

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY : Green NCBO : Guadeloupe	
Good suit (8HCP) or open hand (4 cards is possible)		Lead	In Partner's Suit	Event : 1st Small Federations Online Open Teams	
Resp : CB = fit >11H	Suit	3rd 5th	3rd 5th	Common Card to players : Philippe MATHIEU / Luc SOUDAN / François PICARD / Vojislav PETROV	
Jump raise = preempt	NT	2 ND 4 TH	3rd 5th		
Jump shift = fit + suit	Subseq.	3rd 5th	3rd 5th		
New suit = F1	Other:				
In bal : possible 4 cards < 14H					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2 nd pos : 15-18 Resp : relay transfers	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
After pass : 2 suiter 5-4	Ace	AK(x)	AK(x)		
4 th pos : 8-13 Resp same style	King	AK(x) with sg ; KQ(x)		Natural 5 Cards Major Better Minor	
	Queen	Qx ; QJ(x)	QJT(x);QJ9(x);AQJ(x); KQx	2♣ = GF	
	Jack	Jx ; JT(x) ; KJT(x)	AJT(x) ; KJT(x) ; JT9x	2♦ = Multi	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx ; T9(x)	AT9(x);KT9(x);QT9(x);T98	2M = Weak => 5M + 4/5 min	
1 suit weak and nat.	9	9x	9xx ; H9x	1NT Opening =>14+ 17	
Except 2♦/1m= Majors ; 2NT = weakest suits ; 3♣/1M = ♦ + M'	Hi-X	2, 4, 6 cards	Xxx ; xXxx ; HXx		
Reopen : Natural except CB	Lo-X	1, 3, 5 cards	HxxX ; HxxXx		
	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 = 2 Suits except 1♣ 2♣ Natural	1	Standard Count	Standard Count	Standard Count	
Jump/Maj = asking for control	Suit 2				Two suits Overcalls cue-bids :
Reopen = same style	3				First CB : Forcing Opening Bid
	1	Standard Count		Standard Count	Second CB : Forcing 4th suit
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	High Enc. on A&Q			
2♣ = both Maj ; 2♦ = 1 Suit Maj ; 2M = 5M + min suit ; 2NT = both min ; X = 4M + 5/6min or any strong	3				
	Signals(includingTrumps) : SMITH				
Reop : same	DOUBLES			1♦ 1♥ 1NT : X => 5♣/5♠ & 2♦ => 2♥/5♠	
Weak(NO 15 HCP) : Dbl = opening hand - Transfer -2♣ = Majors				1♣ 1♥ 1NT : X => 5♦/5♠ & 2♣ => 2♥/5♠	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
2NT & 3NT Natural	Other suits or strong > 18HCP			2♦ 4♣ => 5♥/5♣	
Weak 2 : CB = both minors ; 4m = m + other Major	Resp : CB is the only forcing bid				
	1NT = 8-10 HCP				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SPECIAL FORCING PASS SEQUENCES	
1♣ =>X = 2 SUITS SAME COLOURS ; 1NT = 2 SUITS SAME RANGE ; 2♣ = 2 Suits Mixed (CRM)	Negatives doubles through 4♠				
	Resp. doubles				
OVER OPPONENTS' TAKEOUT DOUBLE	Support doubles			IMPORTANT NOTES	
New suit : level 1 = F ; level 2 = NF ; jump = Nat. weak	Max overcall double				
Direct raises = preempt ; 2NT = Truscott	Double of artificial bid = lead indication				
Rdbl = expect later penalty	Util Dbl(After preempts bids)			PSYCHICS : Rare / Weak opening in 3rd pos	

OPENING	ARTIFICIAL TICK IF	MIN. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	11 – 23 HCP	1♦ maybe short ; 2♦ = 5♦ + 4♣ Limit 2♣ = forcing ; 2♥ = 5♠ + 4♥ 5/9 hcp ; 2♠ = Nat. Strong	1X 1Y 1Z 2♣ = TRANSFER TO 2♦ 1X 1Y 1Z 2♦ = GAME FORCING	Jumpshift = fit + suit
1♦		3	4♠	11 – 23 HCP	3♣ = 5♣ + 4♦ limit ; 2♦ = forcing ; 2♥ = 5♠ + 4♥ 5/9 hcp ; 2♠ = Nat.strong		
1♥		5(4)	4♠	11 – 23 HCP	2♠ = 5♠ + 3♥ limit ; 3♣ = limit 3 cards ; 3♦ = limit 4 cards ; 2NT = strong raise 4 cards ; 3M = preempt ; 3NT = 13/15 hcp 4+cards	1M 2NT 3♣ : MINI HAND 1M 2NT 3♣ 3♦ : ANY SINGLE ?	2♣ = Drury (fit) 3/4cards Jumpshift = Fit + suit 2NT = Any singleton
1♠		5(4)	4♥	11 – 23 HCP	3♥ = 6 cards 10/11		
1NT				15 – 17 bal	2♣ = Stayman ; Transfers : 2♦ 2♥ 2♠ 3♣		
2♣	*	0		GF	2♦ = 0/1 ; 2♥ = 2/3 ; 2♠ = 4/5 ; 2NT = 6+ Ace = 2 King = 1		
2♦	*	0		Multi Weak 2M or 22/23 bal	2/3M Pass/correct ; 2NT = relay strong * New suit forcing ; 4♣ Asks M with transfer ; 4♦ Asks M Nat. ; 4♥ NATURAL	* 3♣ = 6♥ min ; 3♦ = 6♠ min ; 3♥ = 6♠ max ; 3♠ = 6♥ max	
2♥ 2♠		5		Weak 5cards + Minor suit	2NT = relay Forcing ** New suit = Forcing 3♣ = Pass/correct ; 3♦ limit raise in M 4NT asks min	** 3♣ = min w ♣ ; 3♦ = min w ♦ ; 3♥ = max w ♣ ; 3♠ = max w ♦	
2NT			4♠	20 – 21 Balanced	3♣ = Stayman ; Transfers : 3♦ 3♥ 3♠ 4♣		
3♣, 3♦ 3♥, 3♠		7 vul 6/7 nv		Preempt			
3NT	*			Gambling			
4x		7/8		Preempt		HIGH LEVEL BIDDING 4NT & Exc BW 5KC 41 / 30 / 2(5) / 2+Q	
4NT	*			2m suiter		If intervention: D0P1	