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.

Responses : Direct jump raises = preempts. Jumpshift = fit
+ suit. New suit NF. Jump cue-bid = fit (4+cards)7-9 HCP

NT with jump = fit (4+ cards) 10-11+ HCP

Reopening : denies sound opening values. Maybe 4 cards

at 1-level. 1♣- - 2♣= ♥+♦   1♦- - 2♦ = ♠+♥

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

In 2nd: 15⁺-18, balanced *Responses* : after 1 ♣/♦, Stayman
and Transfers. After 1 ♥/♠ : Transfers.

.

Reopening : 9-13 Hcps, balanced. Responses : 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 suit

Reopen : natural weak. 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♣ : natural)

Reopening : 1♥/♠ - 2♥/♠ = ♠/♥ + minor

VS. NT (vs. Strong / weak; Reopening; PH)

vs. Strong : 2♣ asking for majors X= (4-3)+(5-1)

2♥/♠ = ♥/♠ + minor

vs. weak : 2♣ asking for majors. Transfers from 2♦ to 3♣.

2NT : minors X = penalty

Reopening : same

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Take out double , natural, cue-bid = 2 suiter

VS ARTIFICIAL STRONG OPENINGS

1♣ (strong) X= 1M + 1m   1♦ = ♥+♠ (at least 4-4)

 1NT   = ♦ + ♣ (at least 5-4) 2NT = 5♠ + 5♥

jump = weak

OVER OPPONENTS' TAKEOUT DOUBLE

 1 over 1 forcing   2 over 1 not forcing

 redouble = 10 + HCP

 jumpshifts = suit + raise   Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd-5th	3rd - 5th
NT	2ⁿᵈ , 4th best	3rd - 5ᵗʰ(except in ♣ 4ᵗʰ)
Subseq	same as above	
Other		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A K x	A K x
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 x
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x
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 or 9 x x or 9 x
Hi-x	even number	Bad suit
Lo-x	odd number	2ⁿᵈ, 4th best

SIGNALS IN ORDER PRIORITY

		Partner's lead	Declarer's lead	Discarding
Suit	1	Hi= Even	"	Lo= Odd, dis
	2	Hi enc	suit preference	
	3	suit preference		suit preference
NT	1	Hi=Even, enc	id	id
	2	id	id	id
	3			suit preference

Signals (including trumps) :

Reverse count in trump = ability to ruff or suit préférence

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Take out double : sound, 3-suiter style or 19+ Hcp, any dis-
tribution. *Responses* : natural, only cue-bid is forcing.

Reopening : double either 3-suiter or 13+Hcp.

Responses : suit at lowest level ambiguous

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣ -1♦ - dble = 4 cards in ♥

1♣ / 1♦ - 1♥ - dble = 4 cards in ♠

Opener's double shows 3 cards in partner's suit or a strong hand

---

WBF Convention Card

CATEGORY : Ladies

NCBO : **FRANCE**   EVENT : 2013

PLAYERS : **CRONIER** Bénédicte - **WILLARD** Sylvie

SYSTEM SUMMARY

GENERAL, APPROACH AND STYLE

Natural, 5 cards major

Better minor (1♣ always 3 cards, 1♦ 3 cards with 4-4-3-2)

Weak 2 in majors

1NT Opening : 15⁺ - 18⁻, balanced

2 OVER 1 Response : F1, requests a new bid. Not game-forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ : Strong, artificial, F1

2♦ : Strong, GF

3NT : solid minor, no outside stopper

Overcalls

Michael's cue-bids

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent ligh opening in 3ʳᵈ 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				10 H			
1♣		3	4♥	natural 10 - 22 HCP	natural with 4/5♦ + 4♥/♠ often 1♥/♠	1♣/♦ - 1NT-2♣ relay for 2♦	New suit with jump= 5cards suit
				3 cards if 4-3(3-3) or4-4-2-3	2NT = 11HCP jumpshif strong	1♣/♦ - 1♥/♠ - 3NT = 4 cards in♥/♠ 5-4-2-2	+4 trumps.
					1♣/♦ 1NT 2♣/♦ = ♠ +♥	4th suit forcing 3rd suit forcing	
1♦		3	4♥	3 cards only with 4-4-3-2			After 1NT ov 2♣ = majors
1♥		5	4♦	10/21	natural ; 2NT 14+ with fit and	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦	Weak jump after overcall
					Splinters with transfer 3♣ =10-11 +4 trumps	1♥ - 1♠ - 3NT 18-19	2♣ is Drury Transfer after 1NTov
					3NT 4 trumps= 11-14 HCP 3♦ = 10-14	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ : forcing → 3NT better than 4♥/♠	1NT = 6 - 11
1♠		5	4♦	10/21	raise at level 4 is pre-empt 3♥/♠ = mixed raise	1♥/♠ - 2♥/♠ - 2NT : at least game try any hand	Nex suit = fit+ suit
1SA			3♠	15+ - 18- balanced	2♣ = Stayman 4 steps (2NT = both majors)	1NT- 2♣ - 2♦ - 3♥/♠= 5♠/♥+ 4♥/♠	X= at least 2NT bid
				5 cards major possible	2♦/♥/♠, 3♣/♦/♥=Transfer 4♣/♦ = ♠ + ♥	1NT -2♣ - 2♦ - 2♥/♠ : not forcing	Rubenshol
				6m322 possible	3♠ : at least 4♦ + 4♣ and 15+ HCP	1NT -2♣ - 2NT - 4♣/♦ : Transfer for 4♥/♠	
				5422 possible		1NT- 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in♠/♥/ ♦ or♣	
2♣	x	0		Forcing one round	2♦ = relay ; 2♥/♠ = HHxxx ; 3♣/♦ = HHxxxx	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				22-23 balanced or strong	2NT=♣ + ♦, 8+°HCP	2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22	new suit = H xxxx +
				in any suit		2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 8-8½ tricks	
						2♣ - 2♦ -4♣/♦: 5-5 major	
2♦	x	0		Forcing to game	2♥ = negative or unbalanced; 2♠ = 1As ♠ or ♥		same as over 2♣
				any hand	2NT = 2 Kings ou 8 H+ ; 3♣/♦ = As ♣/♦		
					3♥/♠/NT = 2As, CRM	2♦ - 2♥ - 3♠ : 4 ♠ + 5♥	
						2♦ - 2♥/♠ - 2NT = 24+HCP same as over 2NT.	
2♥		6		5-10	new suit forcing , 2NT is relay		
					opener shows value at level 3 and singleton or		
2♠					void at level4 when maximum		
2SA				20/21 balanced	Stayman as over 1NT		
				5 cards major possible	5♠ artificial 2NT- 4♦ = 5♥+5♠		
				6 cards minor possible	Transfer and rectification with fit		
				5422 possible			
3♣		6		Preempt natural	New suit is forcing		
3♦		6		id		**HIGH LEVEL BIDDING**	
3♥		7		id		Control first and second round	
3♠		7		id		Blackwood Key Cards (30-41)	
3SA				Solid minor	4♦ : asking for singleton	Josephine	
4♣				Preempt natural			
4♦				id		Lightner	
4♥				id			
4♠				id			