

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.	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
3♣ 4♣: ♦/♥ 3♦: majors (2) 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; xxx; 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 ♠			

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 (3) 	
SLAM APPROACH AND CONVENTIONS	
<ul style="list-style-type: none"> ➤ Fit ♥ fgTM 3♠: non serious Fit ♠ fgTM 3SA: non serious ➤ Fit ♥ not strongTM 3♠: asks Fit ♠ not strongTM 3SA: asks ➤ 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. 	

after 1M overcall : jumps natural weak - 2NT: fit limit and + - Cue Bid :
 4+ trumps GF
 No more Splinters (except in the overcall suit)

OPENING	TICK IF APPLICABLE	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING AFTER OVERCALL
1♣ 1♦		3	4♠	10+ HCP	1m - 2m : 5+m, 12+, GF, no 4M ; 1m - 3m : pree 1♣ - 1♥/♠ : may have longer ♦ 1m - 2♥ : 4+♥/5+♠ (4-9) 1m - 2♠ : 6♠ weak 1♣ - 2♦ : art 5+♣, invit 1♣ - 3♦ : nat, 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 AFTER OVERCALL : transfers (1)
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 1M - 3NT : 3M, bal 1♥ - 3♠/4♣/4♦ : Splinters 1♠ - 3♥ : 6+♥, limit 1♠ - 4♣/4♦/4♥ : Splinters	Splinters 1♥ - 1NT - 2♠ : art GF 2NT : NFG 1♠ - 1NT - 2NT : art, GF	AFTER PASS: Drury with fit 1♥/♠ - 2♣/2NT : 4♥/♠+1sing 3♣ : natural AFTER OVERCALL : 2NT : fit (3M, 4M) CB : 4M, GF
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: T/O Doubles Modified Rubensohl
2♣	x	0	4♥	Game forcing or 22-23 bal (Kokish)	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♦ - 2M - X : P/C 2♦ - 2NT - 3♣(♦) - X : pen 2♦ - X - pass : to play XX : P/C 2♥/2♠ : positive 2♦ - 2SA overc™ pass = ♥; X = ♠ 3♥ = ♠ max ; 3♠ = ♥ max
2♥ 2♠		5		5-10 HCP 5M / 4+m	2NT: relay 2♥ - 2♠ : NFG 2♠ - 3♥ : NFG 3♣ : P/C 3♦ : fit limit	2M - 2NT - 3♣/3♦ : ♣/♦ minimum 3♥/3♠ : ♣/♦ maximum	
2NT				20-21 HCP	3♣ : Stayman 4 responses 4♦ : both majors 4♥ : 5♣+4♦ 4♠ : 5♦+4♣ 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)	4NT : no sg ; 5♣ = ♣, sg♦ ; 5♦ = ♦, sg♣	
4♣				Preempt			

4♦			Preempt			
4♥			Preempt	Asking bids		
4♠			Preempt	Asking bids		
4NT			6/5 minors			

NCBO : FRANCE

PLAYERS : BESSIS – CABANES

- | | | |
|-----|---|--|
| (1) | 1♣ 1♦ X : 4/5 ♥
1♥ : 4/5 ♠
1♠ : no 4/5 ♥ or ♠
2♦ : 6+♥, 4+HCP
2♥ : 6+♠, weak or strong
2♠ : cue-bid, ♣ fit
3♣ : pre
3♦ : both majors 5/5 weak
3♥ : 6+♠, invit
3♠ : 3334, 12-14, Axx in ♦ | 1♣(♦) 1♥ X : 4/5 ♠
1♠ : no 4/5 ♠
2♥ : 6+♠, weak or strong
2♠ : cue-bid with fit
3♣(♦) : pre
3♥ : 6+♠, invit
3♠ : 33(34), 12-14, Axx in ♥ |
|-----|---|--|

After 1NT rebid by opener, all bids are transfers

(2) Two suiters

2nd position

- | | | |
|----------------|-------|------------------------------|
| 1♣(♦) | 2♦ | : 5♥ + 5♠ |
| 1♣ | 2NT | : 5♥ + 5♦ |
| 1♦ | 2NT | : 5♥ + 5♣ |
| 1♥(♠) | 2NT | : 5♣ + 5♦ |
| 1♥ | 2♥ | : 5♠ + 5♣ |
| 1♥ | 3♣ | : 5♠ + 5♦ |
| 1♠ | 2♠ | : 5♥ + 5♣ |
| 1♠ | 3♣ | : 5♥ + 5♦ |
| 2♥(♠) | 3♥ | : minors or asks for stopper |
| | 4♣(♦) | : ♣(♦) + other major |
| | 4♥ | : 3055 |
| 2♦ (Multi) | 3♥ | : ♠ + minor |
| | 3♠ | : both minors |
| | 4♣(♦) | : ♣(♦) + ♥ |
| 3♣(♦) | 4♣ | : ♥ + other minor |
| | 4♦ | : majors |
| 3♥(♠) | 4♣ | : ♣ + other major |
| | 4♦ | : ♦ + other major |
| 3♥ | 4♥ | : ♠ + minor, strong |
| 3NT (gambling) | 4♦ | : majors |

4th position

1

- | | | | |
|----|---|-----|--|
| 1♣ | - | 1♥ | 2♣ : constructif
2SA : destructif (6-5)
3♣ : nat |
| 1♣ | - | 1SA | 2♣ : majors (5/4)
2SA : ♦ + ♥ |
| 1♦ | - | 1SA | 2♣ : majors (5/4)
2♦ : 5/5 major
2SA : ♣ + ♥ |
| 1♥ | - | 1SA | 2♥ : ♠ + minor
2SA : minors |
| 1♠ | - | 1SA | 2♠ : ♠ + minors
2SA : minors |
| 1♣ | - | 2♣ | 2SA : ♥ + ♦
3♣ : 5/5 major |

1♦ - 2♦	2SA : ♥ + ♣ 3♦ : 5/5 major
1♥ - 2♥	2SA : mineures 2♥ : ♠ + ♣ 4♣ : ♠ + ♦ 4♥ : 3055
1♠ - 2♠	2SA : ♥ + minor 3♠ : minors 4♣(♦) : good ♥ + ♣(♦)
1♥ - 2SA fit art	3SA : minors 3♥ : ♠ + ♣ 4♣ : ♠ + ♦
1♥ - 3♣(♦) fit art	3SA : minors X : for the lead if 3♥, T/O if 4♥ 3♥ : ♠ + ♣ 4♣ : ♥ + ♦
1♥ - 3♥	3SA : minors 4♣ : ♠ + ♣ 4♦ : ♠ + ♦ 4♥ : ♠+minor strong
1♠ - 3♠	3SA : minors 4♣ : ♥ + ♣ 4♦ = ♠ + ♦

(3)

Defense against two suiters

When two suiters are known :

- Natural bids are not forcing
- Cue-bids strong : smaller one = fit
higher one : last suit forcing
- Pass then double : penalty
- Double then double : T/O
- 1♥ 2♥ 2SA : 4♥ limit or 3♥ limit and more
3SA : 3♥ +5♦
3♠(4♣) : splinters
4♦ : jump fit
- 1♠ 2♠ 2SA : 4♠ limit or 3♠ limit and more
3SA : 3♠ +5♦
4♥(4♣) : splinters
4♦ : jump fit
- 1♥ 2SA 3SA : 5+♠ + fit
- 1♠ 2SA 3SA : 5+♥ + fit
- 1♥ 3♣(♠+♦) 3SA : 5♣ + fit
- 1♠ 3♣(♥+♦) 3SA : 5♣ + fit

When two suiters are not precised :

- 1♠ 2♠ 2SA : 4♠ limit or 3♠ limit and more
3♣(♦) : nat forcing
3♥ : 4♠, game forcing, 13+
3SA : 4♠, 10-12
4♣(♦) : jump fits
4♥ : splinter
- 1♥ 2♥ same and 2♠ strong fit