

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Generally sound.
Responses : 2NT = fit (3), Cue-bid with jump = fit (4)
2 over 1 = one round force
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-17. Over a minor opening → same as 1NT opening. Over a major opening → transfers
4 <sup>th</sup> = 10-13. Natural thereafter.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak or Michael's cue-bid
Reopen : natural
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue-bid in major = précised 2 suiters.
Jump cue bid = asking for 3 NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Over strong NT opening :
X = singleton in a minor, 2♣ = Majors
2♦ = 6 card in ♥ or ♠, 2♥/♠ = 5♥/♠ + 4 <sup>+</sup> Minor
Over weak NT opening : X = 13+, 2♣ = majors, 2♦/♥/♠ = transfer
2NT = minors, 3♣ = transfer, 3♦ = both majors, strong
Reopening = same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout doubles.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong 1♣ : X = 5♠ +minor, 1♦ =majors, 1NT = 5♥+minor,
2NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = strong, 2NT = fit + strength

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and lowest	Same	
NT	4 <sup>th</sup> best	3 <sup>rd</sup> and lowest, except in ♣	
Subseq	Same		
Other : in NT, Queen from KQx(x)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xxx)	AKx	
King	KQx, AK	KQJ, KQ10	
Queen	QJ10x	QJ10, KQx(x)	
Jack	J10	J109, KJ10	
10	109, K109x, Q109x	109x, Q109x, K109x	
9	9x, K109, Q109	9x, 9xx, 9xxx	
Hi-X	Even		
Lo-X	Odd		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = even	Hi = even	Hi = encouraging
Suit 2	Hi = encouraging		Hi = even
3			
1	Hi = even	Hi = even	Hi = encouraging
NT 2	Hi = encouraging	Suit preference	Hi = even
3	Suit preference		
Signals (including Trumps) : reversed count in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound. Standard responses.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SOS redoubles in some situations			

W B F CONVENTION CARD
<b>CATEGORY: OPEN</b>
<b>NCBO : FRANCE</b>
<b>PLAYERS :</b> Eisenberg Eric Vinciguerra Hervé
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Five cards Major, best minor openings.
2 over 1 Game forcing.
1NT 15-17. Weak major two openings.
2♣/2♦ = strong
Generally sound overcalls.
Negative double in most situations.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Over strong NT opening :
- X = singleton in a minor
- 2♣ = Majors
- 2♦ = 6 card in ♥ or ♠
- 2♥/♠ = 5♥/♠ + 4 <sup>+</sup> Minor
- 1♣-1♦-X = 4 ♥, 1♣-1♦-1♥ = 5♥
- 1min - 1♥ - X = 4+ ♠, 1 min - 1♥- 1♠ = 3 or less ♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS : Rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-20	2♦ = natural, non forcing. 2♥ = 5-5 majors, 5-9 H 2♠ = 5-5 majors, 9-11 H. Rest is natural	Splinters, various transfers	
1♦		3	4♥	11-20	2♦ = natural, non forcing. 2♥ = 5-5 majors, 5-9 H 2♠ = 5-5 majors, 9-11 H. Rest is natural	Splinters, various transfers	
1♥		5	4♦	11-20	2♠ = 3♥ and 4+♠, 10+ to 15H 2NT = 10+-15 H, fit with 3 cards or 4333	2NT forcing relay 1maj-1NT-2♣/♦ = can be only 3 cards	Drury with fit
1♠		5	4♦	11-20	3♣/♦ = natural, non forcing. Splinter with transfers		
INT				15-17 balanced	Stayman (6+ H), ttransfers, super Texas 2NT = 8-9 H balanced, can have majors	Transfers after stayman and texas 1NT-2NT : 3♣=stayman, 3♦=stayman 4333	
2♣	X			20-23 with ♥ or 24+ with ♥ or 24+ with ♣ or 22-23 balanced	2♦=relay, 2♥=6 cards weak, 2NT = ♥fit and 4 ctrls 3NT = ♥fit with 5 ctrls, 3X = good 6 card suit		
2♦	X			20-23 with ♠ or 24+ with ♠ or 24+ with ♦ or 24+ balanced	2♥=relay, 2♠=6 cards weak, 2NT = ♠fit and 4 ctrls 3NT = ♠fit with 5 ctrls, 3X = good 6 card suit		
2♥		6		5-10 H in 1 <sup>st</sup> or second pos. 6-12 H in 3 <sup>rd</sup> or 4 <sup>th</sup>	2NT forcing relay, 3X forcing	Over 2NT, 3X = strength, 4X = singleton	
2♠		6		5-10 H in 1 <sup>st</sup> or second pos. 6-12 H in 3 <sup>rd</sup> or 4 <sup>th</sup>	2NT forcing relay, 3X forcing	Over 2NT, 3X = strength, 4X = singleton	
2NT				20-21 balanced	Stayman and transfers with 4 card majors	Realys and alpha interrogatives	
3♣		7-		preempt			
3♦		7-		preempt			
3♥		7		preempt			
3♠		7		preempt			
3NT	X			Preempt in a minor (8 cards)			
4♣	X			Strong 4♥ opening			
4♦	X			Strong 4♠ opening			
4♥		8-		preempt			
4♠		8-		preempt			
4NT	X			Blackwood			
5♣				preempt			
5♦				preempt			
						<b>HIGH LEVEL BIDDING</b>	
						Key card BW. After a BW, 5NT asks for kings to be named	
						Josephine grand slam force.	
						Exclusion BW when jumping to the 5 level, or sometime to 4♠.	
						If opponents overcall a BW : pass= odd, next suits = 2 then 2 + queen trumps, X = penalty	