

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural
1NT 17-19
Two suits Ghestem
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
In 2 <sup>nd</sup> 17-19H Texas if opening 1M, Stayman and Texas if 1m
In 4 <sup>th</sup> 9-13 Idem
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preempt or Ghestem
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Ghestem
Jump to play 3NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X 4 Major at least 5 Minor
2♣: Landy
2♦: Multi (6+ in a Major)
2♥, 2♠ 5+M, 4+m
2NT Two minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X =Weak ♣, 1♦ = two majors, 1♥ = ♠♣, 1♠ = ♥♦ 1NT two minors, 2♣ =
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX Two Colors or Drury
2/1 Natural forcing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Odd Even	Odd Even	
NT	4 <sup>th</sup> Best	Odd Even	
Subseq	Attitude		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x); AKQ(x); AKJ(x); A(x)	AKx(x); AQ10(x); A(x)	
King	AK; KQ(x); K(x)	AKQ(x); AKJ(x); KQJ(x); KQ10(x); Kx	
Queen	QJx(x); Q(x)	AQJ(x); KQ(x); QJ10(x); QJ9(x)	
Jack	KJ10(x); J10(x); J(x)	AJ10(x); KJ10(x); J109(x); j108(x)	
10	A109(x); K109(x); Q109(x); 109(x)	K109(x); Q109(x); 109(x)	
9	9(x)	9(x)(x); H9x;	
Hi-X	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x) Hxx	
Lo-X	X; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxxx(x)(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = E	Count : H/L = E	suit prefer
Suit 2	Encour. Or suit prefer.	suit prefer	Count : H/L = E
3	suit prefer	suit prefer	suit prefer
1	Count : H/L = E	Count : H/L = E	suit prefer
NT 2	Or encour	Or Smith peter	Count : H/L = E
3			
Signals (including Trumps):			
Smith: Big to confirm the lead			
VS NT : on As or Q lead low is encouraging			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classical			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles, Responsive doubles, 1♣ 1♦ X no cards in majors and 1♦ 1♥ X no 4 cards in ♠			
1m 1♠ X = 8-10HCP with 4+ ♥			
Opener's double shows either :			
- 3cards in partner's Major, 14+HCP			
- a strong hand			

W B F CONVENTION CARD
CATEGORY: <b>SENIOR</b>
NCBO: <b>REUNION</b>
PLAYERS: <b>Breslaw Jean Marc</b> <b>Giraud Christian</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5 cards Major
1 NT 15-17
2♣ Forcing one or to game
2♦ Multi
2♥ 2♠ Polish two suits < Opening
2/1 FG
Double two
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Multi : 6♥ or 6♠ weak 2 NT 22-23 with 5cards major possible
Strong in ♦
2♥ : 5+♥ and 5+X (♠ possible) < 11H
2♠ : 5+♠ and 5+Minor < 11H
1♣ / ♦ P 2♥ = 5♠ and 4♥ 4-9HCP
1x-P-1y-1NT: 2 OTHERS 5,6 m- 4M
1x-P-1y-2X: 2 OTHERS 5-5
1x-P-1y-2Y: NATSTR
Stayman 3 R, DD, Landy, Landyk, Rubensohl, Simple Stayman after 2SA ( M 5ème possible), Drury
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rarely but possible</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		Best Minor	2♣ 12+ FG 2♥ = 5♠ and 4♥ 6-9HL		
1♦		3		Best Minor	2♦ 12+ , 2♣ FG		
1♥		5			1NT Forcing, 2/1 Forcing to game		Drury: 2♦ ambiguous Opening
1♠		5			2NT 15+, fit 3NT Fit 12-14		
INT				Regular, 15-17	Stayman-Transfer	Rubenshol	
2♣	x	0		Forcing one or to game 2M non F, 3M FG 3m strong in ♣	2♦ relay,		
2♦	x	0		Multi weak in a major, strong in ♦ or NT	2NT to know		
2♥	x	5		5+♥ and 5+X < 11H	2NT Relay		
2♠	x	5		5+♠ and 5+m < 11H	2NT Relay		
2NT				20-21H, 5cards major Possible	Stayman, Transfer		
3♣		(6) 7		Classical			
3♦		(6) 7		Classical			
3♥		(6) 7		Classical			
3♠		(6) 7		Classical			
3NT	x			Classical			
4♣		7+		Classical			
4♦		7+		Classical			
4♥		7+		Classical			
4♠		7+		Classical			
4NT	x			Preempt with 2 minors			
5♣		8+		Classical		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Classical		BW 41 30...	
5♥		8+		Classical		If forcing to game and fit ♣, 4♣ is BW	
5♠		8+		Classical		If forcing to game and fit ♦, 4♦ is BW	