



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
7-17 Hcp , should be 5 cards
Responses : New suit (level 1 and level 2) = F1
Jumpshift = 7-11 fit + good suit direct jump raises = pre-empts (0-7)
Jump cue-bid = fit, 4+cards and good hand (8+HCP)
Reopening : 7-14
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2nd or 4th : 16 -19, balanced
Responses : after 1 ♣/♦ : stavman and transfers
after 1 ♥/♠ : transfers
Reopening : 9-13 Hcps, balanced. Responses : same as above
JUMP OVERCALLS (Style; responses; Unusual NT)
Level 2 : 5-10 6+ cards except 1 ♣ 2♦ = 5+♥ and 5+♠
Level 3 : 5-10 7+ cards except 1♥/♠ 3♣ = 5+♦ and 5+♠/♥
2NT = 2 lowest unbid suit
Reopen : all natural 7+. 2NT : 17-19 balanced
DIRECT and JUMP CUE BIDS (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♣ = ♥ + ♠
VS. NT (vs. Strong / weak; Reopening; PH)
vs. <i>Strong</i> : Double = 5+♣/♦ and 4♥/♠ 12+ 2♣ asking for majors
2♦ = One major 2♥, 2♠ = 5+♥/♠ and 4+♣/♦ 2NT = 5+♣ and 5+♦
Weak = 12-15 or less
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)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out double, new suit = natural.
Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠
3♥ 4♥ = ♠ + ♣/♦, 3♠ - 4♠ = ♥ + ♣/♦
VS ARTIFICIAL STRONG OPENINGS
1♣ (strong) double = ♥ + ♠ (at least 4-4)
1NT = ♣ + ♦ (at least 5-4)
2NT = ♥ + ♠ (at least 5-5)
jump = weak (4-12Hcp)
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1 forcing 2 over 1 not forcing
Redouble = 10 + HCP
Jumpshifts = suit + raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's suit	
NT	3rd-5th	3rd - 5th	
Subseq	4th best	3rd - 5th	
Other	same as above		
LEADS			
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	
SIGNALS IN ORDER PRIORITY			
	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	peter	High = E
	3	suit preference	suit preference
Reverse count in trump : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.			
Reopening : double either 3-suiter or 13+Hcp.			
Responses : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
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 : Green
NCBO : FRANCE EVENT : Ostend Open
PLAYERS : Lorenzini - ROMBAUT
 
GENERAL, APPROACH AND STYLE
5 cards major, 1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣
2♣ = Strong, GF or 3-9 with 5+♦
2♦ = Multi 6♥/6♠ :5-10 VUL, 3-8 NV or BAL22-23
2♥ = 6+ and 10-14 Hcp
2♠ = 6+ and 10-14 Hcp
3NT = solid minor, no outside stopper
1NT Opening : 15-17
2 OVER 1 Response : GF
SYSTEM SUMMARY
2♣ = Strong, GF or weak with ♦ 2/8 Hcp
2♦ = Multi 6♥/6♠ : 5-10 VUL, 3-8 NV or BAL22-23
SPECIAL FORCING PASS SEQUENCES
According to vulnerability, pass could be forcing at high level
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Frequent high opening in 3 rd seat according to vulnerability.
In 3th seat, preempts are often weaker
PSYCHICS : rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG.DBL.-THRU	DESCRIPTION	Lorenzini – Rombaut France 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 (2-8 Hcp)	1x - 1M – 3N and 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 th suit forcing (only after 2 level rebid by opener)	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 :
						1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	15 -17 balanced	2♣ = Stayman; 2♦, 2♥, 2♠, 3♣ = Transfer	1♥/♠ - 2♥/♠ - 3♣, ♦ : natural 4 cards at least (sometimes 3)	and 4+ cards in opening bid
				5 cards in major possible		1NT 2♣ - 2♦ - 2♥ weak with 4+♥ and 4+♠	
				6 cards in minor possible			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♠ natural F		Negative double after overcall
				If 6♦ 5-10HCP VUL, 3-8 NV	2NT strong relay		new suit = Hxxxx and 7+
							Cue-bid = strong T/O
2♦	x	0	4♦	6♥/6♠ :5-10 VUL, 3-8 NV Or 22-23 BAL	2NT strong relay Any major suit = P/C 3♣/♦ - Natural NF		
2♥		6		10-13hcp			
2♠		6		10-13hcp			
2NT			6♥	Balanced 20-21	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 4-10	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 4-10			
4♦		8		Same			
4♥		8		Same			
4♠		8		Same	Asking bids		
4NT		6/5		Both minors	In 1 st and 2 nd : 4 losers (one in both minor)		

HIGH LEVEL BIDDING

Control first and second round

Roman Key Cards Blackwood 4130, 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