DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
STYLE: NAT	Lead	In Partner's Suit	OB	
RESPONSES: NAT; weak jumps raises	Suit 3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	FRANCE	
New suit forcing if n°3 pass. 2SA:mixed raise	NT 4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>		
Jump new suit : Nat + FIT. Jump cue-bid:good raise	Subseq Attitude	Same	Mar BOMPIS– Philippe SOULET	
IN BAL.POS: Nat. shows less than good opening hand	Other:			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS		SYSTEM SUMMARY	
15-18 HCP (After Pass: 4 M and 6 min.)	Lead Vs. Suit	Vs. NT		
IN BAL.POS: 9-13 HCP		KQx ,AKQ, Ax AKx(x) AKJx	GENERAL APPROACH AND STYLE	
RESPONSES: Stayman and Transferts	King AK, KQ(x)	,Kx AKJxx, KQJx(x), KQ10x(x)	x)	
	Queen QJx, Q(x)	AQJx,KQx,QJ10(x),	5 CARDS MAJOR - BETTER MINOR	
	Jack KJ10(x),J1	0(x),J(x) AJ10x, KJ10x, J109(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		109(x),Q109(x), A109x,K109x,Q109x, 109	x 1 MAY HAVE 3 CARDS WHITH 4-4-3-2	
ONE SUIT:weak	9 9(x)	9x(x)		
2 SUITERS: 1♥/1♠ 3♣:Other Major and ♦	Hi-X Hxxxx, xx	xx ,xx, x Xx, xxx, xxxx(x) Hxx	1 NT opening: (14 )15-17	
1♣2♦:♥+♠	Lo-X X ,xxx, Hx	x, xxxxx, Hxxxx Hxxx(x)	2 over 1: GAME FORCING	
UNUSUAL 2 NT: 2 lowest suits	SIGNALS IN ORDER OF	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT CUE-BID: 2 suiters but 1+2+:Nat	1 Count:H/L=E	Count:H/L=E CountH/L=E	2. : GAME FORC. or 22-23bal	
JUMP CUE-BID:asks for stopper for NT over 1 V/	Suit 2 Encour.or Suit pret	f Suit preference H encour;L discour	2♦ : weak or strong in <b>hearts</b>	
	3 Suit preference	Suit preference Suit preference	2♥ : weak or strong in <b>spades</b>	
	1 Count:H/L=E	Count:H/L=E Count:H/L=E	$2 \bigstar : 5 \bigstar + 4/5 \text{ minor}$	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Or Encouraging	Or Smith Peter Suit preference	3SA : solid Major no outside stopper	
$2 \Rightarrow : \text{landy} \rightarrow 2 \Rightarrow : \text{ no preference}$ $2 \Rightarrow : \text{Maj one suiter}$	3		4SA : 1 good minor	
X: 4Maj+5 min 2♥ 2♠: NAT 5+minor	Signals (including Trumps): 1	Reverse high low	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE	
Vs.weak NT : Landy and transferts X=14up HCP 3   55M GF	Vs NT :on A or Q lead : low is encouraging		DEFENSE	
IN BAL.POS: 2♣ Landy 2♦2♥2♠ transferts	Smith Peter, reversed for the leader		2 suiters but 1*-2* NAT	
Vs 1NT OVERCALL:1 ♣ /1 ♦ 1NT 2♣: both majors		DOUBLES	Mutilandy over 1NT	
2 ◆ /2 ♥ /2 ♠ /3 ♣ :Transferts				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Sty	yle; Responses; Reopening)		
Take out doubles. Two-suiters	Can be light if shaped		SPECIAL FORCING PASS SEQUENCES	
Vs Weak Two:4 <b>♣</b> /4♦:Nat+ Other Major. Cue-bid:	Responses: Natural. Cue-bid is forcing one round		Usual slam try in competitive bids	
2NT:16-18(13-16 in bal.pos.)	IN BAL.POS: 8 HCP+.			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	1			
Double: Majors. 1NT: both minors			IMPORTANT NOTES	
	Negative and Responsive doubles; 1♣ 1♦ X =♥, 1♥=♠, 1♠=NoMaj.		3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round	
	1♣ 1♥ X =♠		After Pass, jump in new suit nat. with fit	
OVER OPPONENTS' TAKEOUT DOUBLE	Negative double over fits and preempts			
1♥ X 2♦ good raise 1♠ X 2♥ good raise	Double over two-suiters show		PSYCHICS	
2NT : limit raise XX : 10+HCP			Light opening in 3 <sup>rd</sup>	

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=OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1*		3	4♥	10+ HCP	1♣ - 1♥(♠):may have longer♦	1 min-1M-splinter	After Pass: Jumps : Nat+fit	
					1 <b>♣</b> /1♦ - 2♥: 5 <b>▲</b> +4♥ < 9HCP		After Overcall: Jumps weak	
1 •		3	4♥	10+ HCP: may have 4♦ and 5♣			1min- 1♥ X 4+♠ 1♠ noM 2♥ : 6♠	
						2♣ relay invit after 1NT rebid 2♦ relay GF	1♣ 1♦ X 4+♥ 2♦:6♥ 1♥ 4+♠	
1 🗸		5	4 🔶	10+ HCP	1♥ - 3♠,4♣,4♦: Splinters 3M : weak		After Pass: Drury (reverse)	
					4M: pre-empt 1♥-2♠: 3/4♥ 11-13   1NT:semi F 1♥-3♣/3♦ NAT		2NT : 4 trumps + a short,limit	
1 🛦		5	4♥	10+ HCP	2NT : 4M GF1NT: semiF3M: weak $4 \div, 4 \checkmark$ : Splinters $1 \bigstar - 3 \bigstar$ limit raise 4trumps $1 \bigstar - 3 \blacklozenge$ limit raise 3trump	1 <b>▲</b> - 1NT 2 <b>♣</b> 2 <b>♦</b> = 5 <b>♥</b> or 10HCP	Jump : Nat + fit After overcall : weak jumps	
INT			3♠	(14)15-17 HCP (Maj.5 <sup>th</sup> , min.6 <sup>th</sup> possible)	2. Stayman (4 responses ) 2. 2. Transferts 2. 3. relay	1NT-2 <b>*</b> -2 <b>*</b> -3 <b>*</b> = 5 <b>*</b> +4 <b>*</b> 1NT-2 <b>*</b> -2SA-3 <b>*</b> , 3 <b>*</b> =Transferts,	After Overcall:	
					3 ♦/3 ♥ , strong ♥/ ♠ 4 ♦: 55 Majors		Double: negative Transferts Rubensohl style	
2*	Х	0		GAME FORCING or22-23 bal	2♦relay 0-7 2♥ 8HCP+ and 1ace	Stayman and transferts on 2NT rebid		
2 ♦	X	0		STRONG or WEAK ¥	2♥ pass or continue if STRONG 2NT strong			
		•			3NT : FIT			
2♥	Х	0		STRONG or WEAK	2♠/3♠ pass or continue if STRONG 2NTstrong			
2		5		WEAK 5♠ + ,min	2NT relay strong 3. : pass or correct			
2NT				20-21 HCP (Maj.5 <sup>th</sup> ,min.6 <sup>th</sup>	3 <b>*</b> : Stayman 4 responses			
				possible)	3 ◆,3 ♥, Transferts 4+ 3 ▲ 4 ♣ Transferts 4 ♦: 5 ▲ +5 ♥ 4 ♥/4 ▲ 2245 / 2254			
3*				_				
3 ♦		(6)7		Preempt	New suit forcing			
3•		(6)7		Preempt		SLAM APPROACH	AND CONVENTIONS	
3▲ 3NT		(0)/		Solid MAJOR				
4 <b>♣</b> 4♦		(7)8		Preempt		4NT: 5 Keys Cards Blackwood.41/30 next suit asks for Queen of trump		
4♥		(7)8		Preempt		Controls and cue-bids		
4♠		(7)8				Exclusion BW		
4SA		(7)8		1good minor				