DEFENSIVE AND COMPETITIVE BIDDING

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

7-17 Hcp , light

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

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

In 2nd or 4th : 16 -18, balanced

Responses :   after 1 ♣/♦ : stayman and transfers

after 1 ♥/♠ : transfers

Reopening : 9-15 Hcps, balanced. Responses : same as above

JUMP OVERCALLS (Style; responses; Unusual NT)

Level 3 : weak except 1♥/♠ 3♣ = 5^+♦ and 5^+♠/♥

1♣ 3♣ = natural 10/14

2NT = 2 lowest unbid suit

Reopen : all natural weak. 2NT : 17-19 balanced

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

1♣ 2♣ = 5^+♠ and 5^+♥   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

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

vs. Strong : Double = 5m4M ; 2♣ asking for majors

2♦= multi 2♥, 2♠ = 5♥/♠ and 4^+m , 2NT = 5^+♣ and 5^+♦

vs. weak : 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 (except 3M 4m = 5m & 5M')

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

OVER OPPONENTS' TAKEOUT DOUBLE

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		

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	Hx**X**x, x**X**xx, **X**x, x**XXX**xx	**X**xx, **XX**xx, x**X**xxx, H**X**x
Lo-x	**X**, xx**X**, xxxx**X**, xxxxxx**X**	4th best, Hx**X**, xxx**X**x, xxx**X**

SIGNALS IN ORDER PRIORITY

		Partner's lead	Declarer's lead	Discarding
Suit	1	count	count	count
	2	suit preference	suit preference	High = E
	3	High = E		suit preference
NT	1	Count	count	Count
	2	suit preference	peter	High = E
	3	High = E	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)

Take out double : sound, 3-suiter style or 18+ 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 = at least 4 cards in ♥

1♣/♦   1♥   DOUBLE = at least 4 cards in ♠

WBF Convention Card

NCBO : **FRANCE**   EVENT :

PLAYERS : Quentin Robert Pierre Franceschetti

GENERAL, APPROACH AND STYLE

Natural, 5 cards major

Best minor (1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣)

1NT Opening : 15 -17, balanced (6m or 5M possible)

2C strong artificial

2D multi ; 2H ♥+♠ ; 2S ♠+m

2 OVER 1 Response : GF   **SYSTEM SUMMARY**

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ : Strong, artificial

2♦ : Multi

2♥ : 4^+♥4^+♠ and weak

2♠ : 5♠4^+m and weak

3NT : Good 4M opening

SPECIAL FORCING PASS SEQUENCES

According to vulnerbility, pass could be forcing at high level

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Frequent ligh opening in 3rd seat according to vulnerability.

1 over 1 forcing   2 over 1 not forcing
Redouble = 10 + HCP
Jumpshifts = suit + raise

Opener's double shows either :
- 3 cards in partner's major , 14+
- a strong hand

In 3th seat, prempts are often weaker
PSYCHICS : rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less	1m – 2m Strong ; 1m - 3m weak ;	1x – 1 y – 1NT : 2♣ = transfer for 2♦	Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	1m – 2♥ = 5⁺♠ and 4⁺♥, 4-9 HCP	1x – 1 y – 1NT : 2♦ = Game forcing	If passed or after DOUBLE :
					1♣ - 2♦ / 1♦ -3♣= limit raise ;	1x - 1M - 3NT = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H	New suit with jump is strong	1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣		1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	
1♥		5	6♦	Natural 10 – 21 H		4ᵗʰ suit forcing	1NT = 6-11, 2♣ is Drury
					; 2NT = fit 4ᵗʰ GF	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x	2NT = 4+ trumps with a singleton
1♠		5	6♥	Natural 10 – 21 H	2/1 GF	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♦/♥/♠3♣ = Transfer	1♥/♠ - 2♥/♠ - 3♣,♦ : natural 4 cards at least	and 4+ cards in opening bid
				5 cards in major possible		or 4 cards in one major unbalanced	
				6 cards in minor possible			Transfer from 2NT after overcall
				5422 possible	4♣ =5♠ and 5+♥ ; 4♦ = 6♠ and 5♥		Double = at least 2NT bid
2♣	x	0	6♥	GF or 22-23 BAL	2♦ = relay	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	
					2NT/3♦/♥/♠ = HHxxxx in ♣/♦/♥/♠	2♣ - 2♦ - 2♥/♠ : 5+ cards	
					3♣ = 44Ms and weak	2♣ - 2♦ - 3♥/♠ : 6♥6♠/♠4♠♠/♥	
2♦	x	0	4♦	Multi	2/3♥/♠ = pass or correct		
				Only weak in M	2NT = relay		
					3m natural Forcing ; 4M to play		
2♥	X	4		2-suiter Majors weak	2NT relay		
				At least 4♠4♥	3m forcing except after pass or double		
2♠		6		5♠ and 4⁺m weak	2NT relay		
					New suit natural forcing		
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	5♠ forcing for 6♣/♦ or 6NT		
				6 cards in minor possible	Transfer and rectification with fit		
				5422 possible			
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same		**HIGH LEVEL BIDDING**	
3♥		7		Same	Jump = Asking bids	Control first and second round	
3♠		7		Same		Roman Key Cards Blackwood, 5NT = 2 or 4 keys and a void	
3NT				Strong 4M		Josephine	
4♣		8		Preempt natural		Lightner doubles	
4♦		8		Same		After Blackwood, next suit asking for Queen of trump -> return in trump suit = no	
4♥		8		Same	Asking bids		

4♠		8		Same	
4NT		6/5		Both minors	In 1st and 2nd: 4 losers (one in both minor)