

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style ; Responses : 1/2 Level ; Reopening)
Style : Natural, 6/17 HCP.
Responses : New suit 1/1, 2/1 and 2/2 : forcing.
Reopening : Nat shows less than good opening hand.
1NT OVERCALL (2nd/4th Live ; Responses ; Reopening)
Overcall : 16-18 HCP
Responses : Stayman and transfers
Reopening : 10-13 HCP
JUMP OVERCALLS (Style ; Responses ; Unusual NT)
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' + ♦
DIRECT & JUMP CUE BIDS (Style ; Response ; Reopen)
1M 3M = Ask for stopper / 1♣ 3♣ = preempt / 1♦ 3♦ = preempt
VS. NT (vs. Strong/Weak ; Overcall)
Vs Strong NT (14+ HCP) : X = 5+min + 4Maj / 2♣ = majors / 2♦ = 6+ in a major 2♥ = 5♥ + 4+min / 2♠ = 5♠ + 4+min / 2NT = minors Vs 1NT Overcall : 2♣ = both majors if opening of 1min / Transfers / X = 8+HCP 1♥ 1NT 2♦ = transfer ♥ - 1♠ 1NT 2♥ = transfer ♠
VS.PREEMTS (Doubles ; Cue-bids ; Jumps ; NT Bids)
VS WEAK TWO : Cue-bid = both min / 4m = 5m + 5 in other M 2NT = 15-18 HCP (responses : Stayman and transfers).
VS MULTI : 2♥/2♠/3♣/3♦ = Nat / 3♥ = Nat, strong / 3♠ = Minors 4m : 5♥ + 5m / 2NT = 15-18 HCP (responses : Stayman and transfers) → Take out doubles
VS. ARTIFICIAL 1♣ OPENING (STRONG) (18+)
Double = take out for majors 1♦/♥/♠ = natural with values / 2♣ = natural with values 1NT = both minors / 2NT = both majors 2♦/♥/♠ = Nat, weak
OVER OPPONENTS' TAKEOUT DOUBLE
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 rd /5 th , 2 nd from 4 small cards	3 rd /5 th	
NT	The smallest	3 rd /5 th , except after 1♣ : 4 th	
Subseq	Same as above	Same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	<u>AKJ10</u> (+), <u>AKx</u> (+), <u>Ax</u> (+), <u>A</u> singl	<u>AKQ</u> (+), <u>AKx</u> , <u>AKxx</u> , <u>AKJx</u>	
King	<u>AK</u> , <u>KQ</u> (+), <u>Kx</u> , singl	<u>AKJxx</u> (+), <u>KQJ</u> (+), <u>KQ10x</u> (+)	
Queen	<u>QJ</u> (+), <u>Q</u> (x)	<u>QJ10</u> (+), <u>QJ9</u> (+)	
Jack	<u>J10</u> (+), <u>J</u> (x)	<u>AJ10</u> (+), <u>KJ10</u> (+), <u>J109</u> (+), <u>J108</u> (+)	
10	<u>10</u> (x)	<u>109x</u> (+) <u>Q109</u> (+)	
9	<u>9</u> (x)	<u>9</u> (+)	
Hi-X	<u>Hxxx</u> , <u>Hxx</u> , <u>Hxxx</u>	<u>Hxxx</u> , <u>Hxx</u> , <u>Hxxx</u>	
Lo-X	<u>X</u> , <u>xxx</u> , <u>xxxx</u> , <u>Xx</u> , <u>xxx</u>	<u>Xxx</u> , <u>Xx</u> , <u>xxx</u> (+)	
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	Count : H/L = even	Count : H/L = even
NT 2	Hi = ENCRG	Smith	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"> - Negatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles. 			

W B F CONVENTION CARD
PLAYERS : Silvère Gallard Zélie Sueur
CATEGORY : U16
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Best minor ; Major 5 th ; 2♣ : Game forcing ; 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
Rodrigue : 1min 1♣ 2min : 5 hearts, 7-10 HCP
1♦ 2♣ 2♦ : 5 hearts, 7-10 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : Game forcing 2♦ : 5/6 hearts or spades (3-10 HCP) or balanced 22-23 HCP or one strong minor (20-23 HCP) 2♥ : Both Majors (4♥+4♠) / 3-10 HCP 2♠ : 5 spades and 4+ ♣/♦/♥ 3-10 HCP
SPECIAL FORCING PASS SEQUENCES
→ Some competitive sequences, when double is negative if partner is short. → When pass is forcing, bid is weaker than pass then bid.
IMPORTANT NOTES
Opening in 3 rd position can be weak (8+HCP) NV against vulnerable, preempt can be very weak (3+ HCP)
PSYCHICS
Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣	X	2	10-23 HCP ; 2 cards minimum	1♠: 4 Maj ; 1♥/♠: 5 Maj ; 2♦ = fit, 11/12 HCP ; 2♥ = weak 2♠ = weak ; 2♣ = 5 ♠/4 ♥ 6-9 HCP		1♣ 1♦ X = 4♥+ ; 1♥ = 4♠+ ; 1♠ = NT 1♣ 1♥ X = 4♠+ ; 1♠ = NT
1♦	X	4	10-23 HCP ; 4 th diamond	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♠ = weak ; 2NT = 4+, 16HCP+ 3♣ = 4+♥, 11/12HCP ; 3♦ = 3♥+ 11/15 HCP ; 3♥ = weak 3NT = 4♥+, 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+♠	2♠ = weak ; 2NT = 4+, 16HCP+ 3♣ = 4+♥, 11/12HCP ; 3♦ = 3♥+ 11/15 HCP ; 3♥ = weak 3NT = 4♥+, 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♦ = mandatory		2♠ 2M X = 2+ cue ; pass = negative 2♠ 4M X = dissuasive ; pass = encouraging
2♦	X		22-23 HCP Balanced <u>or</u> one strong minor (20-23 HCP) <u>or</u> 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♣/♦ = to play 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, short ♥/♠	
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		
4♠		6	Preempt	5♣/♦ = ask for stop		
3NT	X		ARDxxxx(x) in minor (Sid Str : +Q)	4♣ = not a stopper in all suiter / 4♦ = ask for shortness		
4NT	X		Minors		HIGH LEVEL BIDDING	
					After 5NT : 6♣ = king ♣ ; 6♦ = king ♦ without king ♣	
					After Exclusion BW : 0 ; 1 ; 1½ ; 2 ; 2½	