DEFENSIVE AND COMPETITIVE BIDDING

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

1 level: 8 – 18, can be GOOD 4-card suit
Responses NAT, 1/1F1, 2/1 NF, 2/2 F1 ;
Jump CUE=4+ fit, 6+ – -9 hcp
Jumps in a new suit = natural + fit
Balancing: NAT, Jump suit = 12+ – -15, 6+ suit; CUE = Michaels

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

(1x)-1NT=15–18, System on, TRF/M.
(1x) - 1NT - (X) - ? : XX =SOS, 2m/M=NAT
(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits
(2♥/♠)-P-(P) – 2NT = 14 – 16. TRF, CUE = Stayman
Reopen: 1NT = 10+ – 14; 1♠ = 9-13, other = 10-13

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

(1♣/♦) – 2♦ = majors // 3♣ = ♠+♦; 3♦ = NAT
(1M) – 2M = 5oM + ♣ ; (1M) –3♣ = two others
(1M) – 3M = Asks for stopper
1x) 2NT = two lowest unbid suits

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

vs. STR: X = 4M/5+m; 2♣ = Majors; 2♦ = unspecified major;
2M = 5M+4m
vs. WK: X = top range +; 2♣ = Majors; 2♦/♥ = TRF
(1NT)–X–(P/XX)– ?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(1NT)–P–(2x)– X = 14+, says nothing about x suit.
Other: NATURAL
(1NT)–P–(P)– Same as in direct seat

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

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

OVER OPPONENTS' TAKEOUT DOUBLE

1♣ (X) XX/1♦/♥ = TRF; 1♣ (X) 1♠ = no M; 1SA = NAT

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	2nd/4th	3rd / 5th
Subseq	Same	Same
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax+, AK+	AKx+, Axx
King	Kx, KQ(+) , AK	AKJx+, KQJX+, KQT9+
Queen	Qx, QJ(+)	KQ10x, QJ(x), Qx
Jack	Jx, J10(+)	Jx, J10(+)
10	10x, 109x or H109x	109x or H109x
9	9x,	9xx 9x
Hi-X	Xx, XXx, xxXx	XXx, xXXx, xXXxx
Lo-X	HXx, HXx, HXXxx	HXx, HXx, HXXxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	Suit 1	High = ENC	UDC	Odd=ENC, Even=S/P
	Suit 2	Count		Count
	Suit 3			
	NT 1	Low = ENC		Odd=ENC, Even=S/P
	NT 2	Count	Low = odd	Count
	NT 3	S		

Signals (including Trumps):
Smith by Leader (High=ENC)
Reverse Smith by Partner's Leader (Low=ENC)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ Suitable shape or (17)18+, any
about 3HCP weaker in balancing seat

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♥/♠ – (P) – 1NT – (2x) – X = TO
(1x) – 1y – (Suit/Raise/1NT) – X = TO + tolerance for partner's suit
(1♥/♠)–P–(1NT) –X = TO

W B F CONVENTION CARD

OB

CATEGORY: Green
NCBO: FRANCE
PLAYERS: Philippe CHOTTIN   Dominique PILON

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, Better minor (5533)
2♣ = BAL 22+ or any GF
2♦=6+♥ WK or STR ; 2♥=6+♠, WK or STR; 2♠=5♠+4m WK;
2NT = 20–21
1M - 2♣ ART GF
1NT = 15 – 17 (may have 5M/6m or a singleton)
2/1 FG/1M; 1♦-2♣ F2NT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ - 1♦/♥/♠ - 1NT = Singleton possible.
1♦ - 1♥/♠ - 1NT = Singleton possible.
1♣–(X/1♦)–XX/1♥ = TRF; 1♠ = no 4♠
2♦ = 6+♥, WK or STR
2♥ = 6+♠, WK or STR
TRF sequences in contested auction

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	NAT 11-21 HCP 3343 and (32)44 possible	1♦ = maybe 2 cards if WK with club SUPP 1♥/♠ = NAT, 6-11, canapé pos; 1NT = 7-10 2♣ = 5+ clubs, 10+ HCP no maj; 2♦ = 5 ♦ 4♣, 6-9 HCP. 2♥=5♠4♥ 5-8; 2♠=6/7♦ INV+ ; 3♣ = 5+ clubs, weak	1♣ - 1x - 1NT = Singleton possible 1♣ - 1x - 2NT = 18-19	
1♦		3	4♠	NAT 11-21 HCP. 3343 and (32)44 possible.	2♣ = NAT, GF 2♦ = 5+ diamonds, 10+ HCP. Jump shift : 6+ cards, INV. 3♣ = 6+ clubs, INV. 3♦ = 5+ diamonds, INV.	1♦ - 1♥/♠ - 1NT = Singleton possible 2NT = 18-19	
1♥ 1♠		5	4♠	NAT, 11-21 HCP 3rd seat can be weak 4-card suit	1NT=NAT; 2♣=GF NAT or BAL or FIT; 2♥=6-10; 2♠= WK; 2NT= fit 3/4 9-14, 3m 6 c, lim, no fit, 3♥ PRE		Drury fit
1NT				15-17 HCP BAL Singleton possible without good rebid after a natural one level opening.	2♣=STAY; 2♦/♥=TRF; 2♠=ASK range or TRF ♣; 2NT = PUP; 3♣=TRF ♦ WK or STR 3♦ = GF 5+♥.5+♠; 3M = 9+HCP (13)(5♦4+♣), 4♣ = GF 6.5 minors ; 4♦/♥ = TRF; 4NT = QUANT; 5♣ = 6.5 minors ;	1NT-2♣-2♦-2♥/2♠ = TRF 2t 2k 2p 5p limit	1NT – (X/2♣): System on X=STAY
2♣				BAL 22+ or any GF	2♦= WK, no Ace, 2♥=WK, one ace; 2♠= STR, 1 ace; 2NT= 2 aces;	2♣-2♦-2♥ Kokish (2♠=ask) 2♣-2♦-3M = 4M/5+♦	Pass=0-4; Dbl = 1Ace;
2♦				6♥ WK or STR	2♥=weak; 2♠/3♣/3♦ = to play; 2NT = ask	2♦ - 2NT : 3♣ = WEAK, Minimum 3♦ = WEAK, MAX; other = STR	
2♥				6♠ WK or STR			
2♠				5♠+ m, WK			
2NT				20-21 BAL/SEMI-BAL	PUPP	3♦ = no M4; 3♥= 4/5 ♥ ; 3♠= 4♠; 3NT=5♠	
3♣		6/7		PRE	3♦ = TRF 3♥/♠= 6+cards GF; 3NT=to play;	3♣-3♦ : 3M = to play; 3NT = ask for ♣ ace;	
3♦		6/7					
3♥		6/7					
3♠		6/7					
3NT				AKQxxxx in either minor	4/5♣ = P/C; 4♦ = ask for shortness; 4♥/♠=to play		After (X): System on
4♣		7/8		7/8♥, better than 4♥	4♦ = ask	4♣-4♦ : 4♥= 7 cards; 4♠=8cards+1Ace; 4NT= 8cards+2Aces...	
4♦		7/8		7/8♠, better than 4♠	4♥ = ask	Same as above	
4♥		7/8		PRE		**HIGH LEVEL BIDDING**	
4♠		7/8		PRE		4NT = RKCB 41/30/2 without Q/2+Q;	
4NT				minors		Cue = 1st or 2nd round control.	
5♣						5NT usually asks to pick a slam	
						if opps interfere over RKCB: DOPI (X=0, P=1), ROPI	