DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Good suit (8HCP) or open hand (4 cards is posible)	
Resp : CB = fit >11H	
Jump raise = preempt	
Jump shift = fit + suit	
New suit = F1	
In bal : possible 4 cards < 14H	

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

2nd pos : 15-18 Resp : relay transfers
After pass : 2 suiter 5-4
4th pos : 8-13 Resp same style

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 suit weak and nat.
Except 2♦/1m= Majors ; 2NT = weakest suits ; 3♣/1M = ♦ + M'
Reopen : Natural except CB

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct = 2 Suits except 1♣ 2♣ Natural
Jump/Maj = asking for control
Reopen = same style

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

2♣ = bothMaj ; 2♦ = 1 Suit Maj ; 2M = 5M + min suit ; 2NT = both min ; X = 4M + 5/6min or any strong
Reop : same
Weak(NO 15 HCP) : Dbl = opening hand - Transfer -2♣ = Majors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

2NT & 3NT Natural
Weak 2 : CB = both minors ; 4m = m + other Major

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♣ =>X = 2 SUITS SAME COLOURS ; 1NT = 2 SUITS SAME RANGE ; 2♣ = 2 Suits Mixed   (CRM)

OVER OPPONENTS' TAKEOUT DOUBLE

New suit : level 1 = F ; level 2 = NF ; jump = Nat. weak
Direct raises = preempt ; 2NT = Truscott
Rdbl = expect later penalty

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd 5th	3rd 5th
NT	2ND 4TH	3rd 5th
Subseq.	3rd 5th	3rd 5th
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	AK(x) with sg ; KQ(x)	
Queen	Qx ; QJ(x)	QJT(x);QJ9(x);AQJ(x); KQx
Jack	Jx ; JT(x) ; KJT(x)	AJT(x) ; KJT(x) ; JT9x
10	Tx ; T9(x)	AT9(x);KT9(x);QT9(x);T98
9	9x	9xx ; H9x
Hi-X	2, 4, 6 cards	**X**xx ; x**X**xx ; H**X**x
Lo-X	1, 3, 5 cards	Hxx**X** ; Hxx**X**x

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Standart Count	Standart Count	Standart Count
Suit	2			
	3			
	1	Standart Count		Standart Count
NT	2	High Enc. on A&Q		
	3			

Signals(includingTrumps) : SMITH

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Othersuits or strong > 18HCP
Resp : CB is the only forcing bid
1NT = 8-10 HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negatives doubles through 4♠
Resp. doubles
Support doubles
Max overcall double
Double of artificial bid = lead indication
Util Dbl(After preempts bids)

W B F CONVENTION CARD

CATEGORY : Green   NCBO : Guadeloupe

Event : Bermuda Bowl – Herning - DENMARK

Players :
Charles GARNIER   Dominique GERIN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5 Cards Major Better Minor
2♣ = GF
2♦ = Multi
2M = Weak => 5M + 4/5 min
1NT Opening =>14+ 17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Two suits Overccalls cue-bids :
First CB : Forcing Opening Bid
Second CB : Forcing 4th suit
1♦ 1♥ 1NT : X => 5♣/5♠ & 2♦ => 2♥/5♠
1♣ 1♥ 1NT : X => 5♦/5♠ & 2♣ => 2♥/5♠
2♦ 4♣ => 5♥/5♣

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS : Rare / Weak opening in 3rd pos

OPENING	ARTIFICIAL TICK IF	MIN. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	11 – 23 HCP	1♦ maybe short ; 2♦ = 5♦ + 4♣ Limit / 2♣ = forcing ; 2♥ = 5♠ + 4♥ 5/9 hcp ; 2♠ = Nat. Strong	1X 1Y 1Z 2♣ = TRANSFER TO 2♦ / 1X 1Y 1Z 2♦ = GAME FORCING	Jumpshift = fit + suit
1♦		3	4♠	11 – 23 HCP	3♣ = 5♣ + 4♦ limit ; 2♦ = forcing; / 2♥ = 5♠ + 4♥ 5/9 hcp ; 2♠ = Nat.strong		
1♥		5(4)	4♠	11 – 23 HCP	2♠ = 5♠ + 3♥ limit ; / 3♣ = limit 3 cards ; 3♦ = limit 4 cards ; 2NT = strong raise 4 cards ; 3M = preempt ; 3NT = 13/15 hcp 4+cards / 3♥ = 6 cards 10/11	1M 2NT / 3♣ : MINI HAND / 1M 2NT / 3♣ 3♦ : ANY SINGLE ?	2♣ = Drury (fit) 3/4cards / Jumpshift = Fit + suit / 2NT = Any singleton
1♠		5(4)	4♥	11 – 23 HCP			
1NT				15 – 17 bal	2♣ = Stayman ; / Transfers : 2♦ 2♥ 2♠ 3♣		
2♣	*	0		GF	2♦ = 0/1; 2♥ = 2/3 ; 2♠ = 4/5 ; 2NT = 6+ / Ace = 2 King = 1		
2♦	*	0		Multi Weak 2M / or 22/23 bal	2/3M Pass/correct ; 2NT = relay strong * / New suit forcing ; / 4♣ Asks M with transfer ; / 4♦ Asks M Nat. ; / 4♥ NATURAL	*3♣ = 6♥ min ; 3♦ = 6♠ min ; / 3♥ = 6♠ max ; 3♠ = 6♥ max	
2♥ / 2♠		5		Weak 5cards + Minor suit	2NT = relay Forcing ** / New suit = Forcing / 3♣ = Pass/correct ; 3♦ limit raise in M / 4NT asks min	**3♣ = min w ♣ ; 3♦ = min w ♦ ; / 3♥ = max w ♣ ; 3♠ = max w ♦	
2NT			4♠	20 – 21 Balanced	3♣ = Stayman ; / Transfers : 3♦ 3♥ 3♠ 4♣		
3♣, 3♦ / 3♥, 3♠		7 vul / 6/7 nv		Preempt			
3NT	*			Gambling			
4x		7/8		Preempt		HIGH LEVEL BIDDING	
4NT	*			2m suiter		4NT = BWD => 5 KEYS 41 30	