

DEFENSIVE and COMPETITIVE BIDDING

OVERCALLS	responses
style: Classic	2/1, 1/1, 2/2, 3/2: Forc. CB: F1, generally with fit Jump: Fit(4+) + Nat Jump CB: Fit(4+) limit raise
after (1m)-1M-(1NT)-?	x:5M'+4m', 2m=5M'+2M

TAKE-OUT DOUBLE	responses
style: Classic	Classic
in 4th : opening value or 8+ short	(1M)-X-(2M)-2NT: only seq. nat

1NT OVERCALL	responses
2nd: 16/18, 4th: 9+/13- resp if 1NT is X (punitive):	Transf.+Stayman XX: ♣,pass: forces xx any suit = transfer 2x=2 suits, 2y= (nat if Maj)
(1x)-P-(1y)-?	

JUMP OVERCALL	responses
(1x) 2M :weak	2NT: Forc.

DIRECT Cue Bid and 2 suiters	responses
(1x) 3x : ask stopper to play 3NT (1x) 2x : 2 suiter(except 2♣ : natural) (1x) 2NT : 2 suiter (lowest) (1M) 3♣ : 2 suiter (♦ + M')	but (1♣) 3♣: ♦♠

Vs strong 1NT	responses (CB: Cue bid)
2♣: Landy	2NT=CB, 2♦:choose
X:5+m/4M generally,or too strong	2♣:pass/corr,2♦:no ♣, 2NT CB
2♦:1M (6card+) resp:2/3♥/2♠: p/c, 2♥-2♠: Nat + 4min	2N: CB ->same resp. as 2D opening 2NT=CB->3m mini,3♥/♠ max & ♣/♦
2NT= 2 suiter minors 3 min= Natural, 3M Pre-empt	
Vs Weak 1NT (say 12-14)	X:14+ pen,2♣:Landy,2♦ to 2N:transf 3x preempt

Vs Artificial Strong 1♣ 2♣ 2♦	responses
(1♣) X, 1NT, 2♣: CRaSh	bid anything (Natural or not.)

Vs PREEMPTS	responses
X : Take-out	2NT:8+ then CB asks stopper direct CB:denie 4M' or a stopper
(3♣) 4♦: 2M , 4♣:♦+1M ! (2M) 4♠/4♦: m+M', (2M) 3M:minors (2♦Multi) 4♠/4♦: m +1Maj	4♥: pass/correct on 4C 4♥: pass or correct

Over Opponent take-out double	responses
1m (X) =>XX:10+, 1/1: F1, 2/1:Nf	2N/3m : weak/limit, 3x preempt
1M (X) =>XX:10+,Transf 1N to 2D	2N/3M : limit+/weak, M':mixed raise
1M (2x) 3x	3+ card fit, GF
1M (2x) 2NT	4+ card fit, Limit or GF

LEADS and SIGNALS

OPENING LEAD STYLE	Lead	In partner's suit
SUIT	3rd & 5th	3rd & 5th
NT	4th best	3rd & 5th
Subsequent leads:	3rd & 5th (vs suit) attitude (vs NT and suit)	

LEADS	vs Suit	vs NT
Ace	AKx(xx)	AKx
King	AK, Top	KQ+good suit, AKJxx
Queen	Top	KQ+bad suit, Top
Jack	Top, H1U(x)	same
10	Top, H109(x)	same
9	3rd or short	Top
xx	xx	xx
xxx	xxx	xxx
xxxx	xxxx, (9xxx)	xxxx
xxxxx	xxxxx	xxxxx
xxxxxx	xxxxxx	xxxxxx
Hxx	Hxx	Hxx
Hxxx	Hxxx	Hxxx
Hxxxx	Hxxxx	Hxxxx
Hxxxxx	Hxxxxx	Hxxxxx

SIGNAL when following suit or discarding	High	Low
(E:Encouraging, D:Discouraging, 1:odd, 2:even, S:Suit preference)		

CARDS	High	Low
Suit	On partner's lead E,2 On declarer's lead 2,P Discarding: standard E,2	D,1 1,P D,1
NT	On partner's lead E,2(*) On declarer's lead 2,P Discarding: Lavinthal D,2,S	D,1(*) 1,P D,1,S

vs NT: on K count/unblock except if dummy sing. (*) on As/Q: low=Encourag. signal in trump suit:rare or preference

Other signal in NT: Smith Peters echo High enc.in 4th but discour. in 2nd




Special, artificial & competitive doubles	responses
X: Take out	up to 4♦ incl., Optional after
X: Lightner	
1♥ - 2♥(2♠/3♣)-X	penalty (space avail.) 3D=general try
1♥ - 2♥(3♦)-X	game try (no space avail)

Special forcing pass sequences	responses
standard Vul/NonV.	(if we have established opps are defending)

WBF CONVENTION CARD

CATEGORY: **GREEN** NCBO : Guadeloupe

Name of player : Charles Garnier Name of player : François Picard

SYSTEM SUMMARY

GENERAL APPROACH & STYLE	
1♥/♠	5 Card Major. 2/1 11H+ (not GF)
1NT	15/17 H
1m	better minor (1♦ : 4 cards except 4432)

SPECIAL OPENING BIDS that may require defense	
2♣	Strong, Game Forcing
2♦	Multi: Weak 6-10 DH, or strong 22-23H
2♥/♠	5Maj & 4+ minor (Weak , 5-9 H)
3NT	AKQxxxx in minor, little/no outside feature (or Q max)

SPECIAL DEFENSIVE BIDS that may require defense	
2 SUITERS: Michaels	
(1m)	2♦: 2M, 2NT: two lowest. (1♣) 3♣: ♠+♦
(1M)	2M: M'+♣, 2NT: 2m, 3♣: M'+♦
(1NT)	Multi landy

IMPORTANT NOTES that don't fit in elsewhere

Fit jumps after our intervention or after pass

Abbreviations used on this convention card :

p/c pass/correct
() used to show opponents' bids
CB Cue Bid
HL Honnor+Length points (or DH Distribution pts)
M' the other Major

Opening	Tick if Artificial	Min no of card	Neg. X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITION & AFTER PASS
1♣ 1♦		3	6♥	11+ 4 cards except 4432	nat nat 1♦-2♣-3NT: 4441, 16-17h → Transf 1♦-2♣-2NT-3♣: forc, 1♦-2♣-2♦-3♣: NF 2♥ 2♠ 4+♥-5♠: weak 6-9H preempt	1m-1M-1NT-2♣: forces 2♦→2N force 3♣, 3♠ limit. 1m-1M-1NT-2♦: GF 1m-1M-3NT: fit+bal.(reg) 1m-1M-3y:super forc. 1m-1M-4m: fit+, 6strong+4M 1m-1♠-4♥: Splinter opener: 2NT relay (steps: mini 3,4 cards, max 3,4)	After Pass: no more inv.minor. Jump =jump fits. 1♣ (1♦) ? X:4+♥, 1♥:4+♠, 1♠:T/O (no 4 card M) 1m (1♥) ? X:4+♠, 1♠:T/O 1m (2 suiter) ? 1st CB GF in lowest, 2nd CB:GF in highest 1m (x) 2NT fit preempt (1m (x) 3m: fit limit)
1♥/♠		5	6♥	11+	2♥/♠ fit 8-10. Note 1♥-2♠:limit & 5♠+3card 1NT Not Forc. 2x 2/1 NOT GF 1♠-2♥ almost GF=>2N:15-17,4X: sing.mini/maxi	2NT:Game try (any shape), 2x/3x:Nat. slam try (M=Nat,4 card) 1M-1NT-2NT:GF →3♣: asks shape, 3x=transf. Opener 2NT=15-17, 2M: 5 card 4♥:no sing 11-14, 3NT: 1 sing &15-16, 3♥:GF 14+ 3♣:mini (11-14 =>3♦, ask sing.) . if 15H+: 3/4X=singl., 3M:no sing,6332,5422,7222, 3NT:5332 3NT: Forc.	1M (x or 2x) Transf. from 1N, 2NT:fit unlimit., 3M:preempt 1X (2NT) ? 2nd CB: highest, 1st CB: lowest GF, 3M'+NF 1M (2M) ? CB:fit, 3x nat.Forc (if 1 color known) after pass: splinter if no intervention, otherwise "fit bid" Jump Nat+Fit (4+) 2NT Singl.+ fit(4+)→3♣ relay (->sing.nat,3M:in ♣) 2♣:drury fit. ->2♦: Open+ , 2♥:5-4 (opening) ->2M: weak., 2♠/3x: 18H+ slamish -> 2NT:Slamish, 3NT 6 solid to play drury 1M-2♣-2♦ ->2♥ :5 card, 3x or 2♠: Nat
1NT			6♥	15+/17+ HL Might have 5 card Maj	2♣ Stayman 4 resp.(2NT=both M) 2♦/♥ Transfer 2♠/3♣ Transfer (♠/♦) 3♦ Nat, 6 card HHxxxx.,6-7H 3♥/♠ Splinter, 9 card in min. GF 4♣/4♦ 2 suiter Maj (to play 4M) 4♥/♠ To play	after 2NT: 3♠/♦: transf. limit, 3♥/♠:slamish, 4♣/♦:Transf. after 2M: 3♠:slamish or splint., 4♣/♦/♥: splinter after 2M-2NT forcing, 3x:5-5, 4x splinter 2NT: 4card maxi →retransf., 3M: 4card mini. after transfer : 3♥/3♠/3NT:singletons, after 2♠:3♦:55 pass or 3NT 3NT or other must rectify in a major 4NT then is BW in M pass	X:take out, 2y:compet., 2NT/3y:transfer (rubenshol) 1NT (2♣) x punit.in Maj.(if landy), 2♦ =2NT bid 1NT (2♦ multi) ? X:punit in a M, P: can be 8+ bal. no Maj 1NT (2M) 3♣ short in M, strong >14H staym.2♣ (x) ? xx:play, 1M: trans 2D to 2N, 3♣/♦:2M min/max transf.2M (x) ? pass:no fit, xx:fit no control 1NT (2M) 3M 5 card in M' (inverts Maj)
2♣	✓		6♥	GF, Asks Italian controls if 2NT rebid: see 2NT if 3NT rebid :	2♦/♥/♠/NT 0-1, 2-3, 4-5, 6+ controls subseq BW #King resp in steps: 0,1,2,3 Transfer + stayman	Opener : Nat, 2NT can be irreg. 3M (Jumps) not used (unless 6-4 in Maj) 3NT ? : 8.5-9 Tricks, at least 3 color controled or 2 suit min 4♣/♦:control, Maj 2 suiter 4♣ stayman→♦: none Texas a 4K. 4C?	2♣ (X) Ignore X, 2NT show stopper 2♣ (2♦) X punit., pass 0-1, 2H:2-3, 2P:4-5 2♣ (2M) pass 0-1, X:2-3, 1st step (skip 2NT):4-5 2♣ (2NT/3♣) X=positif after jump pass=values, X:weak, 3/4/5x=Nat
2♦	✓			Multi if 2NT rebid: see 2NT if 3NT rebid, Transf.Staym.	2♥/♠/3♥/♠ Pass or correct 2NT Relay 3♣/♦ Nat, 6 card,Forcing 4♣/♦ double/single transf. to opener's maj. 3NT, 4♥/♠ To play	3♣/♦:min ♥/♠, 3♥/♠: max ♣/♥ If interv on 2N: steps (p:1st, X: 2nd, 3H:S.), on 4♣ →4♦(♥) & 4♥(♠)	2♦ (X) Pass:to play, XX:bid 2M, else "system ON" if Interv 2M X: p/c, else "system ON" if Interv >2M X: name your Maj else "system ON"
2♥/♠		5		weak (5/10 H) + 4min	2NT Relay 3♣ Pass or correct 3♦ propose to play 4M 2M', 3M' Forcing	3♣/♦: min, 3♥/♠: max with ♣/♦ 4x : control short, non min.	after interv. X : punitive on 2♠(3♥) X, 1/O otherwise 2NT relay (system on)
2NT			4♥	20/21HL	3♣ Stayman 3♦-3M:4M-5M' 3M-3M'/4M' : Fit +slamish 3NT(both) →4♣/♦: Transf. for M 3♦/♥ Transf. (rectif. fit →3NT forc.) 3NT : No fit, or 3♠: 5(+)card. 3♠/4♣ Transf. (rectif.=BW) 4♦ Maj. 2 suiter (55) 4♥/4♠ singl in M + Minor 2 suiter (4-5)	4♣/♦: Nat after rectif->4y:Nat., or CB) after rectif-4x-4NT:BW after 3NT-4x-4NT:To play No fit->4♣ nat, 4♦/♥: ReTransf. as 4D retransf, 4H: 5H+4D F1 3/4NT:discouraging, 4y:CB 4NT: Not interested ..	after interv. X : negative staym.3♣ (x) ? xx:play,Transf.3♦ to 3N, 4♣/♦: 2 Maj min/max staym.3♣ (3♦) ? P no M, x to 3N :Transf, 4♣/♦: 2 Maj min/max
3♣/♦		6	X	Preempt (constructive in 1-2 vul, 6 possible in 3rd)	3x,4min Forcing 4M To play 3♠-4♥ Natural, to play 4min Forcing, Natur (or CB)	after all preempt : 4NT KC BW	4NT(5y) ? Pass:41, X :30, 1st step:2, etc "COP1" Jump 5min: Exclusion BW (steps →41:30, 2) Jump 5NT pick slam in general, or BW if 4NT missed or ask 2 top 3 , or AKQ after 4M preempt ->baron
3♥/♠		7	X	Preempt	4♣/5♣ To play in 4/5m 4♦ Singleton ? →(4♥/♠/NT:minor)		
3NT	✓		X	AKQxxxx in minor	4♦ To play		
4♣/♦		8	X	Preempt, destructive	5X Interrogative! (4♥-4♠ to play)	After interr: 5M no control, 6M 2nd, other 1st	
4♥/♠		7	X	Preempt (6-8 tricks/vul in 1-2)			