

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style : natural ; 1 level = 5(4) cards 5 to 17 HCP; 2 level = 6(5) cards 9 to 17 HCP Response to 1 level : raise 3 level=preempt ; cue=11+ fit limit Jump cue=fit+4cards limit ; Jump new suit = suit +fit, F1 ; 1NT=8-12HCP In Bal.: nat, 9+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Overcall =15-18HCP In Bal Pos = 9-12HCP
Responses : Stayman + transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit: 6(5) Cards ; preempt - response : 2NT=F1 2 Michael's precise : 2 NT : 2 lowest suits Reopen: weak, 8-12HCP (except 2NT=17HCP)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael cue bid : 1m 2♦ = MM ; 1M 2M = OM and ♣ 2 suiters ; 1M 3♣ = OM and ♦ 2 suiters ; 1♣ 2♣ natural Jump cue in major = asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Landy → 2♦ = No preference Vs Strong NT : X =5 cards m, 4 M ; 2♦ = 6M ; 2M = 5M +4+m ; 2NT=mm Vs Weak NT : X = 14+ ; 2♦/2♥/2♠/3♣ = transfers Vs INT overcall : 2♣ = MM
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take out NT natural then Stayman and transfers Vs Weak 2 : Cue = mm ; 4m = m=OM Vs 2♦ multi : 4m = 5m + 5♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = m+M ; 1♦ = 4♥+4♠ ; 1NT=5♣+5♦ ; 2♣ = 5♥+ 5♠ ; 2♦ = natural
OVER OPPONENTS' TAKEOUT DOUBLE
One over one = F1 ; 2 level = NF 2 NT = Truscott (idem on M and m) Jump fit = preempt XX = 10+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th	3 rd and 5 th	
NT	4 th best	3 rd – 5 th	
Subseq	attitude	attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx...	AKx	
King	AR – RDx..	KQ10(x) – KQJ(x) – AKJ(x)	
Queen	DJx	AQJ - KQx - QJ10 - QJ9	
Jack	J10 - Jx- KJ10 -	V109(X)	
10	10x - K109 -Q109	AJ10- KJ10- J109	
9	9x - H9xx	A109- K109- Q109- 109x	
Hi-X	2 nd – 4 th	top of nothing	
Lo-X	3 rd – 5 th	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	3 rd – 5 th	3 rd – 5 th	3 rd – 5 th
Suit 2	Attitude	Attitude	Attitude
3	Count or	3 rd – 5 th	3 rd – 5 th
1	Hi = E ; Lo = D		
NT 2	3rd-5th	Smith	
3	Suit Preference		Attitude
Signals (including Trumps): Hi=E ; 3rd-5th ; attitude			
DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style : could be light when short in opps suit ; 18 ⁺ and any distribution resp: constructive jump 9-11, cue = 12 ⁺ reop : 9 ⁺			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles true 4♥ xx one ctrl = R1 control support and competitive doubles and redbls lightner			

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: GUADELOUPE EVENT : D'Orsi Trophy PLAYERS : FRANCOISE MONDOR PHILIPPE GILLIOCCQ
SYSTEM SUMMARY GENERAL APPROACH AND STYLE
5 cards major ; best minor 2M : 6 cards max 10 HCP 2♦ : forcing game 1NT Opening = 15-17 2 over 1 fcg game 1M-3M = preempt 1M-3♣,3♦,2NT, 3NT = conventional fit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : strong any suit or 22 – 23 bal
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
After pass, jump in new suit : nat + fit On 1M, after DLE, jump in new suit nat + fit, F1 3 rd and 4 th color F1
PSYCHICS
Rare

OPENING	ARTIFICIAL/TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	4♥	10+ HCP	Natural ; priority to major 4 th if weak 1NT = 7/10 2NT = 11 – 12 H and no 4 cards in M 1♣/♦ - 2♣/♦ = 5+ cards and 10+HCP ; F1 1♣/♦ - 3♣/♦ = preempt	1m - 1M - 4m = 6m + 4M 1m - 1M - 3NT = balanced hand with fit 1m - 1M - Splinters 1♦ - 2♣ - 2NT = 12-14 or 18-19 balanced	Jump Shift = Fit + Suit 1NT may be 11 HCP New suit no forcing After 1NT Overcall : 2♣=MM, transfers,
1♥ 1♠		5(4)	4♥	11 - 20 HCP May be 4 cards in 3 rd and 4 th position May be weak in 3 rd position	1NT forcing 1 round 1♥/1♠ - 2♥/2♠ = 8 to 10 hcp 1♥ - 2♠ = 5♠ + 3♥, limit 1M - 3♣ = 4M, limit 1M - 3♦ = 4M, 8HCP max 1♥ - 4♣, 4♦ = fit + singleton ♣, ♦ 1M - 3/4M = preempt 2NT = 3 or 4 M, GF ; 3NT = 4M + 12-14	1♥/1♠ - 1SA - 2♣ or ♦ = maybe 3 cards 1♥/1♠ - 1SA - 2♥/2♠ = 6 cards 1♥/1♠ - 1SA - 2♣ or ♦ - 3♥/♠ = fit 11hcp 1♥/1♠ - 2♥/2♠ - 2NT = Game Try 1♥/1♠ - 2♥/2♠ - 3♣/♦ = Game Try 1♣/♦ - 1X - 3M = 6m 5M max 13 hcp 1M - 2NT - 3m = singleton m 1M - 2NT - 3M = good suit 1M - 2NT - 4M = stop 1M - 2NT - 4X = two suits strong hand	After pass 1♥/1♠ - 1NT = 7- 11 H 2♣ = Drury Jump Shift = suit + fit After 1NT overcall : Transfers 2NT = fit 4 th After DBL : Jump shift = Fit+suit 3M = preempt
1 NT				15 – 17 balanced May be 6322 or 5422	Stayman, 4 responses 2♦, 2♥, 2♠, 3♣, 3♦, 3♥, 3♠ = transfers 2NT = 7-9HCP 4♦ = 5♥+5♠ or 5/6♥+ 5/6♠ 4m = minors	1NT- 2♦/2♥-3♥/3♠ = 4 cards fit	After overcall: DBL = negative or stayman lebensohl
2♣	x	0		Strong or 22-23 balanced	2♦ = relay 2♥ or 2♠ = good suit	2♣ - 2♦ - 2X or 3Y = strong suit NF 2♣ - 2♦ - 2NT = 22-23 balanced Stayman and transfers on 2NT rebid 2♣ - 2♦ - 3SA = both majors	2♣ 2x DBL = take out
2♦	x	0		Forcing game, strong suit or 24 + bal	2♥ = no ace under 8 hcp 2♠ = 1 ace maj 2NT = no ace 8HCP or 2Kings 3♣/3♦ = ace 3♥/♠ / NT = 2 aces crm		
2♥ 2♠		6 (5)		5-10 HCP (may be lighter)	2NT = fcg 3♦ = nat. NF ; 3M = preempt		
2NT				20-21 balanced 5M,6m, singleton possible	3♣ : Stayman ; 3♦,3♥, 3♠, 4♣ = Transfers 4♦ = 5♥+5♠ 4♣ = 5 /5 mm	2NT - 3♦/♥ - 3♥/3♠ = mandatory	
3♣/♦/♥/♠		7 (6)			New suit F1 jump shift = ask	HIGH LEVEL BIDDING	
3NT	x			Minor suit AKQxxxx		4NT = 5KC: 30 41-52-52+ trump queen if over call : pass=0/3; X=1/4 After 1♣/♦ - 2♣/♦ and other bids 4♣/4♦ = BW	
4♣/♦/♥/♠		8(7)		Preempt	Control at the 4 th level ; Askings bids at the 5 th level		
4NT	x			minor two-suiter			
5♣/♦/♥/♠		9(8)		Preempt			