

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

LEADS AND SIGNALS																											
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<b>Signals</b> (including trumps) : Reverse count in trump = ability to ruff or suit preference																											
<b>DOUBLES</b>																											
<b>TAKE-OUT DOUBLES</b> (Style: Responses: <i>Take out double</i> : sound, 3-suiter style or 19 <sup>+</sup> Hcp, any distribution. <i>Responses</i> : natural, only cue-bid is <i>Reopening</i> : double either 3-suiter or 13 <sup>+</sup> Hcp. <i>Responses</i> : suit at lowest level ambiguous																											
<b>SPECIAL ARTIFICIAL AND COMPETITIVE</b> 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 <sup>+</sup> +2M																											

WBF Convention Card
21/091/2018
CATEGORY : OPEN NCBO : <b>FRANCE</b> EVENT : DN PLAYERS <b>Marill Philippe – Cronier Philippe</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5 cards major Better minor (1♣ always 3 cards, 1♦ 3 cards)
1NT Opening : 15 <sup>+</sup> - 18 <sup>+</sup> , balanced 2 OVER 1 Response : F1, requests a new bid. Non
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♣ : strong in Major or 22-23 balanced 2♦ : game forcing 2♥ & 2♠ : weak
3NT (1 <sup>st</sup> or 2 <sup>nd</sup> seat) : good 4♥ or 4♠ opening
4♥=preempt 4♠=pre-empt <i>Overcalls</i> Precised Michael's two suiters Landy Against 1strong NT opening : Dble= min/maj- 2♦ = Multi 2♥/2♠=natural+one minor 1♣ Pass pass 2♣ = Majors 1♣ Pass Pass 2♦ = 6 cards 10/13 HCP Rubensohl
<b>SPECIAL FORCING PASS SEQUENCES</b> 1NT 3NT Dble Pass= no stop XX = one stop or more
<b>IMPORTANT NOTES THAT DON'T FIT</b> Frequent light opening in 3 <sup>rd</sup> seat according to vulnerability.
<b>PSYCHICS</b> : rare

OPENING	TICK IF ARTIFICIAL	MIN. No OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS							
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♥ 1♣/♦ 1NT 2♣ = ♠ + ♥ 3♣ =	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 1♣-1♥/♠-2♣-2♦ forcing artificial 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♦ 1♥ 1♠=values;X=♠
1♦		3	4♥	3 cards only if 4-4-3-2			
1♥		5	4♦	10/21	1NT NF ; 2NT = 3 cards 10/11 3NT=12/14+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 <sup>th</sup> +a 1NT = 6-11
1♠		5	4♦	10/21	2NT=3+ cards 10/11 3NT=12/14+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 <sup>+</sup> -18 balanced Maybe 5♥ or 5♠ 6m322 possible 5422 possible	2♣ = Stayman 4 steps 2♦/♥/♠/3♣ 3♦ = Stayman 4333 4♣ = both Majors 4♦ = ♥transfert; 4♥ = ♠transfert; 4♠ = both Minors weak	1NT 2♣ - 2♦ - 3♥/♠ = 5♠/♥ + 4♥/♠ 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		22-23 balanced or Strong in any suit	2♦ = waiting	2♣ - 2♦ - 2NT=22/23 balanced.	Neg. double after overcall New suit = Hxxxx <sup>+</sup>
2♦	x	0		Game forcing 22-23 balanced	2♥ = no Ace; 2♠=1 major Ace 3♣/♦ = Ace of ♣/♦	2♦ 2♥ 2NT=24+ balanced	
2♥		5		Weak	2NT= asking Nex suit F1		
2♠		5		Weak			
2SA				20-21 balanced 6 cards minor possible 5422 possible	3♣ Stayman 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		<b>HIGH LEVEL BIDDING</b>	
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.	