

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style : Responses : 1/2 Level ; Reopening)</b>
Style : Natural, 6/17 HCP
Responses : new suit 1/1, 2/1 and 2/2 : forcing
Reopening : nat shows less than good opening hand
<b>1NT OVERCALL (2nd/4th Live ; Responses ; Reopening)</b>
Overcall : 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.
<b>JUMP OVERCALLS (Style ; Responses ; Unusual NT)</b>
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' + ♦ / 1m 3m
<b>DIRECT &amp; JUMP CUE BIDS (Style ; Response ; Reopen)</b>
1M 3M = Ask for stopper / 1♠ 3♣ = 5♠+5♦ / 1♦ 3♦ = 5♠+5♣
<b>VS. NT (vs. Strong/Weak ; Overcall)</b>
<b>Vs Strong NT (14+ HCP) :</b> X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major 2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors
<b>Vs Weak NT (9-13 HCP) :</b> 2♣ = Ms / Transfers / X = 14 HCP + (responses : Stayman/transfers)
<b>Vs 1NT Overall :</b> 2♣ = both majors if opening of 1min / Transfers / X = 8+HCP 1♥ 1NT 2♦ = transfer ♥ - 1♠ 1NT 2♥ = transfer ♠
<b>VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)</b>
<b>VS WEAK TWO :</b> Cue-bid = both min / 4m = 5m + 5 in other M 2NT = 16-19 HCP (responses : Stayman and transfers).
<b>VS MULTI :</b> 2♥/2♠/3♣/3♦ = Nat / 3♥ = Nat, strong / 3♠ = Nat, strong 4m : 5♥ + 5m / 2NT = 16-19 HCP (responses : Stayman and transfers) → Take out doubles
<b>VS. ARTIFICIAL 1♣ OPENING (STRONG)</b>
Double = take out for majors 1♦/♥/♠ = natural with values / 2♣ = natural with values 1NT = both minors / 2NT = both majors 2♦/♥/♠ = Nat, weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10 HCP + / Fit jumps = weak / 1M X 3y = 5y + 4M ; 4y = splinter 2NT = fit with 3+ cards 11-12 HCP / 3NT = fit with 4 cards 13 HCP +

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th, 2nd from 4 small cards	3rd/5th	
NT	attitude	3rd/5th, except after 1♣ : attitude	
Subseq	Same as above	Same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10(+), AKx (+), Ax (+), A singl	AKQ(+), AKx, AKxx, AKJx	
King	AK,KQ(+), Kx, singl	AKJxx (+), KQJ(+), KQ10x(+)	
Queen	QJ(+),Q(x)	QJ10(+),QJ9(+),KQx(+)	
Jack	J10(+),J(x)	AJ10(+),KJ10(+),J109(+), J108(+)	
10	10(x)	109x(+), Q109(+)	
9	9(x)	9(+)	
Hi-X	Hxxx, Hxx, Hxxx	Hxxx, Hxx, Hxxx	
Lo-X	X, xxX, xxxX, Xx, xXxx	Xxx, Xx, xXxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = even	Count : H/L = even	Count : H/L = even
Suit 2	Hi = ENCRG	Suit preference	Hi = ENCRG
3			
1	Count : H/L = even	Count : H/L = even	Count : H/L = even
NT 2	Hi = ENCRG	Smith	Hi = ENCRG
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			
- Negatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.			

W B F CONVENTION CARD
<b>PLAYERS : Romaric Guth - Thibaud Vincenot</b>
<b>Juniors (U26) - FRANCE</b>
<b>CATEGORY : GREEN</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Best minor ; Major 5th ; 2♣ : Game forcing ; 2♦ : Multi
2♥ : Both Majors ; 2♠ : Muiderberg
1NT variable strengths (10-12 : 1st 2nd ; 12-14 : 3rd ; 15-17 : 4th) = ONLY NON VULNERABLE
1NT : 15-17 HCP
Inverted Minor System : 1min - 2min : Game forcing
transfer on 1♦ or 1♥ overcall
1min 1♠ 2min : 5 hearts, 7-10 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : Game forcing
2♦ : (5)/6 hearts or spades (3-10 HCP) <u>or</u> balanced 22-23 HCP <u>or</u> one strong minor (20-23 HCP)
2♥ : Both Majors (4♥+4♠+) / 3-10 HCP
2♠ : 5 spades and 4+ min / 3-10 HCP
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 3rd 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♣		3	12-23 HCP ; best minor	2♦ = fit, 10/11 HCP ; 2♥ = 5 ♠ / 4 ♥ 6-9 HCP 2♠ = weak ; 2♣ = 5♣ game forcing		1♣ 1♦ X = 4♥+ ; 1♥ = 4♠+ ; 1♠ = NT 1♣ 1♥ X = 4♠+ ; 1♠ = NT
1♦		3	12-23 HCP ; best minor	3♣ = fit, 10/11 HCP ; 2♥ = 5 ♠ / 4 ♥ 6-9 HCP 2♠ = weak ; 2♦ = 5♦ game forcing		1♦ 1♥ X = 4♠+ ; 1♠ = NT
1♥		5	12-23 HCP ; 5+♥	2♠ = 4+ ♠ with 3♥ invit ; 2NT = 3+ ♥, 13-16 HCP 3♣ = 3♥ invit ; 3♦ = 4♥ invit ; 3♥ = weak 3♠ = any splinter with 2 top cards 3NT = splinter ♠ with 3 top cards 4X = splinter with 3 top cards	2NT semi forcing game after 1♠/1NT	1♥ 1♠ 3min = preempt 1♥ 2♠ 3♦/♠ = preempt / 1♥ X 2♦ = fit 1♥ 2♦ 3♠ = preempt / 1♥ X 3♠/♦ = fit 1♥ X 3♠/4♣/4♦ = splinter <u>After pass :</u> 2♠ = drury, 11+HCP with 3(+♥)
1♠		5	12-23 HCP ; 5+♠	2NT = 3+ ♠, 13-16 HCP ; 3♣ = 3♠ invit 3♦ = 4♠ invit ; 3♥ = 10/11 HCP, 6/7 hearts 3♠ = weak ; 3NT = any splinter with 2 top cards 4X = splinter with 3 top cards	2NT semi forcing game after 1NT	1♠ 2♠ 3♦/♥ = preempt 1♠ 2♦ 3♥ = preempt / 1♠ X 3y = fit 1♠ X 2♥ = fit / 1♠ X 4y = splinter <u>After pass :</u> 2♠ = drury, 11+HCP with 3(+♠)
1NT			15-17 HCP	2♠ = Stayman ; 2♦/♥/♠/3♣ = transfers 3♦ = natural, invit 3♥ = minors, short ♥ ; 3♠ = minors, short ♠ 4♣ = majors ; 4♦ = transfer ♥ ; 4♥ = transfer ♠		
2♣	X		Game forcing	2♦ = 0-1 cue ; 2♥ = 2 cue ; 2♠ = 3 cue ; 2NT = 4+ cue ; 3♣/♦/♥/♠ = 6+ cards, 2 honors		2♠ 2M X = 2+ cue ; pass = negative 2♠ 4M X = dissuasive ; pass = encouraging
2♦	X		22-23 HCP Balanced <u>or</u> one strong minor (20-23 HCP) <u>or</u> weak two in major (3-10 HCP)	2♥ = 0-13 HCP ; 2♠ = 0-13 HCP to play 2♠ or 3♥ 2NT = asking GF ; 3♣ = invit and asking in M 3♥ = 3+3 in majors ; 3♠ = to play 3♠ or 4♥ 4♣ = asking M in transfer ; 4♦ = asking M ; 4M = to play	After 2NT : 3♣ = maxi 3♦ = mini with ♥ 3♥ = mini with ♠	2♦ X XX = asking Major 2♦ X Pass = to play 2♦ X 2♦ X 2♥/2♠ = natural, NF
2♥		4	Both majors weak, 4♥+ 4♠+ (3-10 HCP)	2NT = Asking 3♣/♦ = to play 4♣/♦ = natural, forcing	After 2NT : 3♣ = 4-4 mini ; 3NT = 4-4 maxi 3♦ = 5-4 mini ; 4♣/♦ = 5-5 maxi 3♥ = 5-5 mini ; 3♠ = 5-4 maxi	
2♠		5	5♠+4(+)min (3-10 HCP)	2NT = Asking ; 3♣ = Pass or correct ; 3♦ = invit +	After 2NT : 3♣ = mini ♣ ; 3♦ = mini ♦ 3♥ = maxi ♣ ; 3♠ = maxi ♦ After 3♦ : 3♥ = maxi ; 3♠ = mini	
2NT			20-21 HCP Balanced	3♣ = Stayman ; 3♦/♥/♠/4♣ = Transfer ; 4♦ = Majors	2NT - 4♥/4♠ = 5/4 ms, natural short	
3♣		6	Preempt	3♦ = transfer : to play 3♥ <u>or</u> ♠ NF <u>or</u> asking for NT quality		
3♦/4♦		6/7	Preempt	4♥/♠ = to play		
3♥/4♥		6/7	Preempt			
3♠/4♠		6/7	Preempt			
3NT	X		ARDxxxx(x) in minor (Sid Str : +Q)	4♣ = not a stopper in all suiter / 4♦ = ask for shortness		
4♣		7	Preempt	4♥/♠ = to play		
4NT	X		Minors			
<b>HIGH LEVEL BIDDING</b>						
						After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣
						After Exclusion BW : 0 ; 1 ; 1½ ; 2 ; 2½

