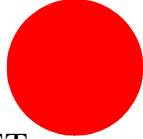


DEFENSIVE and COMPETITIVE BIDDING	
OVERCALLS - General style : natural, peculiar 2-suited bids Responses: Transfer advances	
REOPENING SEAT: Natural, roman 2-suited bids Responses: natural	
TAKEOUT DOUBLES - General style : standard Responses: standard; pass agrees redoubled contract	
REOPENING SEAT: standard Responses: natural up to cue-bid, transfer from cue-bid; pass agrees if xx	
SEE ELSEWHERE FOR SPECIAL DOUBLES	
NT OVERCALLS 2 nd seat: 16-18 HCP Responses: Transfer bids reopening seat: 10-13 HCP Responses: Transfer bids	Other meanings: in 4 th seat = 2-suited overcall
JUMP OVERCALLS: WEAK INTERMEDIATE STRONG 2-SUITED Others: 1♥3♣=♣♠, 1♥3♦=♦♠ Responses: Natural, 2NT= relay	
2NT OVERCALLS: 2 lower-ranking suits Responses: natural	
DIRECT CUE-BID Style: 2-suited 5♥ et 5♠ over 1♣ et 1♦; 4♠(♥) and 5♣ or ♦ over 1♥(♠) Responses: natural	
DEFENSE VERSUS STRONG NT x=♦, 2♣=♥, 2♦=♠, 2♥/♠=5♣-4♥/♠, 2NT=strong 5♥-5♠ Responses: weak rectification, forcing 2NT	
DEFENSE VERSUS WEAK NT x = balanced, 14 HCP and more; 2♣=♥, 2♦=♠, 2♥=4♥ and 6♣/♦, 2♠=4♠ and 6♣/♦, 2NT= 5♣-5♦	
DEFENSE VERSUS PREEMPTIVE BIDS versus weak 2 bids: natural overcalls, 2-suited 4♣ and 4♦ Transfer responses to take-out double and 2NT overcall Multi versus multi	
DEFENSE VERSUS STRONG 1♣ or 2♣ OPENING BIDS versus 1♣: Transfers (x through 1♠); CRASH 1NT, 2♣, 2♦	
MISCELLANEOUS 1♣ - 1♥ 2♥ = natural; 1♣ - 1♥ 2♣ = natural; 1♦ - 1♥ 2♦ = 6♣ and 4♠	
OVER OPPONENTS' TAKE-OUT DOUBLE xx = relay (at least 7 HCP); others: non-forcing; pass could require opener's redouble	

LEADS AND SIGNALS					
SUIT	Odd-Even 4 th best Attitude Rusinow OTHERS:				
NT	Odd-Even 4 th best Attitude Rusinow OTHERS: low promises an attractive suit				
SUBSEQUENT LEAD Odd-Even, low encouraging					
STRENGTHEN YOUR NT LEADS					
Underline suit leads when different					
AK	<u>KQ</u>	QJ	J10	10x	xx
<u>AK</u> x	<u>KQ</u> x	QJx	J10x	109	xx <u>x</u>
<u>AK</u> Jx	<u>KQ</u> xx	QJ109	J1098	109x	xx <u>xx</u>
<u>A</u> KJ10x	<u>K</u> QJx	<u>Q</u> J10x	KJ109	98x	xx <u>xxx</u>
<u>A</u> QJx	KJ10x	<u>K</u> Q109x	K1098		xx <u>xxxx</u>
<u>A</u> Jxx	Kxx	Qxx	Jxx	10xx	
KJxxx	Kxx	Qxx	Jxx	10xx	
Kxx <u>xxx</u>	Kxxx	Q109x	Jxxx	10xxx	
SIGNALS WHEN FOLLOWING OR DISCARDING					
od = odd card number			ev = even card number		
D = discouraging			E = encouraging		
P = preferential					
CARDS	HIGH	LOW	ODD	EVEN	
partner's lead	ev E	od D			
declarer's suit	ev	od			
discarding			E	P	
TRUMP SIGNALS Even-odd			OTHER SIGNALS Smith signals versus NT low from leadin, high by partner= encouraging		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
versus NT: attitude (low=encouraging) when A or Q lead, count when K lead.					
versus suit: italian signal (odd encouraging) when singleton visible in dummy or known in declarer's hand					

WBF CONVENTION CARD	
	
Michel CLARET Jean-Pierre ROCAFORT FRANCE	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
MAJEURE D'ABORD Artificial relay system opening bids are related to ♠ and ♥ suit lengths 1♣ : 4 cards in ♠ (maybe 3 if strong) 1♦ : catch-all 1NT: 5 cards in ♥	
STRONG OPENING BIDS (excepted 1NT and 2NT)	
2♣ = at least 4♥, at least 19 DH 2♦ = no 5-card major, at least 22 DH	
PREEMPTIVE opening bids	
3♦♥♠, 4♣♦♥♠ = natural preemptive bids 3NT = solid 7♣ or 7♦, no outside value	
1NT AND 2NT OPENING BIDS	
1NT = 13-18 DH, 5 cards in ♥ 2NT = 17-18 DH, 6 cards in ♣	
SPECIAL, ARTIFICIAL AND NEGATIVE DOUBLES	
- Negative doubles thru 2♦, over jump-bids and raises. - Double replaces relay if below the level of relay. - Pass requires opener to double (or redouble) when responder has shown strength and his double would be relay.	
Lightner doubles; inverted doubles of adverses cue-bids of one's suit	

OPENING	tick if artificial	min n° of cards	DESCRIPTION	NEGATIVE DOUBLE THRU	RESPONSES (and their modifications over overcalls)	SUBSEQUENT AUCTION	MODIFICATIONS OVER OVERCALLS, PASSED HAND BIDDING
1♣	X		Forcing, unlimited, at least 3♠, 4♠ precisely when ≤ 18 DH	4♥	1♦ = indefinite relay 1♥ = 4♥ 0-11 DH 1♠ = 4♠ 0-8 DH 1NT = 9-11 HCP balanced, with 4♥ 2♣♦♥ = weak 6-card	A second suit bid could be longer than spades. Frequent relay description	2♣♦♥ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♦	X		13-22 DH, no 5-card major, precision-like, hardly 4♥ or 4♠	4♥	1♥ = indefinite relay 1♠ = 5♠, 1-11 DH 1NT = 9-11 HCP, balanced 2♣♦ = 5 cards, 7-10 DH 2♥♠ = weak 6-card	Frequent relay description	2♥♠ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♥		4	4♥ at least, 11-20 DH fewer than 4♠ except 5♥-5♠	4♦	1♠ = indefinite relay pass = 3♥ or more 1NT = 9-11 HCP, balanced 2♣♦♠ = 6 cards, non-forcing	A second suit bid could be longer than hearts. Frequent relay description	2♣♦♠ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT or cue-bid)
1♠		4	almost always 5♠, 11-18 DH	2♦	1NT = 9-11 HCP, balanced 2♣ = relay with some strength 2♥♦ = 6 cards, non-forcing	Frequent relay description	2♣♦♥ = 6-card, 10-13 DH, over overcall Transfer-bids over overcall (from 2NT)
1NT	X		5♥ precisely, 13-18 DH, fewer than 4♠	2♦	2♣ = relay with some strength 2♦ = tfer (any weak suit, or BAL inv) 2♥ = ♠, inv; 2♠ = ♣ or ♦, inv 2NT = ♣ + ♦	Frequent relay description	Transfer-bids over overcall (from 2NT)
2♣	X		4♥ at least, 19 DH at least, fewer than 4♠, forcing	2♦	2♦ = indefinite relay 2♠, 3♣♦ = weak, natural	ever longer ♣ or ♦ Frequent relay description	
2♦	X		at least 22 DH, forcing, no 5-card major; one or both minors	2♥	2♥ = indefinite relay 2♠, 3♣♦♥ = natural, very weak	Frequent relay description	
2♥		6	15-18 DH, fewer than 4♠	2♠	2♠ = relay, good hand	Frequent relay description	
2♠		6	15-18 DH		2NT = relay, game forcing	Frequent relay description	
2NT	X		6♣, 17-18 DH, 2-3♥, 2-3♠	3♦	3♦ = relay, game forcing	Frequent relay description	
3♣		6	6♣, 15-16 DH, 2-3♥, 2-3♠	3♦	3♦ = relay, game forcing	Frequent relay description	
3♦♥♠		6	standard preempt		4X = asking-bid (except 3♠ 4♥)		
3NT	X		solid 7♣ or 7♦, no other value		4♦ = asking for control showing		
4♣♦♥♠		7	standard preempt		5X = asking-bid		
							SLAM BIDDING AND CONVENTIONS
						<p>Blackwood: 1st relay after opener's shape and strength description (often 4♣); responses 30-41-2 subsequent relays ask about K, Q, J...</p> <p>Control-Asking bids possible in one precise suit; responses: NO - YES</p>	

(suggested) DEFENSE versus MAJEURE D'ABORD

⊗ appears when a choice has to be made

<p>1♣ = at least 3♠ (generally 4, except strong hand)</p>	<p>x = take-out of ♠ 1♦, 1♥... = natural ⊗ 1♠ = natural ? or cue-bid (2-suited) ?</p>	<p>then, as a response to partner's overcall, ⊗ 1♠ = natural ? or cue-bid ?</p>
<p>1♦ = minor(s), no more 22 DH, hardly 4♥ ou 4♠</p>	<p>x = take-out, at least 4-3 in ♥ and ♠ 1♥, 1♠, 1NT, 2♣... = natural ⊗ 2♦ = cue-bid, as if standard opening (for example 5♠ 5♥) ? or natural ?</p>	<p>then ⊗ ♦ bid = cue-bid ? or naturel ?</p>
<p>1♥, 1♠</p>	<p>Nothing to report</p>	
<p>1NT = 5 cards in ♥</p>	<p>x = take-out of ♥ 2♣, 2♦ ... = natural overcall 2♥ = cue-bid (2-suited, as if standard 1♥ opening) 2NT = 2-suited, as if standard 1♥ opening</p>	
<p>2♣ = strong with 4♥</p>	<p>x = ♣ 2♥, 2NT = 2-suited, as if standard 1♥ opening</p>	
<p>2♦ = very strong with minor(s)</p>	<p>⊗ x = ♦ overcall ? or both majors ?</p>	
<p>2NT = good opening with 6♣</p>	<p>⊗ x = strong, balanced ? or take-out of ♣ ? ⊗ 3♣ = take-out of ♣ ? or 2-suited ?</p>	
<p>RELAY</p>	<p>x = strength in the relay suit ⊗ exception to be precisely stated ? : a double of a 1-level relay, when made by a player at his first opportunity to bid, is a take-out of the suits warranted by opener: 1♣ - 1♦ x 1♦ - 1♥ x 1♥ - 1♠ x may be to be extended to 1♠ - 2♣ x and 1NT - 2♣ x</p>	

SUPPLEMENTARY SHEET

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ROCAFORT

RELAY DESCRIPTION

Responder systematically uses relay bids when holding a strong hand, and often when holding an intermediate or weak one if he can't do otherwise.

The following bids are such indefinite relays:

1♣ 1♦ 1♣ is forcing, 1♦ only denies a weak hand with precisely 4♥ ou 4♠.

1♣ 1♦
1♥ 1♠ 1♥ is forcing and unlimited. Opener may hold a balanced hand or a canapé with 4 (maybe 3) ♠ and another longer suit. Opener holds, at least, 2♥.

1♣ 1♦
1♠ 1NT Opener is limited to 20 DH but responder may be willing to pass at his next turn (opener may hold a canapé).

1♦ 1♥ 1♦ non-forcing but pass quite unfrequent. 1♥ denies a weak hand with 5♠.

1♦ 1♥
1♠ 1NT 1♠ non-forcing; opener holds, at least, 8 cards between ♣ et ♦ and responder may be willing to pass at his next turn.

1♦ 1♥
2♥ 2♠ same as previous one, but opener hand is strong: at least 19 DH and 4♥ (and, maybe, a 5-card minor).

1♦ 1♥
2♠ 2NT ditto, opener holds a strong hand with minors.

1♥ 1♠ 1♥ non-forcing, but pass warrants 3 cards in ♥. Opener may hold a balanced hand with 4♥, hold a canapé with a 5-card minor, hold 5♥ and 5♠, or hold 6♥.

2♣ 2♦ 2♣ is forcing and unlimited (with some ♥)

2♣ 2♦
2♠ 2NT 2♠ is forcing. Opener holds 4♥, some 5-card minor and 21-22 DH.

2♦ 2♥ 2♦ is forcing and unlimited.

2♦ 2♥
2♠ 2NT 2♠ is forcing and unlimited. Opener holds both minors.

Really encouraging relays:

1♠ 2♣ and 1NT 2♣ show intent to reach game facing maximum strength opening

DH point-count = HCP + D

D points are:

- 1 for a doubleton
- 2 for a singleton
- 3 for a void
- 1 for each card from the sixth in a long suit

BALANCED OPENINGS (12-17 HCP range)

1♣ : with 4♠

1♥ : with 4♥, no 4♠

1♦ : no 4-card major

Balanced Openings

	12-13 HCP	14-15	16-17
5 2 2 2			
4 2 2 2	1C	1H	1NT
2 5 2 2			
2 4 2 2	1H		1NT
2 2 2 2			
2 2 2 5	1K		1S
2 2 5 2			

Relays are omitted,
the description only lists opener's bids.

For instance 1C 1H 1NT
squares with both partners' bids

1C 1D
1H 1S
1NT

where 1D and 1S are responder's relays.

	18-19	20-21	22+
5 2 2 2			
4 2 2 2	1C 1NT	1C 1H 2NT	1C 2NT
3 2 2 2			
3 2 2 5			
3 2 5 2			
3 5 2 2			
2 5 3 3			
2 4 3 3	1D 2H 2NT		
2 3 4 4		1D 2NT	2D 2NT
2 3 3 5	1D 1S 2NT		
2 3 5 3			

Umbalanced openings

DH	11-12	13-14 DH	15-16	17-18	19-20	21-22	23+
6---		1S	2S		1C 1S 2S	1C 2S	1C 3C...
5 ---							
-6--		1H 2H	2H		2C	2H	2C 3H...
-5 --		1NT					2C 2NT
55--		1H 2S		1C	1H	2S	1C 1H 3H...
4 5--		1C 1S 2H	1C 1H 2H		1C 2H		
3 5--							
3 --5							
4 --5		1C	1S	2C	1C 2C		
4 3.5							
4 4.4		1C	1H	2C	1C	1H	3C
3 -5-							
4 -5-		1C	1S	2D	1C 2D		
4 35.							
4 44.		1C	1H	2D	1C	1H	3D
-4 -5					1D 2H 3C		
-4 -6		1H 2C			1H 3C	2C 2S 3C	2C 3C
-4 5-					1D 2H 3D		
-4 6-		1H 2D			1H 3D	2C 2S 3D	2C 3D
---6		1D 2C			1D 3C		2D 3C
--6-		1D 2D			1D 3D		2D 3D...
--45		1D	1S	2C	1D 1S 3C	1D 2S 3C	2D 2S 3C
--54		1D	1S	2D	1D 1S 3D	1D 2S 3D	2D 2S 3D
.444		1D	1S	2H	1D 1S 3H,S,NT	1D 2S 3H	2D 2S 3H
4 .44		1S	2S		1D 1S 2S	1D 2S 3S...	2D 2S 3S...

Suit lengths are listed in the order SHDC.

5 (bold font) means **exactly 5**

5 (no bold) mean 5 or more

. means 0 or 1

- means an indefinite number