

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style : Responses : 1/2 Level ; Reopening)</b>
Style : Natural, 6/17 HCP.
Responses : New suit 1/1, 2/1 and 2/2 : forcing.
Reopening : Nat shows less than good opening hand.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live ; Responses ; Reopening)</b>
Overall : 16-18 HCP
Responses : Stayman and transfers
Reopening : 10-13 HCP
<b>JUMP OVERCALLS (Style ; Responses ; Unusual NT)</b>
One-suiter weak : 1m 2M / 1♥ 2♠ / 1M 3♦
Two-suiter : 1m 2♦ = Ms / 1m 2NT = m' + ♥
1M 2M = M' + ♠ / 1M 2NT = ms / 1M 3♠ = M' + ♦
<b>DIRECT &amp; JUMP CUE BIDS (Style ; Response ; Reopen)</b>
1M 3M = Ask for stopper / 1♣ 3♠ = preempt / 1♦ 3♦ = preempt
<b>VS. NT (vs. Strong/Weak ; Overall)</b>
<b>Vs Strong NT (14+ HCP) :</b> X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major 2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors
<b>Vs Weak NT (9-13 HCP) :</b> 2♣ = Ms / Transfers / X = 14 HCP + (responses : Stayman/transfers)
<b>Vs 1NT Overall :</b> rubenshol: 2m/M: 4-9: Natural / 2NT/3m♥: Transfer
<b>VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)</b>
<b>VS WEAK TWO :</b> Cue-bid = both min / 4m = 5m + 5 in other M 2NT = 15-18 HCP (responses : Stayman and transfers).
<b>VS MULTI :</b> 2♥/2♠/3♠/3♦ = Nat / 3♥ = Nat, strong / 3♠ = Minors 4m : 5♥ + 5m / 2NT = 15-18 HCP (responses : Stayman and transfers) If 5m and 5♠ we bid 4m at the 2nd tuen
→ Take out doubles
<b>VS. ARTIFICIAL 1♣ OPENING (STRONG)</b>
Double = take out for majors 1♦/♥/♠ = natural with values / 2♣ = natural with values 1NT = both minors / 2NT = both majors 2♦/♥/♠ = Nat, weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10 HCP + / Fit jumps = weak / 1M X 3y = 5y + 4M ; 4y = 10 cards 2NT = fit with 4 cards 11-12 HCP / 3NT = fit with 4 cards 13 HCP +

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	attitude	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	attitude	3 <sup>rd</sup> /5 <sup>th</sup>	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10(+), AKx (+), Ax (+), A singl	AKQ(+), AKx, AKxx, AKJx	
King	AK, KQ(+), Kx, singl	AKJxx (+), KQJ(+), KQ10x(+)	
Queen	QJ(+), Q(x)	QJ10(+), QJ9(+)	
Jack	J10(+), J(x)	AJ10(+), KJ10(+), J109(+), J108(+)	
10	10(x)	109x(+), Q109(+)	
9	9(x)	9(+)	
Hi-X	Hxxx, Hxx, Hxxxx	Hxxx, Hxx, Hxxxx	
Lo-X	X, xx, xxx, xxxx, Xx, xxx	Xxx, Xx, xxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count : H/L = even	Count : H/L = even	Count : H/L = even
Suit 2	Hi = ENCRG	Suit preference	Hi = ENCRG
3			
1	Count : H/L = even	Smith	Count : H/L = even
NT 2	Hi = ENCRG	Count : H/L = even	Hi = ENCRG
3			
DOUBLES			
TAKEOUT DOUBLES (Style ; Responses ; Reopening)			
STYLE : can be light if shaped.			
Responses : natural and limit - Cue-bid forcing one round.			
IN BAL POS : 8+ Pts. Responses : idem.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
<ul style="list-style-type: none"> <li>- Negatives doubles. Responsive doubles.</li> <li>- Double over fits and preempts.</li> <li>- Informative and optional doubles.</li> <li>- Maximal overcall double.</li> <li>- LIGHTNER doubles.</li> </ul>			

W B F CONVENTION CARD
<b>PLAYERS :</b>
Mathilde Cayla Théo Exbrayat
<b>CATEGORY : GREEN</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
4th diamond ; Major 5 <sup>th</sup> ; 2♣ : GF ; 2♦ : Multi
2♥ : Both Majors ; 2♠ : 5 spades and 4+ ♣/♦/♥
1NT : 15-17 HCP
1M - 2min - 2M : 6 M ; 1 M - 2min - 2SA : 12-14 HCP
2/1 GF ; 1M - 2min - 2M - 3min : 6+ min, GF.
Drury ; Blackwood 41-30
Cachalot : transfer on 1♦ or 1♥ overcall
Spoutnik
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ : GF
2♦ : 5/6 hearts or spades (3-10 HCP) <b>or</b> balanced 22-23 HCP <b>or</b> one strong minor (20-23 HCP)
2♥ : Both Majors (4♥+4♠) / 3-10 HCP
2♠ : 5 spades and 4+ ♣/♦/♥ 3-10 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
→ Some competitive sequences, when double is negative if partner is short.
→ When pass is forcing, bid is weaker than pass
<b>IMPORTANT NOTES</b>
Opening in 3 <sup>rd</sup> position can be weak (8+HCP)
NV against vulnerable, preempt can be very weak (3+ HCP)
<b>PSYCHICS</b>
Seldom

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣		2	10-23 HCP ; best minor	2♦ = 5 ♠/4 ♥ 6-9 HCP ; 2♥ = weak 2♠ = weak ; 2♣ = fit, 11/12 HCP		1♠ 1♦ X = 4♥+ ; 1♥ = 4♠+ ; 1♣ = NT 1♣ 1♥ X = 4♠+ ; 1♠ = NT
1♦		3	10-23 HCP ; best minor	3♣ = fit, 11/12 HCP ; 2♥ = weak 2♠ = weak ; 2♦ = 5 ♠/4 ♥ 6-9 HCP		1♦ 1♥ X = 4♠+ ; 1♠ = NT
1♥		5	10-23 HCP ; 5+♥	2♠ = 6 cards 15H+ ; 2NT = 4+ ♥, 14+ HCP 3♣ = 4+ ♥, 11-12 HCP ; 3♦ = 3 ♥, 11-15 HCP ; 3♥ = weak 3NT = balanced, 4 hearts, 13-15 HCP.	2♠ semi forcing game after 1NT	1♥ 1♠ 3min = preempt 1♥ 2♣ 3♦/♠ = preempt / 1♥ X 2♦ = fit 1♥ 2♦ 3♠ = preempt / 1♥ X 3♣/♦ = fit 1♥ X 4♣/4♦ = 10 cards <u>After pass:</u> 2♠ = drury, 11+HCP with 3(+♥)
1♠		5	10-23 HCP ; 5+♠	2NT = 4+ ♠, 14+ HCP ; 3♣ = 4+♠, 11-12 HCP 3♦ = 3♠, 11-15 HCP ; 3♠ = weak ; 3NT = balanced, 4 spades, 13-15 HCP.	2NT semi forcing game after 1NT	1♠ 2♣ 3♦/♥ = preempt 1♠ 2♦ 3♥ = preempt / 1♠ X 3y = fit 1♠ X 2♥ = fit / 1♠ X 4y = 10 cards <u>After pass:</u> 2♠ = drury, 11+HCP with 3(+♠)
1NT			15-17 HCP	2♣ = Stayman ; 2♠ = balanced, invit or ♣ 3♠ = Puppet Stayman 3♦ = natural, game forcing 3♥ = minors, short ♥ ; 3♠ = minors, short ♠ 4♣ = majors ; 4♦ = transfer ♥ ; 4♥ = transfer ♠	1NT 2♦ 2♥ 2SA = forcing. 1NT 2♥ 2♠ 2SA = forcing.	
2♣	X		Game forcing	2♦ = asking ; 2♥/♠ = 5 cards, 2 honors 3♣/♦/♥/♠ = 6+ cards, 2 honors		2♣ 2M X = 2+ cue ; pass = negative 2♣ 4M X = dissuasive ; pass = encouraging
2♦	X		22-23 HCP Balanced or one strong minor (20-23 HCP) or weak two in major (3-10 HCP)	2♥ = O+ HCP ; 2♠ = 0 + HCP to play 2♣ or 3♥ 2NT = asking GF ; 3♣/♦ = to play 3♥ = 3+3 in majors ; 3♠ = to play 3♣ or 4♥ 4♣/♦ = natural, GF ; 4♥ = to play 4♥ or 4♠	After 2NT : 3♣ = mini with ♥ ; 3♦ = mini with ♠ 3♥ = maxi with ♠ ; 3♠ = maxi with ♥	2♦ X XX = asking Major 2♦ X Pass = to play 2♦X 2♦ X 2♥/2♠ = natural, NF
2♥		4	Both majors weak, 4♥+ 4♠+ (3-10 HCP)	2NT = Asking 3♣/♦ = Ask 4♣/♦ = natural, GF	After 2NT : 3♣ = 4-4 mini ; 3NT = 4-4 maxi 3♦ = 5-4 mini ; 4♣/♦ = 5-5 maxi 3♥ = 5-4 maxi ; 3♠ = 5-5 mini	
2♠		5	5♠+4(+ ) ♣/♦/♥ (3-10 HCP)	2NT = Asking ; 3♣/♦ = to play 3♥ = 6/7 ♥, invit ; 3♠ = invit 4♣/♦ = natural, GF ; 4♥ = to play	After 2NT : 3♣ = 4♠+ ; 3♦ = 4♦+ ; 3♥ = 4♥	
2NT			20-21 HCP Balanced	3♠ = Puppet ; 3♦/♥/♠/4♣ = Transfer ; 4♦ = Majors	2NT - 4♥/4♠ = 5/4 ms, 3 cards ♥/♠	
3♣/3♦		6	Preempt	3♥/♠ = nat, forcing ; 4♥/♠ = to play		
4♣/4♦		6	Preempt	4♥/♠ = ask for stop		
3♥		6	Preempt	3♠, 4♣/♦ = ask for stop ; 4♠ = ask for stop		
3♠		6	Preempt	4♣/♦, 5♥ = ask for stop ; 4♥ = to play		
4♥/♠		6	Preempt	4♠, 5♣/♦ = ask for stop		
3NT	X		ARDxxx(x) in minor (Sid Str : +Q)	4♣ = not a stopper in all suiter / 4♦ = ask for shortness		
4NT	X		Minors			
						<b>HIGH LEVEL BIDDING</b>
						After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣
						After Exclusion BW : 0 ; 1 ; 1½ ; 2 ; 2½