


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)	
7-17 Hcp , should be 5 cards	
Responses : New suit (level 1 and level 2 ) = F1	
Jumpshift = 7-11 fit + good suit direct jump raises = pre-empts (0-7)	
Jump cue-bid = fit, 4+cards and good hand (8+HCP)	
Reopening : 7-14	
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)	
In 2nd or 4th : 16 -19, balanced	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers	
Reopening : 9-13 Hcps, balanced. Responses : same as above	
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)	
Level 2 : 5-10 6+ cards except 1 ♣ 2♦ = 5+♥ and 5+♠	
Level 3 : 5-10 7+ cards except 1♥/♠ 3♣ = 5+♦ and 5+♠/♥	
2NT = 2 lowest unbid suit	
Reopen : all natural 7+. 2NT : 17-19 balanced	
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)	
1♣ 2♣ = natural 1♣/♦ 2♦ = 5+♥ and 5+♠	
1♥ 2♥ = 5+♠ and 5+♣ 1♠ 2♠ = 5+♥ and 5+♣	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural	
Reopening : same, except 1♣ - 2♣ = ♥ + ♠	
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)	
vs. Strong : Double = 5+♣/♦ and 4♥/♠ 12+ 2♣ asking for majors	
2♦ = One major 2♥, 2♠ = 5+♥/♠ and 4+♣/♦ 2NT = 5+♣ and 5+♦	
Weak = 12-15 or less	
vs. weak : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5+♣ + 5+♦ 3♦ = 5+♥ and 5+♠ Game forcing	
Reopening : same (weaker)	
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)	
Take out double, new suit = natural.	
Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠	
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦	
<b>VS ARTIFICIAL STRONG OPENINGS</b>	
1♣ (strong) double = ♥ + ♠ (at least 4-4)	
1NT = ♣ + ♦ (at least 5-4)	
2NT = ♥ + ♠ (at least 5-5)	
jump = weak (4-12Hcp)	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1 over 1 forcing 2 over 1 not forcing	
Redouble = 10 + HCP	
Jumpshifts = suit + raise	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> (2 <sup>nd</sup> from xxxx)	3 <sup>rd</sup> - 5 <sup>th</sup> (2 <sup>nd</sup> or 3 <sup>rd</sup> with4)	
NT	4 <sup>th</sup> best (2 <sup>nd</sup> or 3 <sup>rd</sup> with Hxx)	3 <sup>rd</sup> - 5 <sup>th</sup> (2 <sup>nd</sup> or 3 <sup>rd</sup> with4)	
Subseq	Attitude when switch		
3 <sup>rd</sup> /5 <sup>th</sup> in my own suit (5+), and also against 5NT/6NT/7NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK(x); AKJ, AK10	
King	KQ(x) or AK bare	KQJ(x), KQ10(x), AKH(x)	
Queen	QJ(x)	QJ10(x) or KQ(x)	
Jack	J10(x) or KJ10(x) rare QJ(x)	J10(x) or KJ10(x) rare QJ(x)	
10	109(x) or H109(x) rare J10(x)	109(x) or H109(x) or 109(x)	
9	9 or 9x rare 109(x)	9(x) or 109(x)	
Hi-x	HxXx, xXxx, Xx, xXXXxx	Xxx, XXxx, xXxxx, HXx	
Lo-x	X, xxX, xxxX, xxxxxxX	4th best, HxX, xxxXx, xxxX	
<b>SIGNALS IN ORDER PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
1	count	count	count
Suit	2	suit preference	suit preference
	3		suit preference
NT	1	Count	Count
	2	suit preference	peter
	3	suit preference	suit preference
<b>Reverse count in trump</b> : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
<b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)			
Take out double : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.			
Reopening : double either 3-suiter or 13+Hcp.			
Responses : suit at lowest level ambiguous			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
1♣	1♦	DOUBLE = 4+ cards in ♥	
1♠/♦	1♥	DOUBLE = 4+ cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
CATEGORY : Green	
NCBO : FRANCE	EVENT : OPEN*2&*4
PLAYERS : ROMBAUT - ROMBAUT	
	
<b>GENERAL, APPROACH AND STYLE</b>	
5 cards major, vul : 1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣	
2♣ = Strong, GF or 3-9 with 5+♦	
2♦ = Multi 6♥/6♠ :5-10 VUL, 3-8 NV	
2♥ = 6+ and 8-12 Favorable 9-13NV 10-14VUL Hcp	
2♠ = 6+ and 8-12 Favorable 9-13NV 10-14VUL Hcp	
1NT Opening : 8-12 NV 1 <sup>ST</sup> /2 <sup>ND</sup> 14-16NV 3 <sup>RD</sup> ELSE 15-17	
2 OVER 1 Response : 2♣ GF relay over 1♥/♠	
<b>SYSTEM SUMMARY</b>	
2♣ = Strong, GF or weak with ♦ 2/8 Hcp	
2♦ = Multi 6♥/6♠ : 5-10 VUL, 3-8 NV	
3NT = Good 4♥/♠ opening	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
According to vulnerability, pass could be forcing at high level	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Frequent ligh opening in 3 <sup>rd</sup> seat according to vulnerability.	
In 3th seat, preempts are often weaker	
<b>PSYCHICS</b> : rare	

OPENING	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEG DBL. THRU	DESCRIPTION	Rombaut – Rombaut France RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x – 1 y – 1 z : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	2m = Inverted minor 4+ GF	1x – 1 y – 1 z : 2♦ = Game forcing	If passed or after DOUBLE :
					2♥=weak with 5+♠4+♥, 2♠ is weak (2-8 Hcp)	1x - 1M – 3N and 4M = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H	3 Om = invit in minor 3m = pre-empt	1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣		1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	1x 1Y 3x = invit
1♥		5	6♦	Natural 10 – 21 H	2♣ = GF relay; 2♦ = 5+ GF unbal	4 <sup>th</sup> suit forcing (only after 2 level rebid by opener)	1NT = 6-11, 2♣ is Drury (with fit)
					2NT = fit with invit or bal 12-14	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
					3♠3NT any splinter 9-13	1♥/♠ - 2x – 2♥/♠ - 3♥/♠ = forcing	
1♠		5	6♥	Natural 10 – 21 H	3♥ over 1♠, are natural invit, 3M = Mixed raise	1♥/♠ - 3♥/♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
					3♣/3♦ = natural invit	1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	NV : 8-12 1 <sup>ST</sup> /2 <sup>ND</sup> 14-16 3 <sup>RD</sup>	2♣ = Stayman; 2♦,2♥,3♣ = Transfer	1♥/♠ - 2♥/♠ - 3♣,♦ : natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
				ELSE 15 -17 balanced	2♠ invit for NT or ♣	1NT 2♣ - 2♦ - 2♥ weak with 4+♥ and 4+♠	
				5 cards in major possible	2NT = Pupett		Transfer from 2NT after overcall
				7 cards in minor possible	4♣ and 4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♠/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	Double = at least 2NT bid
				Singleton minor possible			
2♣	x	0		Forcing to game or 5+♦	2♦ = negative, 2♥/2♠ natural F		Negative double after overcall
				If 5+♦ 5-10HCP VUL, 3-8 NV	2NT strong relay		new suit = Hxxxx and 7+
							Cue-bid = strong T/O
2♦	x	0	4♦	6♥/6♠ :5-10 VUL, 3-8 NV	2NT = strong relay		
				SA 22-23 VUL or 21-22 NV	Any major suit = P/C		
					3♣/♦ = Natural NF		
					4♣= bid your suit with transfer		
2♥		6		8-12 Fav 9-13NV 10-14 V			
2♠		6		8-12 Fav 9-13NV 10-14 V			
2NT			6♥	Balanced 20-21 V 19-20NV	Stayman as over 1NT		
				5 cards in major possible	Transfer and rectification with fit		
				6 cards in minor possible			
				5422 possible			
3♣		6		Preempt natural 4-10			
3♦		6		Same			
3♥		6		Same	Jump = Asking bids		
3♠		6		Same			
3NT				Good 4 major raise			
4♣		8		Preempt natural 4-10			
4♦		8		Same			
4♥		8		Same	Asking bids		
4♠		8		Same			
4NT		6/5		Both minors	In 1 <sup>st</sup> and 2 <sup>nd</sup> : 4 losers (one in both minor)		

### HIGH LEVEL BIDDING

Control first and second round

Roman Key Cards Blackwood 4130, 5NT = 2 or 4 keys and a void

Josephine

Lightner doubles

After Blackwood, next suit asking for Queen of trump -> return in trump suit = no