

| DEFENSIVE AND COMPETITIVE BIDDING                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)                                                                                                |
| 4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul.                                                                              |
| <i>Responses</i> : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise                     |
| 2NT : 4+ trumps, invit et +                                                                                                                              |
| <i>Reopening</i> : denies sound opening values. Maybe 4 cards at 1-level.                                                                                |
| <b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)                                                                                                 |
| <i>In 2nd</i> : 15 <sup>+</sup> -18, balanced <i>Responses</i> : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers (over 1 ♠ 2♥ = ♣; 2♠ = cue) |
| <i>In 4<sup>th</sup></i> : 9-13, balanced. <i>Responses</i> : same as above                                                                              |
| <i>Reopening</i> : 9-13 Hcps, balanced. <i>Responses</i> : same as above                                                                                 |
| <b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)                                                                                                     |
| Level 2 : weak except 1 ♣ - 2♦ = ♠ + ♥                                                                                                                   |
| Level 3 : weak except 1 ♥/♠ - 3♣ = ♠/♥ + ♦                                                                                                               |
| 2NT = 2 lowest unbid suit                                                                                                                                |
| <b>Reopen</b> : same as above except 1 ♣ - - 2♣ = ♠ + ♥                                                                                                  |
| 1X - - 2NT = 17-19 balanced                                                                                                                              |
| <b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)                                                                                               |
| Direct cue-bids : 1 ♣-2♣ : natural ; 1♦ - 2♦ : ♥ + ♠                                                                                                     |
| 1♥/♠ - 2♥/♠ : ♠/♥ + ♣                                                                                                                                    |
| Jump cue-bids asking for stopper (except 1 ♣-3♣ = 5+♦ + 5+♠)                                                                                             |
| <i>Reopening</i> : same, except 1 ♣ - 2♣ : ♥ + ♠                                                                                                         |
| <b>VS. NT</b> (vs. Strong / weak; Reopening; PH)                                                                                                         |
| vs. <i>Strong</i> : 2♣ asking for majors (4+,4+)                                                                                                         |
| 2♦ = Multi. 2♥/2♠ = ♥/♠ + minor. Dble = 5 <sup>+</sup> minor + 4 Major                                                                                   |
| vs. <i>weak</i> : 2♣ asking for majors. Transfers from 2♦ to 3♣.                                                                                         |
| 2NT : minors. Dble : penalty, 14+, more or less balanced                                                                                                 |
| <i>Reopening</i> : vs strong 2♣ and Dble idem. 2♦/2♥/2♠ = nat                                                                                            |
| Vs weak = same than overcall                                                                                                                             |
| <b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)                                                                                                  |
| Take out double , cue-bid = 2 suiter. 3♣ 4♣/♦ = ♣/♦ + ♥                                                                                                  |
| Vs weak 2 : cue = minor 2-suiter, 4♣ = ♣+M, 4♦ = ♦+M                                                                                                     |
| Vs Multi 2♦ : 3♥ = ♠+min 3♠ = minors 4♣/♦ = ♣/♦ + ♥                                                                                                      |
| <b>VS ARTIFICIAL STRONG OPENINGS</b>                                                                                                                     |
| 1♣ (strong) double = ♠ + ♥ ( at least 4-4)                                                                                                               |
| 1NT = ♦ + ♣ ( at least 5-4)                                                                                                                              |
| jump = weak                                                                                                                                              |
| Vs Precision 2♣ : 3♣ = ♦ + ♥ ; 3♦ = ♥ + ♠                                                                                                                |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                                                                                                                    |
| 1 over 1 forcing; 2/1 nf ; xx = 10 + HCP; 1♥/♠ X 2♠/3♥ = mix raise                                                                                       |
| 1♥/♠ X 2♦/♥ : good support 2♥ / 2♠ = bad support                                                                                                         |
| Jumpshift = pre at 3-level, fit + suit with passed hand or 4 level.                                                                                      |

| LEADS AND SIGNALS                                                                                                                 |                    |                           |            |
|-----------------------------------------------------------------------------------------------------------------------------------|--------------------|---------------------------|------------|
| OPENING LEADS STYLE                                                                                                               |                    |                           |            |
|                                                                                                                                   | Lead               | In Partner's suit         |            |
| Suit                                                                                                                              | 3rd-5th            | 3rd - 5th                 |            |
| NT                                                                                                                                | 4th best           | 3rd - 5th                 |            |
| Subseq                                                                                                                            | same as above      |                           |            |
| Other : 2 <sup>nd</sup> best with 4 small cards                                                                                   |                    |                           |            |
| Hxx in NT : the smallest.                                                                                                         |                    |                           |            |
|                                                                                                                                   |                    |                           |            |
| LEADS                                                                                                                             |                    |                           |            |
| Lead                                                                                                                              | Vs. Suit           | Vs. NT                    |            |
| Ace                                                                                                                               | A K x              | A K x                     |            |
| King                                                                                                                              | K Q x or A K bare  | 3 honours (maybe A K J x) |            |
| Queen                                                                                                                             | Q J x              | Q J 10/9 x or K Q (9) x   |            |
| Jack                                                                                                                              | J 10 x or K J 10 x | J 10 (9) x or H J 10 x    |            |
| 10                                                                                                                                | 10 9 x or H 10 9 x | 10 9 x or H 10 9 x        |            |
| 9                                                                                                                                 | 9 or 9 x           | J 9 8 x or 9 x x or 9 x   |            |
| Hi-x                                                                                                                              | even number        | Bad suit                  |            |
| Lo-x                                                                                                                              | odd number         | 4th best                  |            |
| SIGNALS IN ORDER PRIORITY                                                                                                         |                    |                           |            |
|                                                                                                                                   | Partner's lead     | Declarer's lead           | Discarding |
| Suit                                                                                                                              | 1 H/L = 2          | H/L = 2                   | H/L = 2    |
|                                                                                                                                   | 2 High = E         | S                         | High = E   |
|                                                                                                                                   | 3 S                |                           | S          |
| NT                                                                                                                                | 1 H/L = 2          | H/L = 2                   | H/L = 2    |
|                                                                                                                                   | 2 E on As/Queen    | S                         | High = E   |
|                                                                                                                                   | 3                  |                           | S          |
| <b>Signals</b> (including trumps) :                                                                                               |                    |                           |            |
| Reverse count in trump or ability to ruff or suit preference                                                                      |                    |                           |            |
| Smith echo in NT, reversed for the one who leads                                                                                  |                    |                           |            |
| <b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)                                                                             |                    |                           |            |
| <i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. <i>Responses</i> : natural, only cue-bid is forcing. |                    |                           |            |
| <i>Reopening</i> : double either 3-suiter or 14+Hcp.                                                                              |                    |                           |            |
| <i>Responses</i> : suit at lowest level ambiguous                                                                                 |                    |                           |            |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES                                                                             |                    |                           |            |
| 1♣ -1♦ - dble = 4+ cards in ♥                                                                                                     |                    |                           |            |
| 1♣ / 1♦ - 1♥ - dble = 4+ cards in ♠                                                                                               |                    |                           |            |
| 1♣/1♦ - 1♥ - 1♠ = no 4♠                                                                                                           |                    |                           |            |
| 1♣-1♦ - 2♦ : 6 hearts weak/strong 3♦ : 6 hearts invit.                                                                            |                    |                           |            |
| 1♣/♦ - 1♥ -2 or 3♥ = same as above with spades                                                                                    |                    |                           |            |
| 1♣/♦ - 3♥ - dble = 4/5 ♠ 1♣/♦ - 3♥ - 3♠ = no 4♠                                                                                   |                    |                           |            |
|                                                                                                                                   |                    |                           |            |
| Opener's double shows 3 cards in partner's major or a strong hand                                                                 |                    |                           |            |
| Dble of opponent's fits are always T/O                                                                                            |                    |                           |            |
| 1X-1M-1NT-Dble : 2 others suits ; 2X = 5M' + 2M                                                                                   |                    |                           |            |

| WBF Convention Card                                                       |
|---------------------------------------------------------------------------|
| CATEGORY : <b>Natural - Green</b>                                         |
| NCBO : <b>FRANCE</b> EVENT : Mixed Team                                   |
| PLAYERS : <b>CRONIER</b> Bénédicte - <b>CRONIER</b> Philippe              |
| SYSTEM SUMMARY                                                            |
| GENERAL, APPROACH AND STYLE                                               |
| Natural, 5 cards major                                                    |
| Best minor (1♣ always 3 cards, 1♦ 3 cards if 4-4-3-2)                     |
| 2♦ : Game forcing                                                         |
| 2♣ : strong in any suit                                                   |
| 1NT Opening : 15 - 17, balanced                                           |
| 2 OVER 1 Response : GF ; 1NT : semi forcing                               |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE                                     |
| 3NT: good pre-empt in ♥ or ♠                                              |
| <i>Overcalls</i>                                                          |
| Precised Michael's two suiters                                            |
| Landy                                                                     |
| Against strong NT opening : Dble= 5+min/4 mai                             |
| 2♦ = Multi : 2♥/2♠ = natural+one minor                                    |
| 1♣ Pass pass 2♣ = Majors                                                  |
| 1♣ Pass Pass 2♦ = 6 cards 10/13 HCP                                       |
| Rubensohl                                                                 |
| SPECIAL FORCING PASS SEQUENCES                                            |
| After 2♦ opening. all passes are forcing.                                 |
| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE                                  |
| Frequent ligh opening in 3 <sup>rd</sup> seat according to vulnerability. |
| <b>PSYCHICS</b> : rare                                                    |

| OPENING | TICK IF ARTIFICIAL | MIN. No. OF CARDS | NEG.DBL--THRU | DESCRIPTION                                           | RESPONSES                                                                                     | SUBSEQUENT AUCTION                                                                                    | PASSED HAND OR COMPETITIVE BIDDING                              |
|---------|--------------------|-------------------|---------------|-------------------------------------------------------|-----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| PASS    |                    |                   |               |                                                       |                                                                                               |                                                                                                       |                                                                 |
| 1♣      |                    | 3                 | 4♥            | natural 10 - 22 HCP<br>3 cards if 4-3(3-3) or 4-4-2-3 | natural ; with 4/5♦ + 4♥ often 1♥<br>2NT invit; strong jumpshift except 2♦ = 5+♣ invit        | 1♣/♦ - 1♥/1♠ - 1NT-2♣ relay for 2♦ ; 2♦ = game forcing<br>1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced | New suit with jump= 5cards suit<br>+4 trumps.                   |
|         |                    |                   |               |                                                       | 1♣/♦ 1NT 2♣ = ♠ + ♥ 2♦/♥ transfers                                                            | Splinters ; 4 <sup>th</sup> suit forcing                                                              |                                                                 |
| 1♦      |                    | 3                 | 4♥            | 3 cards only if 4-4-3-2                               | 1♣(♦) - 2♣(♦) = Game forcing, no 4 cards in M<br>1♣(♦) - 3♣(♦) = preempt 1♦ - 3♣ = 5+♦ invit. | 1♣-1♥/♠-2♣-2♦ forcing artificial<br>1♦-1♥/♠ - 2♦ - 2♥ forcing artificial                              | weak jump after overcall                                        |
| 1♥      |                    | 5                 | 4♦            | 10/21                                                 | natural ; 1NT NF, maybe 11 ; 2/1 = GF<br>2NT = 4 cards support, GF. Splinters                 | 1♥ - 1♠ - 1NT 2♣ = Relay for 2♦ ; 2♦ = game forcing<br>1♥ - 1♠ - 3NT bal 19 (20); 4♣/♦ = Splinter     | 1SA : 6-11 2♣ = Drury or nat<br>Passed hand : jumpshift = 5 + 4 |
|         |                    |                   |               |                                                       | 3NT 4+ trumps, balanced, 11-14 HCP                                                            | 1♥/♠ - 1SA - 2♣/SA = GF art. 1♥ 1SA 2SA = 17-18 bal                                                   | 2NT = 4 cards + shortness                                       |
| 1♠      |                    | 5                 | 4♦            | 10/21                                                 | raise at 4 level = preempt                                                                    | 1♥/♠ - 3♥/♠ - 3♠/3SA : asking                                                                         | After overcall : 2NT limit raise,                               |
|         |                    |                   |               |                                                       | 3♣ or 1♠ -3♥ = nat limit ; 3♦ : 3cards raise, limit                                           | 1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing 1rnd                                                  | Cue-bid = 4+ cards, GF                                          |
| 1SA     |                    |                   | 3♠            | (14+)15 - 17 balanced                                 | 2♣ = Stayman 4 steps                                                                          | 1NT 2♣ - 2♦ - 3♥/♠ = 5♠/♥ + 4♥/♠                                                                      | Transfer from 2NT after overcall                                |
|         |                    |                   |               | 5 cards major possible                                | 2♦/♥/2NT =Transfers 4♣/♦ = ♠ + ♥                                                              | 1NT 2♣ - 2♥/♠ - 3♥/♠ : not forcing                                                                    | Double = at least 2NT bid                                       |
|         |                    |                   |               | 6m322 possible                                        | 2♠ = invit in NT or ♣ transfer                                                                | 1NT 2♣ - 2SA - 4♣/♦ : Transfer for 4♥/♠                                                               |                                                                 |
|         |                    |                   |               | 5422 possible                                         | 3♣ = Puppet                                                                                   | 1NT 2♠/3♣ - 2NT/3♦ - 3♥/♠/NT short in ♥/♠/ ♦ or ♣                                                     |                                                                 |
|         |                    |                   |               |                                                       |                                                                                               | 1NT 2♠-3♣ - 3NT natural                                                                               |                                                                 |
| 2♣      | x                  | 0                 |               | Forcing one round                                     | 2♦ = waiting                                                                                  | 2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT                                                         | Negative double after overcall                                  |
|         |                    |                   |               | 22-23 balanced or strong in any suit                  | 2♥/2♠ : HHxxx 3♠/3♦ : HHxxxx 2NT : minors                                                     | Subsequents auctions after 2♣ - 2♦ : natural                                                          | new suit = Hxxxx +                                              |
|         |                    |                   |               |                                                       |                                                                                               |                                                                                                       |                                                                 |
| 2♦      | x                  | 0                 |               | GF                                                    | 2♥ = neg. 2♠ = 1 major Ace 3♠/3♦ = Ace<br>3♥/♠/NT = 2Aces or KQ(J)xxx in ♥/♠/minor            | Natural ; 2♦ - 2♥ - 3♠ = 5♥+4♠<br>2♦ 2♥ 2NT maybe unbalanced                                          | X : values<br>New suit = Hxxxx +                                |
|         |                    |                   |               |                                                       |                                                                                               |                                                                                                       |                                                                 |
| 2♥      |                    | 5/6               |               | Weak, natural                                         | new suit F1, 2NT = relay                                                                      |                                                                                                       | Penalty double                                                  |
|         |                    |                   |               |                                                       |                                                                                               |                                                                                                       |                                                                 |
| 2♠      |                    | 5/6               |               | Weak, natural                                         | new suit F1, 2NT = relay                                                                      |                                                                                                       |                                                                 |
|         |                    |                   |               |                                                       |                                                                                               |                                                                                                       |                                                                 |
| 2SA     |                    |                   |               | 20/21 balanced                                        | 3♣ Stayman 4 steps                                                                            | 2NT - 3♣ - 3♦ - 3♥/♠ = 5♠/♥ + 4♥/♠                                                                    |                                                                 |
|         |                    |                   |               | 5 cards major possible                                | 3♦/♥/♠ 4♣ = Transfers ; 4♦ = ♥+♠                                                              | 2NT - 3♣ - 3SA - 4♣/♦ : Transfer for 4♥/♠                                                             |                                                                 |
|         |                    |                   |               | 6 cards minor possible                                | 4♥/4♠ = minors 2-suiter                                                                       |                                                                                                       |                                                                 |
|         |                    |                   |               | 5422 possible                                         |                                                                                               |                                                                                                       |                                                                 |
| 3♣      |                    | 6                 |               | Preempt natural                                       | New suit is forcing ; 4♦ = Blackwood                                                          |                                                                                                       |                                                                 |
| 3♦      |                    | 6                 |               | Id                                                    | 4♣ = Blackwood                                                                                | <b>HIGH LEVEL BIDDING</b>                                                                             |                                                                 |
| 3♥      |                    | 7                 |               | Id                                                    | 4♣ = Blackwood                                                                                | Controls first and second round                                                                       |                                                                 |
| 3♠      |                    | 7                 |               | Id                                                    | 4♣ = Blackwood                                                                                | Blackwood 30 - 41 5keys 5NT = 2 aces and a void, 6x: 1 or 3 Aces with void in x                       |                                                                 |
| 3SA     |                    |                   |               | Good 4♥ or 4♠ opening                                 | 4♣ : slam interest ; 4♥ : pass or correct                                                     |                                                                                                       |                                                                 |
| 4♣      |                    |                   |               | Preempt natural                                       | 4♥ / 4♠ = to play                                                                             | Josephine                                                                                             |                                                                 |
| 4♦      |                    |                   |               | Id                                                    | id                                                                                            | Splinters                                                                                             |                                                                 |
| 4♥      |                    |                   |               | Id                                                    | Asking bids                                                                                   | Lightner doubles                                                                                      |                                                                 |
| 4♠      |                    |                   |               | Id                                                    | Asking bids                                                                                   |                                                                                                       |                                                                 |