

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)
7-17 Hcp , should be 5 cards
<i>Responses</i> : New suit (level 1 and level 2 ) = F1
Jumpshift = fit + good suit                      direct jump raises = preempts
Jump cue-bid = fit, 4+cards and good hand
<i>Reopening</i> : 7-14
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)
<i>In 2nd or 4th</i> : 16 -19, balanced
<i>Responses</i> :     after 1 ♣/♦ : stayman and transfers
after 1 ♥/♠ : transfers
<i>Reopening</i> : 9-13 Hcps, balanced. Responses : same as above
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)
Level 2 : weak except 1♣    2♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠
Level 3 : weak except 1♥/♠   3♣ = 5 <sup>+</sup> ♦ and 5 <sup>+</sup> ♠/♥
2NT = 2 lowest unbid suit
Reopen : all natural weak. 2NT : 17-19 balanced
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)
1♣   2♣ = natural    1♠/♦   2♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠
1♥   2♥ = 5 <sup>+</sup> ♠ and 5 <sup>+</sup> ♣    1♠   2♠ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♣
Jump cue-bids asking for stopper (except 1♠-3♣ : natural
Reopening : same, except 1♣ - 2♣ = ♥ + ♠
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)
<i>vs. Strong</i> : Double = Short in one minor 12+   2♣ asking for majors
2♦ = 5+♠ and 4+♠/♦    2♥. 2♠ = natural    2NT = 5 <sup>+</sup> ♣ and 5 <sup>+</sup> ♦
<i>vs. weak</i> : Double = 14+   2♣ for majors   2♦, 2♥, 2♠, 3♣ = Transfers
2NT = 5 <sup>+</sup> ♣ + 5 <sup>+</sup> ♦      3♦ = 5 <sup>+</sup> ♥ and 5 <sup>+</sup> ♠ Game forcing
<i>Reopening</i> : 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
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing    2 over 1 not forcing
Redouble = 10 + HCP
Jumpshifts = suit + raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq	same as above		
Other			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x; AKJ, AK10	
King	K Q x or A K bare	KQJx, KQ10x, AK +Q/J/10/x	
Queen	Q J x	Q J 10 x or K Q x	
Jack	J 10 x or K J 10 x	J 10 x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x or 109XX	
9	9 or 9 x	9 x x or 9 x or 10 9 X X	
Hi-x	HxXx, xXxx, Xx, xXXXxx	Xxx, XXxx, xXxxx, HXx	
Lo-x	X, xxX, xxxxxX, xxxxxxX	4th best, HxX, xxxXx, xxxX	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	High = E
	3		suit preference
NT	1 Count	count	Count
	2 suit preference	peter	High = E
	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			
DOUBLES			
<b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. <i>Responses</i> : natural, only cue-bid is forcing.			
<i>Reopening</i> : double either 3-suiter or 13+Hcp.			
<i>Responses</i> : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1♣	1♦	DOUBLE = exactly 4 cards in ♥	
1♠/♦	1♥	DOUBLE = exactly 4 cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

<b>WBFC Convention Card</b>	
CATEGORY : Junior	
NCBO : <b>FRANCE</b>	EVENT : White House 2010
PLAYERS :	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL, APPROACH AND STYLE</b>	
Natural, 5 cards major	
Best minor (1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣)	
Weak 2 in majors	
1NT Opening : 15 -17, balanced (6cards in minor possible)	
2 OVER 1 Response : F1, requests a new bid.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ : Strong, artificial, F1	
2♦ : Strong, GF	
3NT : solid minor, no outside stopper	
<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 high opening in 3 <sup>rd</sup> seat according to vulnerability.	
In 3th seat, preempts are often weaker	
<b>PSYCHICS : rare</b>	



OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x – 1 y – 1z : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	2♥ = 5+♠ and 4+♥, 4-9 HCP, 2♦ = invit with C fit	1x – 1 y – 1 z : 2♦ = Game forcing	If passed or after DOUBLE :
					New suit with jump is weak	1x - 1M - 3NT = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H	2♥ = 5+♠ and 4+♥, 4-9 HCP	1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣	New suit with jump is weak, 3♣ = invit with D fit	1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♠/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	
1♥		5	6♦	Natural 10 – 21 H	2NT = 9-14 with 3+ H/S	4 <sup>th</sup> suit forcing	1NT = 6-11, 2♣ is Drury (with fit)
					3NT = 4 trumps and 12-14	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
					Raise at level 3 are natural limit, splinters	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = non forcing	
1♠		5	6♥	Natural 10 – 21 H		1♥/♠ - 3♥/♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
						1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	15 -17 balanced	2♣ = Stayman; 2♦, 2♥ = Transfer	1♥/♠ - 2♥/♠ - 3♠, ♦ : natural 4 cards at least	and 4+ cards in opening bid
				Not 5 cards in major		or 4 cards in one major unbalanced	
				6 cards in minor possible	2♠, 3♠ = transfer	1NT - 3♥/♠ = 5♠/♥+ 4♥/♠	Transfer from 2NT after overcall
				5422 possible	4♣ and 4♦ = 5+♠ and 5+♥	1NT 2♠/3♠ - 3♠/♦ - 3♥/♠/NT short in ♠/♥/♦ or ♣	Double = at least 2NT bid
2♣	x	0	6♥	Forcing one round	2♦ = relay ; 2♥/♠ = HHxxx and 8 <sup>+</sup>	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				22-23 balanced or strong	3♠/♦ = HHxxxx and 8 <sup>+</sup>	2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22	new suit = Hxxxx and 7+
				in any suit	2NT = 5♣ and 5♦	2♣ - 2♦ - 3♠/♦/♥/♠ : 7 cards 8-81/2 tricks	Cue-bid = strong T/O
2♦	x	0	4♦	Forcing to game	2♥ = négative; 2♠ = Ace ♠ or Ace♥		same as over 2♣
				Any hands	2NT = 2 Kings or 8 H+ ; 3♠/♦ = Ace ♠ or ♦		
					3♥, 3♠, 3NT = 2 Aces , CRM	2♦ - 2♥ - 3♠ : 4 ♠ and 5+♥	
						2♦ - 2♥/♠ - 2NT = 24+HCP same as over 2NT.	
2♥		6		4 – 9 non vulnerable	new suit forcing 1 , 2NT is relay and then :		
				7 – 10 vulnerable	opener shows value at level 3 and singleton or		
2♠		6			void at level 4 when maximum		
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	5♠ forcing for 6♠/♦ or 6NT		
				6 cards in minor possible	Transfer and rectification with fit		
				5422 possible			
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same		<b>HIGH LEVEL BIDDING</b>	
3♥		7		Same	Jump = Asking bids	Control first and second round	
3♠		7		Same		Roman Key Cards Blackwood, 5NT = 2 or 4 keys and a void	
3NT				Solid minor	4♦ : asking for singleton	Josephine	
4♣		8		Preempt natural		Lightner doubles	
4♦		8		Same		After Blackwood, next suit asking for Queen of trump -> return in trump suit = no	
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)		