

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
STYLE: NAT
RESPONSES: NAT; weak jumps raises
New suit forcing if n <sup>o</sup> 3 pass. 2SA:mixed raise
Jump new suit : Nat + FIT. Jump cue-bid:good raise
IN BAL.POS: Nat. shows less than good opening hand
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP (After Pass: 4 M and 6 min.)
IN BAL.POS: 9-13 HCP
RESPONSES: Stayman and Transferts
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
ONE SUIT:weak
2 SUITERS: 1♥/1♠ 3♣:Other Major and ♦
1♣2♦ : ♥+♠
UNUSUAL 2 NT: 2 lowest suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE-BID: 2 suiters but 1♣2♠:Nat
JUMP CUE-BID:asks for stopper for NT over 1♥/♠
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣:landy → 2♦: no preference 2♦:Maj one suiter
X: 4Maj+5 min 2♥2♠: NAT 5+minor
Vs.weak NT : Landy and transferts X=14up HCP 3♦55M GF
IN BAL.POS: 2♣ Landy 2♦2♥2♠ transferts
Vs 1NT OVERCALL:1♣/1♦1NT 2♣: both majors
2♦/2♥/2♠/3♣ :Transferts
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out doubles. Two-suiters
Vs Weak Two:4♣/4♦:Nat+ Other Major. Cue-bid:
2NT:16-18(13-16 in bal.pos.)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double: Majors. 1NT: both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♥ X 2♦ good raise 1♠ X 2♥ good raise
2NT : limit raise XX : 10+HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq	Attitude	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), AKQx ,AKQ, Ax	AKx(x) AKJx	
King	AK, KQ(x),Kx	AKJxx, KQJx(x), KQ10x(x)	
Queen	QJx, Q(x)	AQJx,KQx,QJ10(x),	
Jack	KJ10(x),J10(x),J(x)	AJ10x, KJ10x, J109(x)	
10	A109(x),K109(x),Q109(x),	A109x,K109x,Q109x, 109x	
9	9(x)	9x(x)	
Hi-X	Hxxxx, xxxx ,xx, x	Xx, xxx, xxxx(x) Hxx	
Lo-X	X ,xxx, Hxx, xxxxx, Hxxxx	Hxxx(x)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count:H/L=E	Count:H/L=E	CountH/L=E
Suit 2	Encour.or Suit pref	Suit preference	H encour;L discour
3	Suit preference	Suit preference	Suit preference
1	Count:H/L=E	Count:H/L=E	Count:H/L=E
NT 2	Or Encouraging	Or Smith Peter	Suit preference
3			
Signals (including Trumps): Reverse high low			
Vs NT :on A or Q lead : low is encouraging			
Smith Peter, reversed for the leader			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light if shaped			
Responses: Natural. Cue-bid is forcing one round			
IN BAL.POS: 8 HCP+.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative and Responsive doubles; 1♣ 1♦ X =♥, 1♥=♠, 1♠=NoMaj.			
1♣ 1♥ X =♠			
Negative double over fits and preempts			
Double over two-suiters shows values			

W B F CONVENTION CARD
FRANCE
Mar BOMPIS– Philippe SOULET
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARDS MAJOR - BETTER MINOR
1♦ MAY HAVE 3 CARDS WHITH 4-4-3-2
1 NT opening: (14 )15-17
2 over 1: GAME FORCING
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : GAME FORC. or 22-23bal
2♦ : weak or strong in hearts
2♥ : weak or strong in spades
2♠ : 5♠+ 4/5 minor
3SA : solid Major no outside stopper
4SA : 1 good minor
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE
2 suiters but 1♣-2♣ NAT
Mutilandy over 1NT
SPECIAL FORCING PASS SEQUENCES
Usual slam try in competitive bids
IMPORTANT NOTES
3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round
After Pass,jump in new suit nat. with fit
PSYCHICS
Light opening in 3 <sup>rd</sup>

NG=OPENI	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10+ HCP	1♣ - 1♥(♠):may have longer♦	1 min-1M-splinter	After Pass: Jumps : Nat+fit
1♦		3	4♥	10+ HCP: may have 4♦and 5♣	1♣/1♦ - 2♥: 5♠+4♥ < 9HCP		After Overcall: Jumps weak 1min- 1♥ X 4+♠ 1♠ noM 2♥ : 6♠
						2♣ relay invit after 1NT rebid 2♦ relay GF	1♣ 1♦ X 4+♥ 2♦: 6♥ 1♥ 4+♠
1♥		5	4♦	10+ HCP	1♥ - 3♠,4♠,4♦: Splinters 3M : weak 4M: pre-empt 1♥-2♠: 3/4♥ 11-13 1NT:semi F 1♥-3♣/3♦ NAT		After Pass: Drury (reverse) 2NT : 4 trumps + a short,limit
1♠		5	4♥	10+ HCP	2NT : 4M GF 1NT: semiF 3M: weak 4♣,4♦,4♥: Splinters 1♠-3♣ limit raise 4trumps 1♠-3♦ limit raise 3trump	1♠ - 1NT 2♣ 2♦ = 5♥ or 10HCP	Jump : Nat + fit After overcall : weak jumps
INT			3♠	(14)15-17 HCP (Maj.5 <sup>th</sup> , min.6 <sup>th</sup> possible)	2♣: Stayman (4 responses ) 2♦,2♥Transferts 2♠,3♣: relay	1NT-2♣-2♦-3♥ = 5♠+4♥ 1NT-2♣-2SA-3♣, 3♦ =Transferts,	After Overcall:
					3♦/3♥ , strong♥/♠ 4♦: 55 Majors		Double: negative Transferts Rubensohl style
2♣	X	0		GAME FORCING or22-23 bal	2♦relay 0-7 2♥ 8HCP+ and 1ace	Stayman and transferts on 2NT rebid	
2♦	X	0		STRONG or WEAK♥	2♥ pass or continue if STRONG 2NT strong 3NT : FIT		
2♥	X	0		STRONG or WEAK♠	2♠/3♠ pass or continue if STRONG 2NTstrong		
2♠		5		WEAK 5♠ + ,min	2NT relay strong 3♣ : pass or correct		
2NT				20-21 HCP (Maj.5 <sup>th</sup> ,min.6 <sup>th</sup> possible)	3♣: Stayman 4 responses 3♦,3♥, Transferts 4+ 3♠4♣ Transferts 4♦: 5♠+5♥ 4♥/4♠ 2245 / 2254		
3♣ 3♦		(6)7		Preempt	New suit forcing		
3♥ 3♠ 3NT		(6)7		Preempt Solid MAJOR		<b>SLAM APPROACH</b>	<b>AND CONVENTIONS</b>
4♣ 4♦		(7)8		Preempt		4NT: 5 Keys Cards Blackwood.41/30 next suit asks for Queen of trump	
4♥		(7)8		Preempt		Controls and cue-bids	
4♠		(7)8				Exclusion BW	
4SA		(7)8		1good minor			