DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

4 cards possible at 1-level. 8-17 Hcp. Maybe lighter when non vul. vs. vul.

Responses : Direct jump raises = preempts. Jumpshift = fit + good suit. New suit F1. Jump cue-bid = fit (4+cards) mixed raise

2NT : 4+ trumps, invit et +

Reopening : denies sound opening values. Maybe 4 cards at 1-level.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

In 2nd : 15+-18, balanced *Responses* : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers.

.In 4th : 9-13, balanced. Responses : same as above

Reopening : 9-13 Hcps, balanced. Responses : same as above

JUMP OVERCALLS (Style; responses; Unusual NT)

Level 2 : weak except 1♣ -2♦ = ♠ + ♥

Level 3 : weak except 1♥/♠ - 3♣ = ♠/♥ + ♦

2NT = 2 lowest unbid suit

Reopen : same as above except 2NT : 17-19 balanced

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Direct cue-bids : 1♣-2♣ : natural ; 1♦ - 2♦ : ♥ + ♠

1♥/♠ - 2♥/♠ : ♠/♥ + ♣

Jump cue-bids asking for stopper (except 1♣-3♣ : natural)

Reopening : same, except 1♣ - 2♣ : ♥ + ♠

VS. NT (vs. Strong / weak; Reopening; PH)

vs. Strong : 2♣ asking for majors (4+,4+)+4

2♦ = Multi, 2♥/2♠ = ♥/♠ + minor. Dble = 5+minor + 4 Major

vs. weak : 2♣ asking for majors. Transfers from 2♦ to 3♣.

2NT : minors. Dble : penalty, 14+, more or less balanced

Reopening : same

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Take out double , natural, cue-bid = 2 suiter

Vs weak 2 : cue = minor 2-suiter, 4♣ = ♣+M, 4♦ = ♦+M

Vs Multi 2♦ : 3♥ = ♠+min 3♠ = minors 4♣/♦ = ♥/♦ + ♥

VS ARTIFICIAL STRONG OPENINGS

1♣ (strong) double = ♠ + ♥ (at least 4-4)

1NT = ♦ + ♣ (at least 5-4)

jump = weak

OVER OPPONENTS' TAKEOUT DOUBLE

1 over 1 forcing 2 over 1 not forcing

redouble = 10 + HCP

Jumpshift = fit + suit with passed hand or after a major opening

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 : 2nd best in 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

Signals (including trumps) :

Reverse count in trump = ability to ruff or suit preference

Smith echo in NT, reversed for the one who leads

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Take out double : sound, 3-suiter style or 19+ Hcp, any distribution. *Responses* : natural, only cue-bid is forcing.

Reopening : double either 3-suiter or 14+Hcp.

Responses : 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♦ encouraging

1♣/♦ - 1♥ -2 or 3♥ = same as above with spades

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

WBF Convention Card

CATEGORY :

NCBO : **FRANCE** EVENT : Mixed Team

PLAYERS : **CRONIER** Bénédicte - **CRONIER** Philippe

SYSTEM SUMMARY

GENERAL, APPROACH AND STYLE

Natural, 5 cards major

Best minor (1♣ always 3 cards, 1♦ 3 cards if 4-4-2-3)

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

2♥ opening, nvul vs vul weak majors 2-suiter

3NT: good pre-empt in ♥ or ♠

Overcalls

Precised Michael's two suiters

Landy

Against 1strong NT opening : Dble= min/maj-

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 3rd seat according to vulnerability.

PSYCHICS : 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	natural ; with 4/5♦ + 4♥ often 1♥	1♣/♦ -1♥/1♠ - 1NT-2♣ relay for 2♦	New suit with jump= 5cards suit
				3 cards if 4-3(3-3) or4-4-2-3	2NT = 11HCP jumpshif strong except 2♦ : 5+♣	1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced	+4 trumps.
					1♣/♦ 1NT 2♣ = ♠ +♥	Splinters ; 4th suit forcing	
1♦		3	4♥	3 cards only if 4-4-3-2	1♣(♦) - 2♣(♦) = Game forcing	1♣-1♥/♠-2♣-2♦ forcing artificial	
					1♣(♦) - 3♣(♦) = preempt	1♦-1♥/♠ - 2♦ - 2♥ forcing artificial	weak jump after overcall
1♥		5	4♦	10/21	natural ; 1NT NF, maybe 11.	1♥ - 1♠ - 1NT 2♣ = Relay for 2♦	1SA : 6-11
					2NT = 4 cards support, GF. Splinters	1♥ - 1♠ - 3NT natural; Splinters	2♣ = Drury
					3NT 4+ trumps, balanced, 11-14 HCP	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ : forcing	1NT = 6 - 11
1♠		5	4♦	10/21	raise at 4 level = preempt	1♥/♠ - 3♥/♠ - 3SA : asking for control	Passed hand : jump in a new suit
					jumpshift = natural, strong except 3♦ : 3cards,	1♥/♠ - 2♥/♠ - 2SA : trial bid any hand ,forcing	shows 5 cards in the suit
1SA			3♠	15 - 17 balanced	2♣ = Stayman 4 steps	1NT 2♣ - 2♦ - 3♥/♠= 5♠/♥+ 4♥/♠	and 4 cards in opening bid
				Usually no 5 cards major[e]	2♦/♥/♠/3♣ =Transfer 4♣/♦ = ♠ + ♥	1NT 2♣ - 2♥/♠ - 3♥/♠ : not forcing	
				6m322 possible		1NT 2♣ - 2SA - 4♣/♦ : Transfer for 4♥/♠	Transfer from 2NT after overcall
				5422 possible		1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in♥/♠/ ♦ or♣	Double = at least 2NT bid
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	2♥/2♠ : HHxxx 3♣/3♦ : HHxxxx 2NT : minors	Subsequents auctions after 2♣ - 2♦ : natural	new suit = H xxxx +
				in any suit			
2♦	x	0		GF	2♥ = neg. 2♠= 1 major Ace 3♣/3♦ = Ace	Natural ; 2♦ - 2♥ - 3♠ = 5♥+4♠	X : penalty except over 2♥ or 2♠,
							X = pass or correct
2♥		5/6		Weak, natural	new suit F1, 2NT = relay		
2♠		5/6		Weak, natural			
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		
3♦		6		Id		**HIGH LEVEL BIDDING**	
3♥		7		Id		Control first and second round	
3♠		7		Id		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	Josephine	
4♣				Preempt natural		Splinters	
4♦				Id		Lightner doubles	
4♥				Id	Asking-bids		
4♠				Id			

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: natural, can be ligth if shape
Response: new suit forcing 1 round
Reopening: standard

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd : 15/18
Balancing: 9/14

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1cl 2cl= natural
Other is mickael

VS. NT (vs. Strong/Weak; Reopening;PH)

Str: X= 1M+1m, 2cl= major's, 2D= 1M, 2M=M+m, 2NT= Minor's
Weak: X=points, 2cl=MAjor's, rest is transfert

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

std

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs strong club: X=major's 1NT=minor's

OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	2/4	3/5
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)	Ask attitude
King	KQ(x), AK, Kx	Unblock or count
Queen	DJ(x),Qx	Ask attitude
Jack	J10(x), Jx, HJ10(x)	J109(x), HJ10(x)
10	10x, 109(x), H109(x)	109(x), H109(x)
9	9x, 9	9xx
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	count	count	count
Suit 2	attitude		attitude
3			
1	count	Count or smith echo	count
NT 2	attitude		attitude
3			

Signals (including Trumps): suit preference when we follow trump
Smith echo, reverse bye part of the lead

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Nothing special

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

EBL CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Frey Nathalie / Volcker Frederic
EVENT (Open/Women/Senior/Transnational)
Mixte team

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
5 card major
Better minor
1nt:15/17
2D: Multi
2cl: Game forcing
2M= 5M+4(5)m
2NT= 20/21

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT= Gambling

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor	2cl: 5S+4H 3/9HCP, 3cl:weak, 2D=good raise in cl		
1♦		3		Better minor	2D: 5S+4H 3/9HCP, 3D= weak, 3CL=good raise in D		
1♥		5		5 card major	2NT= game forcing 4+ trump bergen		
1♠		5		5 card major	2NT=game forcing 4+ trump bergen		
INT				15/17 can be semi balance	Stayman, transfert.		
2♣	X			Game forcing	2D= waiting		
2♦	X			Multi: weak in a major, or 22/23 balance	2(3)M=pass or correct 4cl= ask for a transfert in the major 4D= ask for the major 2NT= strong relay		
2♥		5		5H+4 (5) minor weak	2NT= asking for the minor 3cl: fit H, strong		
2♠		5		5S+4 (5) minor weak	2NT= asking for the minor 3cl: fit S, strong		
2NT				20/21, can be semi balance	Staymen, transfert		
3♣		7					
3♦		7					
3♥		7					
3♠		7					
3NT	X						
4♣		8					
4♦		8					
4♥		8					
4♠		8					
4NT	X						

5♣		9				**HIGH LEVEL BIDDING**
5♦		9				
5♥		9				
5♠		9				

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (style ; Responses ; ½ Level ; Reopening)

Style : natural, can be light 7+H

Responses : New suit F1, weak jump raises.

Reopening : no jump usually shows 7-13(14) HCP
NT : 1NT 9-13, 2NT 17-19

T/O Doubles General Style

Can be light if shaped

Reopening 8+ according to shape

NT Overcalls

2nd position : 15-18 HCP, 4th position: 9-13 HCP over 1m, rather 10-15 over 1M especially 1♠
Responses : Stayman and Transfers

JUMP Overcalls

Style : natural and weak according to vul. 1♣ 2♦ majors

Unusual NT : two lower suits

Direct cue-bid : two-suiter except 1♣ 2♣ natural

Jump cue bid : asks for stopper

Responses : natural F1, cue-bid asks

VS 1NT OPENING

VS Vul Strong (14-16 or more) 1NT
X= 5+m, 4M or strong, 2♣ both majors, 2♦ 1 major, 2♥/♠ 5♥/♠, 4+m, 2NT both minors

VS Weak (13-15 or less) or NV 1NT
X 13+ HCP, 2♣ both majors, 2x Transfer.
After X, 2nd X isT/O most of the time.

VS PREEMPTS

Style : T/O double, natural overcalls.
Over a weak 2M, cue bid shows both minors, 4m = 5M' 5m

Responses : New suit F1, 2NT asks

VS ARTIFICIAL STRONG OPENING

VS Strong 1♣
X shows majors, 1-level natural, 1NT minors, 2NT majors, and 3-level preempts
1♣ 1M Pass 1NT : cue bid
2x : natural NF

OVER OPPONENTS T/O DOUBLE

XX=10+ HCP, next X are penalty.
1 level bid = natural forcing
Transfers after 1/2M X.
2NT invitational + with fit, fit showing jumps.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd and low	3/5
NT	4th best	3/5
Subsequent	Count/Attitude	count

Other : lead second from xxxx

VS suits contracts, can lead K from AKx(x) and a sing aside

LEADS

Lead	Suit	NT
Ace	AKx(x)	Ask for attitude
King	AK, KQ(x)	Ask for count/unblock
Queen	QJ(x), Qx	Ask for attitude
Jack	(H)J10(x), Jx	(H)J10x
10	10x, (H)109(x)	(H)109x(x), H10x
9	9x, HH9x	9x, 9xx, H9x
Hi-x	Sx, xSxx, HxSx	HSx, Sxx, xSxx(x)
Low-x	xxS, HxS, HxxxS	HxxS, HxxSx,

SIGNALS IN ORDER PRIORITY

		Partner's lead	Declarer's lead	Discarding
1	Suit	Std count	Std count	Std count
2	Suit	High enc	High enc	High enc
3	Suit	S/P	S/P	S/P
1	NT	Std count	Std count/ Smith	Std count
2	NT	High enc	High enc	High enc
3	NT	S/P	S/P	S/P

Signals including Trumps: Upside down count, and echo often shows an ability to ruff.

TAKE OUT DOUBLES

Style : can be light if shaped
Responses : natural, cue-bid shows strength
Reopening : 8+, according to shape

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Take Out Doubles, Responsive Doubles, Game-try Doubles

LIGHTNER

CONVENTION CARD

Category : Green
NCBO : France
Event : European Mixed Team Championships
Players : Danièle Gaviard & Thomas Bessis

SYSTEM SUMMARY

GENERAL APPROCH AND STYLE

5-Card Major, Better Minor

2♣ GF any hand

2♦ ART almost GF

2♥/♠ Weak 2

1NT Opening : 15-17

2 over 1 Responses : GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT opening : good 4♥ or 4♠ opening

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Many fit showing jump bids.

3rd and 4th suit F1.

Psychics : rare

OPENING BIDS AND DEVELOPPEMENTS

Opening	Tick if artificial	Minimum number of cards	Negative X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	7♥	11-23 HCP, better minor	2♣ GF raise, 2♦ inv ♣ raise, 2♥ 5+♠ 4+♥ 3-9 H, 3♣ pre	2 way check-back after 1x 1y 1z	Fit showing jumps
1♦		3	7♥	11-23 HCP, better minor	2♦GF raise, 3♣ inv ♦ raise 2♥ 5+♠ 4+♥ 3-9H, 3♦ pre	Same as above.	Same as above
1♥		5	7♦	10-21 HCP	2♠ : 5+S, 3H, inv 2NT : 3+c supp, 10-14 HCP 3♣, 3♦ : nat inv, 3♥/♠ : pre 3NT/4♣/♦□: TRF splinters	After overcall : 2NT inv+ raise Fit showing or natural weak jumps, splinters in opp's suit	Drury Fit showing jumps
1♠		5	7♥	10-21 HCP	Same as above. 3♥ : natural inv 4♥□: natural	Same as above	Same as above
1NT			7♥	15-17 HCP bal or semi-bal 5M or 6m possible	2♣ Stayman, 4-way Transfers 3♣ : Puppet Stayman	After overcall : 2NT and above = Transfer	
2♣	x	0	4♥	GF any hand	2♦ waiting, or 2/3x = NAT	2♣ 2♦ 3♥/♠=6+♦ and 4♥/♠	
2♦	x	0	4♥	8-9 playing tricks or 22-23 bal	2♥ waiting		
2♥		6		Weak 2	New suit F1, 2NT ask	2♥ 2NT 3x values in x, 4x splinter	
2♠		6		Weak 2	New suit F1, 2NT ask	2♠ 2NT 3x values in x, 4x splinter	
2NT			7♥	20-21 bal or semi bal	Stayman, Transfers		
3♣/♦		6		PRE, aggressive NV/V	Natural		
3♥/♠		6		PRE, aggressive NV/V	Natural		
3NT	x			Good 4H or 4S opening	4♣ bid your M in transfer 4♦ ask first cue 4♥ interested in slam opp. ♠ 4♠ interested in slam opp. ♥		
4♣/♦		7		PRE			
4♥/♠		7		PRE			
4NT	x			Both minors according to vul			
5♣/♦		7					

HIGH LEVEL BIDDING

4NT RKCB, 5 key cards 3041, 5♠ 2 + Q of Trump, 5NT 2 key cards and a void, 6x : 1 or 3 key card and a void