

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.
<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.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
<i>In 2nd</i> : 15*-18, balanced <i>Responses</i> : after 1 ♣/♦, Stayman and Transfers. After 1 ♥/♠ : Transfers.
.In 4 th : 9-13, balanced. <i>Responses</i> : same as above
<i>Reopening</i> : 9-13 Hcps, balanced. <i>Responses</i> : 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)
<i>Reopening</i> : same, except 1♠ - 2♠ : ♥ + ♠
VS. NT (vs. Strong / weak; Reopening; PH)
vs. <i>Strong</i> : 2♣ asking for majors (4+,4+) ^{*4}
2♦ = Multi, 2♥/2♠ = ♥/♠ + minor. Dble = 5+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> : 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 : 2 nd 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
	2	High = E	S
	3	S	High = E
NT	1	H/L = 2	H/L = 2
	2	E on As/Queen	S
	3		High = E
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)			
<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♦ 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 ♠
<i>Overcalls</i>
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 high opening in 3 rd 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) or 4-4-2-3	2NT = 11HCP jumpshif strong except 2♦ : 5+♣	1♣/♦ - 1♥/♠ - 3NT = 4 cards in ♥/♠ balanced	+4 trumps.
					1♣/♦ 1NT 2♣ = ♠ + ♥	Splinters ; 4 th 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 lighth if shape
Response: new suit forcing 1 round
Reopening: standard
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd : 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♣ 5♦ 5♥ 5♠		9				HIGH LEVEL BIDDING
		9				
		9				
		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
2 nd position : 15-18 HCP, 4 th 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, 2 nd X is T/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	<u>A</u> Kx(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 2 3	Suit	Std count High enc S/P	Std count High enc S/P	
	1 2 3	NT	Std count High enc S/P	Std count/ Smith High enc 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.
3 rd and 4 th 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