

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural, usually in 5 cards, 8+ HCP.
In response, new suit forcing, jump shift shows support.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(15)16-18 HCP, balanced. Stayman and transfers.
In reopening, 9-13 HCP. Stayman and transfers.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak bids according with vulnerability.
Vul against NVul, a 2♥ or 2♠ jump shows a intermediate hand.
Reopen : Shows a little opening.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue-bids.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT : double shows majors, 2♣ shows clubs and a major,
2♦ shows diamonds and a major, 2♥ and 2♠ natural, 2NT minors,
3♣ shows defensive majors two-suiter, 3♦ shows offensive majors
two-suiter.
Vs weak NT (10-12) : double shows opening values, transfers.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O double.
Cue-bid two-suiter.
Natural NT bids.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against strong Club : X = ♣ + major, 1♦ = majors, 1NT = minors,
2♣ = ♦ + major.
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble seeking for penalty.
New suit forcing.
Jump shifts = support + values.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th .	3 rd and 5 th .	
NT	4 th best.	3 rd and 5 th .	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQ(x)	Three figures	
Queen	QJ(x)	KQx , QJx	
Jack	KJ10, J10	AJ10, KJ10, J10	
10	K109, Q109, 109	A109, K109, Q109, 109	
9	9, 9x	9xx	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High-low = even	High-low = even	High-low = even
Suit 2	High encouraging	Suit preference	High encouraging
3	Suit preference		Suit preference
1	High-low = even	High-low = even	High-low = even
NT 2	High encouraging	Suit preference	High encouraging
3			
Signals (including Trumps): Standard signals. High low in trumps shows			
odd count or/and ability to ruff. In according with the situation, could be			
Suit preference.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening values. Non forcing responses except cue-bid.			
In reopening, 8+ HCP, according with shape.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Frequent T/O doubles situations.			
Maximum overcall double.			
1♣ 1♦ X = at least 4 cards in ♥.			
1♣ 1♥ X = 4 cards in ♠.			
1NT (weak) - 2♣ X = T/O and similar situations.			

W B F CONVENTION CARD
CATEGORY:
NCBO: France.
PLAYERS: Marc Bompis – Jean-Christophe Quantin.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards major. 4 cards ♦ except with 4-4-3-2.
1NT = 15-17 H.
2♣ = game forcing except 2♣-2♦-2SA.
2♦ = weak in ♥ or ♠ (1,2 and 3 position).
2♥ and 2♠ = 5-5, 5-10H (1,2 and 3 position).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers opening in 3 rd level.
Transfers and artificial bids after 1♣ opening follow by 1♦ and
2♣ overcall.
Transfers after 1♥ and 1♠ opening follow by a T/O double.
2♦ Multi (1, 2 and 3) : weak in ♥ or ♠.
2♥ et 2♠ (1, 2 and 3) : 5-5, 5-10H.
SPECIAL FORCING PASS SEQUENCES
After 2♣ opening and in logical situations.
IMPORTANT NOTES
Openings in third position at first level can be weak and in
4 cards in majors.
PSYCHICS: rare.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		3	4♥	11-23 HCP.	Natural responses.	2♣ and 2♦ relay after rebid. 3 rd and 4 th suit forcing.	Jump shift shows support.	
1♦		3	4♥	11-23 HCP.	Natural responses.	2♣ and 2♦ relay. 3 rd and 4 th suit forcing.	Jump shift shows support.	
1♥		5	4♦	11-23 HCP.	2NT GF, 4+♥; 3♦ 10-11 HCP, 3♥. Splinters.	2♣ and 2♦ relay. 1♥-1NT-2NT forcing.	Drury. Jump shifts shows support.	
1♠		5	4♥	11-23 HCP.	2NT GF, 4+♠; 3♦ 10-11 HCP, 3♠. Splinters.	1♠-1NT-2NT forcing.	Drury. Jump shifts shows support.	
INT			4♥	15-17 HCP. Usually no 5 cards	Transfers, Stayman.	Rubenshol in competition.		
				major. 6 cards minor or a singleton honour possible.	2♦ is a relay which shows ♥ in 95%. In 5%, it shows minors or strong one-suiter in major.	2NT forcing after ♥ and ♠ transfers.		
2♣		x		Game forcing exc. 2♣-2♦-2SA.	2♦ = 0-1 control ; 2♥ = 2 controls ; 2♠ = 3 or more controls.			
2♦		x	no	5-10H, 6 cards in ♥ or ♠.	2♥, 2♠, 3♥, 3♠ = P/C. 3♦ = invit with support in major, 2NT relay.			
2♥		5	no	5-10H, 5♥ + other 5.	2NT relay, 2♠ P/C. 3♦ = invit with ♥ support.			
2♠		5	no	5-10 H, 5♠ + 5 minor.	2NT relay, 3♦ = invit with ♠ support.			
2NT				20-21 HCP. Usually, no 5 cards major. 6 cards minor or a singleton honour possible.	Transfers, Stayman.			
3♣		x	no	Preempt in ♦ (in 1 and 2).				
3♦		x	no	Preempt in ♥ (in 1 and 2).				
3♥		x	no	Preempt in ♠ (in 1 and 2).				
3♠		x	no	Solid minor (in 1 and 2).				
3NT		x		Good 4♥ or 4♠ opening (1, 2)				
4♣		(7)8		Preempt.				
4♦		(7)8		Preempt.				
4♥		(7)8		Preempt.				
4♠		(7)8		Preempt.				
4NT								
							HIGH LEVEL BIDDING	
							Slams bids : Cue-bids, Splinters, Key-cards Blackwood.	