


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)	
7-17 Hcp , should be 5 cards	
Responses : New suit (level 1 and level 2) = F1	
Jumpshift = fit + good suit direct jump raises = preempts	
Jump cue-bid = fit, 4+cards and good hand	
Reopening : 7-14	
<b>1NT OVERCALL</b> (2nd/4th Live; Responses; Reopening)	
In 2nd or 4th : 16 -19, balanced	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers	
Reopening : 9-13 Hcps, balanced. Responses : same as above	
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT)	
Level 2 : weak except 1 ♣ 2♦ = 5+♥ and 5+♠	
Level 3 : weak except 1♥/♠ 3♣ = 5+♦ and 5+♠/♥	
2NT = 2 lowest unbid suit	
Reopen : all natural weak. 2NT : 17-19 balanced	
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)	
1♣ 2♣ = natural 1♠/♦ 2♦ = 5+♥ and 5+♠	
1♥ 2♥ = 5+♠ and 5+♣ 1♠ 2♠ = 5+♥ and 5+♣	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural	
Reopening : same, except 1♣ - 2♣ = ♥ + ♠	
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)	
vs. <i>Strong</i> : Double = Short in one minor 12+ 2♣ asking for majors	
2♦ = One major 2♥, 2♠ = 5+♥/♠ and 4+♣/♦ 2NT = 5+♣ and 5+♦	
vs. <i>weak</i> : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5+♣ + 5+♦ 3♦ = 5+♥ and 5+♠ Game forcing	
Reopening : same (weaker)	
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)	
Take out double, new suit = natural.	
Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠	
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦	
<b>VS ARTIFICIAL STRONG OPENINGS</b>	
1♣ (strong) double = ♥ + ♠ (at least 4-4)	
1NT = ♣ + ♦ (at least 5-4)	
2NT = ♥ + ♠ (at least 5-5)	
jump = weak	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1 over 1 forcing 2 over 1 not forcing	
Redouble = 10 + HCP	
Jumpshifts = suit + raise	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best	3rd - 5th	
Subseq	same as above		
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x; AKJ, AK10	
King	K Q x or A K bare	KQJx, KQ10x, AK +Q/J/10/x	
Queen	Q J x	Q J 10 x or K Q x	
Jack	J 10 x or K J 10 x	J 10 x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x or 109XX	
9	9 or 9 x	9 x x or 9 x or 10 9 X X	
Hi-x	HxXx, xXxx, Xx, xXXXxx	Xxx, XXxx, xXxxx, HXX	
Lo-x	X, xxX, xxxX, xxxxxX	4th best, HxX, xxxXx, xxxX	
<b>SIGNALS IN ORDER PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	High = E
	3		suit preference
NT	1 Count	count	Count
	2 suit preference	pete	High = E
	3	suit preference	suit preference
<b>Reverse count in trump</b> : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
<b>TAKE-OUT DOUBLES</b> (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.			
<i>Reopening</i> : double either 3-suiter or 13+Hcp.			
Responses : suit at lowest level ambiguous			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
1♣	1♦	DOUBLE = 4+ cards in ♥	
1♠/♦	1♥	DOUBLE = 4+ cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
CATEGORY : Open	
NCBO : FRANCE	EVENT : all
PLAYERS : <b>COMBESCURE - ROMBAUT</b>	
	
<b>GENERAL, APPROACH AND STYLE</b>	
Natural, 5 cards major	
Best minor (1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣)	
2♣ = Strong, GF or weak with ♦	
2♦ = Multi weak ♥ or weak ♠ or Bal 22-23	
2♠ = 6+ and 10-14 Hcp (VUL) or 2♠ = 5♠ + 4+♣/♦ (NON VUL)	
3NT = solid minor, no outside stopper	
1NT Opening : VARIABLE : 10-12 GREEN – 15-17RED	
2 OVER 1 Response : GF	
<b>WHEN NON VULNERABLE</b>	
1NT = 10-12 (12-14 in 3 <sup>rd</sup> position)	
2♣ = Strong, GF or weak with ♦ 2/8 Hcp	
2♦ = Multi weak ♥ or weak ♠ or Bal 22-23	
2♥ = 6+♥ and 10-14 Hcp	
2♠ = 5♠ + 4+♣/♦ 2/8 Hcp	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
According to vulnerability, pass could be forcing at high level	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Frequent high opening in 3 <sup>rd</sup> seat according to vulnerability.	
In 3th seat, preempts are often weaker	
<b>PSYCHICS</b> : rare	



OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG DBL - THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x - 1 y - 1z : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H		1x - 1 y - 1 z : 2♦ = Game forcing	If passed or after DOUBLE :
					New suit with jump is Weak	1x - 1M - 4M = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H		1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣	3♣ = 5/4 minor limit	1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	1x 1Y 3x = invit
1♥		5	6♦	Natural 10 - 21 H	2NT = invite or 12 - 15, 3 trumps balanced	4 <sup>th</sup> suit forcing	1NT = 6-11, 2♣ is Drury (with fit)
					3NT 4+ trumps balanced, 11-14 HCP	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
					Raise at level 3 are natural invit, splinters	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = forcing	
1♠		5	6♥	Natural 10 - 21 H	3♣ = 4+ trumps invit	1♥/♠ - 3♥/♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
1NT			4♥	NV : 10-12 (12-14 in 3 <sup>rd</sup> )		1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	V (Or in 4 <sup>th</sup> ): 15 -17	2♣ = Stayman or relay; 2♦, 2♥, 2♠, 2N = Transfer	1♥/♠ - 2♥/♠ - 3♣, ♦ : natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
				5 cards in major possible			
				6 cards in minor possible	3♣ = ♣+♦ weak		Transfer from 2NT after overcall
				5422 possible	4♣ and 4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/♦ or ♣	Double = at least 2NT bid
2♣	x	0		Forcing to game or 6♦	2♦ = negative, 2♥ = 2 Italian ctrl		Negative double after overcall
				If 6♦ 5-10HCP VUL, 3-8 NV	2♠ = 3+ Italian ctrl		new suit = Hxxxx and 7+
							Cue-bid = strong T/O
2♦	x	0	4♦	6♥ or 6♠ weak : 5-9HCP			
				22-23 BAL			
2♥		6		10-14hcp	2NT is relay		
2♠		5		5♠ + 4+♣/♦ (NV) 3-8HCP			
2♠		6		10-14hcp if VUL			
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	Transfer and rectification with fit		
				6 cards in minor possible			
				5422 possible			
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same			
3♥		7		Same	Jump = Asking bids		
3♠		7		Same			
3NT				Solid minor	4♦ : asking for singleton		
4♣		8		Preempt natural			
4♦		8		Same			
4♥		8		Same	Asking bids		
4♠		8		Same			
4NT		6/5		Both minors	In 1 <sup>st</sup> and 2 <sup>nd</sup> : 4 losers (one in both minor)		

### HIGH LEVEL BIDDING

Control first and second round

Roman Key Cards Blackwood, 5NT = 2 or 4 keys and a void

Josephine

Lightner doubles

After Blackwood, next suit asking for Queen of trump -> return in trump suit = no