

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
STYLE: natural	
Responses: natural, weak jumps raises.	
Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise.	
IN LAST POS: nat. shows less than good opening hand.	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
OVERCALL: 15 -18 HCP.	
IN LAST POS: 9 -13 HCP.	
Responses: Stayman and transfers.	
After Pass 1m Pass 1M: 6 in the cheapest and 4 in the other.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
ONE SUIT: weak.	
UNUSUAL 2 NT: 2 lowest suits.	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
DIRECT CUE-BID:	1 ♥/♠ 2 ♥/♠: other M and ♣. 1x 2NT: 2 lowest 1 ♠/♥ 3 ♣: other M and ♦. 1 ♣/♦ 2 ♦: majors.
VS. NT (vs. Strong/Weak; Reopening;PH)	
1) VS STRONG NT:	
X: 4M + 5m or 6m	
2 ♣: LANDY - 2 ♦: 6 in a major (multi).	
2 ♥/♠: 5 ♥/♠ and 4m.	
IN BAL POS: same.	
2) VS WEAK NT (8-10,10-12,12-14,13-15) :	
LANDY - Transfers - DBLE = 14HCP + responses Nat / transfers.	
3) VS INT OVERCALL:	
2 ♣: both majors if opening of 1 ♣/1 ♦ - Transfers - double: > 9H.	
1 ♠ 1NT 2 ♣ = 5 ♥/2 ♠ - 1 ♥ 1NT 2 ♣ = 5 ♠/2 ♥	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
3 ♣ 4 ♣ : ♦/♥	3 ♦ : majors
4 ♦ : majors	
3 ♥ 4 ♥ : ♠/m	
3 ♠ 4 ♣ : ♥/♣	
4 ♦ : ♦/♥	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	

LEADS AND SIGNALS

OPENING LEADS STYLE

Suit	3 rd /5 th , 2 nd from 4 small cards	3 rd /5 th
NT	4 th best	3 rd /5 th , except after 1♣ : 4 th best
Subs	NT : 4 th best SUIT : high-low even	3 rd /5 th
Other : vs Suit : AK (x) with a singleton in another suit vs slams in NT and 4NT : 3 rd /5 th , 2 nd from 4 small cards		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);
King	AK; KQ(x); Kx; AK(x)+sing.	AKQxx; KQJxx; KQ10xx
Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx
Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x)
10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)
9	9x ; 9	9(x)(x)
Hi-X	Hxxx; xxxx; xx; x	xx; xxx; xxx(x)(x); Hxx
Lo-X	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging
Suit 2	Encouraging	Suit preference	
3	Suit preference	Suit preference	
1	Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging
NT 2	Encouraging		
3			

Signals (including Trumps): preference

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

- Negative doubles. Responsive doubles.
- Double over fits and preempts.
- Informative and optional doubles.
- Maximal overcall double.
- LIGHTNER doubles.

AFTER OVERCALL: jump misfit and weak,

after 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠ and 1♠ = no ♠

after 1♦ 1♥ X = 4/5♠ and 1♠ = no ♠

after 1M overcall : jumps natural weak - 2NT: fit limit and + - Cue Bid : 4+ trumps GF

No more Splinters (except in the overcall suit)

W B F CONVENTION CARD
CATEGORY: Open NCBO: France PLAYERS: CABANES Bernard - BESSIS Michel
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<ul style="list-style-type: none"> ➤ 5 CARDS MAJOR ➤ 1♦: 4 cards except 4432 ➤ 2♥/2♠: 5♥/♠ + 4 min ➤ 2♣: game forcing except 22-23 bal. ➤ 2♦: MULTI (always weak) <p>1NT opening : 14+ - 17 HCP 2 over 1 Response : game forcing Very light preempts if NV/V</p>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<ul style="list-style-type: none"> ➤ 1♣(♦) - 2♥: 4♥(+) + 5♠(+), 4-9 HCP ➤ VS Two suiters. ➤ VS MULTI. ➤ VS 2NT (two lowest suiters) and cue-bids
SLAM APPROACH AND CONVENTIONS
<ul style="list-style-type: none"> ➤ 4NT: 5 Keys Cards Blackwood (30/41), then next suit asks for Queen of trump.
SPECIAL FORCING PASS SEQUENCES
<ul style="list-style-type: none"> ➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣ 1♦		3	4♠	10+ HCP	1m - 2m : 5+m, 12+, GF 1♣ - 1♥/♠: may have longer ♦ 1m - 2♥: 4+♥/5+♠ (4-9) 1m - 2♠ : 6♠ weak 1♣ - 2♦: art 5+♣, invit 1♦ - 3♣: art 4+♦, invit	1m - 1M - splinters fit 1m - 1M - 4M: 5m4M22 1m - 1M - 3NT: 4M very balanced 2♣ limit relay after 1NT 2♦ game forcing relay after 1NT 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: jump with fit (except 1m - 2♥: 4+♥/5+♠ 4-9, 1♦ - 3♣ and 1♣ - 2♦ still limit fit)
1♥ 1♠		5	4♠ 4♥	10+ HCP	1♥ - 2♠: limit 5+♠/3♥ 1M - 2NT: GF, 4 cards support 1M - 3♣, 3♦: fits 1M - 3M: 4M, invit 1♥ - 3♠/4♣/4♦: Splinters 1♠ - 3♥: 6+♥, limit 1♠ - 4♣/4♦/4♥: Splinters	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls 1♥ - 1NT - 2♠ : 5/6♥, 18-22 1M - 1NT - 2NT : art, forcing	AFTER PASS: Drury with fit 1♥/♠ - 2♠/2NT : 4♥/♠+1sing 3♣: natural
INT				14+-17 HCP	2♣: Stayman 4 responses 2♦/2♥/2♠/2NT: Transfers 3♣ : Puppet Stayman 3♦/3♥ : strong transfers 3♠: both minors, no shortness 4♣ : both majors	Conventional developments and relays 1NT - 2♦/♥- 2♥/♠- 2NT: forcing 1NT - 2♦ - 2♥ - 2♠: 5♥ + 5 other, invit	AFTER OVERCALL: Double responsive Modified Rubensohl
2♣	x	0	4♥	Game forcing or 22-23 bal	2♦: relay Other : Nat or 5/5		
2♦	x	0		MULTI (major weak)	2♥/♠: pass or correct 2NT: asking 3♣/3♦: nat forcing 3♥/3♠: pass or correct 4♣: bid your major as a transfer 4♦: bid your major 4♥/♠: to play	2♦ - 2NT - 3♣/♦ = ♥/♠ 2♦ - 2NT - 3♣ - 3♥ : proposition 3♠ : natural forcing	
2♥ 2♠		5		5-10 HCP 5M / 4+m	2NT: relay 3♣: P/C 3♦: fit limit	2M - 2NT - 3♣/3♦ : ♣/♦ minimum 3♥/3♠ : ♣/♦ maximum	
2NT				20-21 HCP	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣: transfers	Rectification of transfers with fit	Negative Double Overcall natural
3m				Preempt			
3M				Preempt			
3NT	x			ARDxxxx in m	4♦ asking for controls (sg)		
4♣				Preempt			
4♦				Preempt			
4♥				Preempt			
4♠				Preempt			
4NT				6/5 minors			