

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style : Natural 5+cards 6/17
Responses : new suit natural, weak jump raises
Responses : new suit 1/1 and 2/1 F1
Reopening : overcall shows less than good opening hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Overall : 16-18 (after pass : 4 Highest 6 other)
Responses : Stayman / Texas on m , Texas on M
Reopening : 9/13
Responses : same as above
JUMP OVERCALLS (Style; Responses; Unusual NT)
3NT GAMBLING
2-suit : 1m – 2♦ = Ms ; 1m - 2NT = m' + ♥
1M - 2M = M' + ♣ ; 1M - 2NT = ms ; 1M – 3♣ = M' + ♦
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M 3M = Ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong : X = 5m4M; 2♣=Ms(4+4+); 2♦=1-suit M 2♥/♠ = ♥/♠ + m (5+/4+ NV and 5+/5+ VUL)
Vs Weak (12-14 max) : 2♣ = both majors, 2x = transfer
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = Take out ; new suit natural ; Cue-bid = 2-suiter : 2M 3M = ms ; 3♣ 4♣ = ♦+♥ ; 3♠ 4♠ = Ms 3♦ 4♦ = Ms ; 2/3M 4m = M' + m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ = 5-4 majors X = 5+m-4M
1NT = 5-4+ minors 2NT = 5-5 minors
2♣ = 5-5 majors Jump = pre
OVER OPPONENTS' TAKEOUT DOUBLE
1/1 = F1 ; 2/1 = F1
XX = 10+
Fit jumps = weak ; 2/3NT = Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5 th	3rd/5th	
NT	4 th best	3rd/5th	
Subseq	Same as above	Same as above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJT(+), AKx(+), Ax(+)	AKx(x), Ax, AK, AKQx	
King	AK, KQ(+), K(x), AK(+) + singl	KQJxx(+), KQT9(+)	
Queen	QJx(x), Q(x)	AQJ(+), KQ, KQTx(+), KQx(+), QJT(+), QJ9(+)	
Jack	JT(+), J(x)	AJT(+), KJT(+), JT9(+), JT8(+)	
10	KT9(+), QT9(+), T9(+), T(x)	AT9(+), KT9(+), QT9(+), T9x(+)	
9	9(x)	9(x)(x)	
Hi-X	HxXx, xXxx, Xx	HXx, Xx, Xxx, xXxx(x)	
Lo-X	X, xxX, xxxX, HxX, HxxxX	HxxX, xXxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Standard count	Standard count	Standard count
Suit 2	Hi=ENCRG	Suit Preference	Direct call
3	Suit Preference		
1	Standard count	Standard count	Standard count
NT 2	Hi=ENCRG		Standard count
3		Suit Preference	
Signals Count : Hi/lo=Even ; count reversed in trump (rare)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take out double : 3-suiter style or 18+HCP any			
Reopening : 3-suiter or 13+ HCP any			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
IMPORTANT NOTES			
Light opening in 3rd seat according to vulnerability			
PSYCHICS: rare			

W B F CONVENTION CARD
CATEGORY: Green
COUNTRY: FRANCE
EVENT: World Junior Championships U26
PLAYERS: A.Boulin – T.Guillemin
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Better minor, Strong NT (14) 15-17 , Major 5th
2♣ game forcing or 22-23
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ : 6 card in a major (5 rare) with 5-10H
2♥ : 4+-4+ maj 5-10H (5♥-4+♠ VUL)
2♠ : 5♠ - 4+ min (5-5 Vul) with 5-10H
IMPORTANT NOTES
Light opening in 3rd seat according to vulnerability
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		12-21 HCP ; better minor	2♣ = nat strong (11+H) ; 3♣ = nat weak (3-9H) 2♥ = 5♠-4+♥ 5-9H	After 1♣2♣ : 2x = 5♣/4x ; 2NT=12-14 or 18-19 ; 3♣=6♣ ; 3x=splinter 15-17H ; 3NT=4/4/4/1 15-17H ; 4♣= to slam ; 4x= BW exclusion	
1♦		3		12-21 HCP ; better minor	2♦ = nat strong (11+H) ; 3♦ = nat weak (3-9H) 2♥ = 5♠-4+♥ 5-9H	After 1♦2♦ : Same as above	
1♥		5		12-21 HCP ; 5+♥	2NT = inv or GF with 3 or 4♥ ; 3M = pre 4+♥ 3♣/3♦ = nat 6+ cards 10-11		2♣ = drury
1♠		5		12-21 HCP ; 5+♠	2NT = inv or GF with 3 or 4♠ ; 3M = pre 4+♠ 3♣/3♦ : nat 6+ cards 10-11		2♣ = drury
INT		-		(14) 15-17 BAL 5M and 6m possible	2♣ = stayman; 2♥/♥/♠3♣ = transfer; 3♦ = stayman 4333 or inv to slam with 15H 3♥=5♦-4♣ +3♣ 3♠ =5♦-4♣ +3♥ 4♣= 5-5 majors (prfrc♥) 4♦= 5-5 majors (prfrc♠)	After transfer minor : 3♥/♠/NT = shortness ♥/♠/min	
2♣	YES	-		Game forcing or 22-23	2♣=relay ; 2♥= 5♥ 5m , 2♠ = 5♠ 5x; 3♣/♦/♥/♠ = 6+ good suit		
2♦	YES	-		One major suiter (6+ cards, rare 5) 5-9 NV, 6-10 VUL	2♥/♠ =pass or correct ; 2NT=asking ; 3♣/♦= nat NF ; 3NT= to play ; 3♥/3♠= pass or correct 4♣=ask for the maj in transfer;4♦=ask for the maj 4♥/♠ To play		
2♥	YES	4 (5 VUL)		4+♥-4+♠ 6-9 NV, 5♥-4+♠ 7-10 VUL)	2NT = Ask ; 3♣/♦= nat NF		
2♠	YES	5		5♠-4+m 6-9 NV 5♠-5+m 7-10 VUL	2NT = ask the minor; 3♣= strong ask ; 3♦= GF with 5+♥ ; 3♥=NF ; 3♠ = pre ; 3NT = To play	After 3♦ : 3♥= 3♥ , 3♠= 2♥ , 3NT=0 or 1♥	
2NT				(19)20-21 BAL 5M and 6m possible	3♣ stayman with or without a major; 3♦/♥/♠/ transfer; 3NT= 5+♦ inv to slam (10-11H) 4♦ both majors ; 4♣ : transfer ♦ (6+ cards)		
3♣		6		PRE (4-8 NV, 6-10 VUL)			
3♦		6		PRE (4-8 NV, 6-10 VUL)			
3♥		6		PRE (4-8 NV, 6-10 VUL)			
3♠		6		PRE (4-8 NV, 6-10 VUL)			
3NT	YES			Gambling (solid minor 7th)			
4♣		7		PRE			
4♦		7		PRE			
4♥		(6) 7		PRE			
4♠		(6) 7		PRE			
4NT				6-5 min			
5♣		8		PRE			
5♦		8		PRE			
5♥		8		PRE			
5♠		8		PRE			
						HIGH LEVEL BIDDING	
5♣		8		PRE		BW : 41/30 (5 keys)	
5♦		8		PRE			
5♥		8		PRE			
5♠		8		PRE			