣ : 1♣ always)
Weak 2 in majors : 5 cards major + 4⁺ cards minor (6-10H)
1NT Opening : 15 - 18 ⁺ , balanced
2 over 1 Response : F1, requests a new bid. Non game-forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ : Strong, GF
2♦ : Multi
3NT : solid minor, no outside stopper
Gazzili
After 1♥ or 1♠ openings, 2♣ is relay
<i>Overcalls</i>
Michael's cue-bids
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Frequent high 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				0 – 10 H			
1♣		3	4♥	Natural 10 - 22 HCP 3 cards if 4-4-2-3	Natural ; with 4/5♦ + 4♥/♠ often 1♥/♠ 2NT = 11HCP ; jumpshift = strong except 1♦ - 2♥ (4*♥ & 5♠)	1♣/♦ - 1♥/♠ - 1NT- 2♣ = relay for 2♦ 1♣/♦ - 1♥/♠ - 3NT = 4 cards in♥/♠ balanced 4 th suit forcing	New suit with jump= 5cards suit +4 trumps.
1♦		3	4♥	3 cards only if 4-4-3-2	After overcall : Jumpshift = fit 1♣/♦ - 1NT - 2♣ = ♠ + ♥	1♣ - 1♥/♠ - 2♣ - 2♦ = forcing artificial 1♦ - 1♠ - 2♦ - 2♥ = forcing artificial	
1♥		5	4♦	10/21 Natural	1NT : semi-F ; 2NT = support, ≥10HCP 3♣=4 trumps bal. 7-9 ; 3♦=4 trumps+singl., 7-9 3NT= 4 trumps bal. , 12-14 HCP	1♥ - 1♠ - 1NT - 2♣ = Relay for 2♦ 1♥ - 1♠ - 3NT = 2533 ≈ 20 HCP 1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = forcing	2♣ = Drury 1NT = 6 - 11 Jump in a new suit shows 5 cards
1♠		5	4♥	10/21 Natural	Raise at level 3 or 4 is preempt After overcall : jumpshift = fit	1♥/♠ - 3♥/♠ - 3SA = asking for control 1♥/♠ - 2♥/♠ - 2SA = trial bid any hand ,forcing	and 4 cards in opening bid
1NT			3♠	15-18 ⁺ balanced Usually no 5 cards major 6m322 possible 5422 possible	2♣ = Stayman 4 steps ; 2♦/♥/♠/3♣ =Transfer 4♣ = Gerber ; 4♦ = ♠ + ♥ ; 3♦ = HHxxxx NF 3♥/♠ = 5/4 minors + ♥/♠ singleton After overcall : Transfer from 2NT Double = at least 2NT bid	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠ (Smolen) 1NT - 2♣ - 2♥/♠ - 3♥/♠ = not forcing 1NT - 2♣ - 2SA – 3 or 4♣/♦ = Transfer for 3 or 4♥/♠ 1NT - 2♠/3♣ - 3♠/♦ - 3♦/♥/♠/NT = short in ♦/♥/♠/♣	
2♣	x	0		Forcing to game any hands	2♦ = 0-7 or ≥ 12H ; 2NT = 8-11H 2♥/♠ = H(H)xxx ; 3♣/♦ = HHxxxx (≥7H) After overcall : Negative double New suit = Hxxxx +	2♣ - 2♦ - 2NT ≥24 balanced (same as over 2NT) 2♣ - 2♦ - 2♥/♠ = 5 ⁺ cards 2♣ - 2♦ - 3♥/♠ = solid 6 ⁺ ♥/♠ 2♣ - 2♦ - 4♣/♦ = major 2-suiter, 3NT = solid minor	
2♦	x	0		Weak in majors (6 cards) Or 22-23 balanced or semi-bal.	2♥ = negative; 2♠ = neg in ♠, pos. in ♥ 2NT ≥ 15H, forcing 3♣/♦ = 6 cards ≥ 14H, NF	2♦ - 2♥/♠ - 2NT = 22-23H bal. (same as over 2NT) 2♦ - 2NT - 3♣ = maxi	
2♥		5		6-10, + 4 ⁺ ♣ or ♦	New suit = 12-14, NF 2NT ≥ 15H or relay : opener shows his minor,		
2♠		5			3♥/♠ = preempt 4♣ = preempt in ♣/♦		
2NT				20/21 balanced 5 cards major possible 6 cards minor possible 5422 possible	3♣ = Stayman 4 steps 3♦/♥/♠/4♣ = Transfers ; 4♦ = ♥+♠	2NT - 3♣ - 3♦ - 3♥/♠ = 5♠/♥+ 4♥/♠ 2NT - 3♣ - 3SA - 4♣/♦ = Transfer for 4♥/♠ 2NT - 3♣ - 3♥/♠ - 3♠/4♣ = fit, asking for control 2NT - 3♣ - 3♥ - 4♣/♦ = natural	
3♣		6		Preempt natural	New suit is forcing . 4♥/♠ = natural		
3♦		6		Id	Id	HIGH LEVEL BIDDING	
3♥		7		Preempt natural	New suit is forcing	Control first and second round	
3♠		7		Id	Id	Blackwood RKCB : 5♠ = 2 keys and Q of trump ; 5NT = 2 keys and a void ; exclusion BW	
3NT				Solid minor	4♦ : asking for singleton	Splinters	
4♣		8		Preempt natural	4♥/♠ = natural	Lightner	
4♦		8		Id	Id		
4♥		7		Preempt natural			
4♠		7		Id			