

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1/1 Forcing.; 2/1 NF ; 2/2 F
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15/18 bal response same than opening
4 <sup>th</sup> 10/14 : same response
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
BEC:
2NT = 2 lowest
3♣ = 2 extremes
3♦ = 2 highest
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Stron: X = unicolor ♣ / 2♣ = landy / 2NT= 2 minors
Weak of 4 <sup>th</sup> : X = Points / 2♣ = landy / Others = naturel
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3th / 5 <sup>th</sup>	3th / 5th	
NT	3th / 5 th	3th / 5th	
Subseq			
Other:0/2			
As ask appel by small : King ask parity			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ask interest ( small = enc)	idem	
King	Asks number of cards	Asks to unblock of parity	
Queen	Ask interest by small	idem	
Jack	J 10 xx/ J x	idem	
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = D of even number	High = even number of suit pref	Italian
Suit 2	Low = E of odd number	Odd number of suit pref	
3			
1	ididem	idem	idem
NT 2			
3			
Signals (including Trumps):			
Smith with small			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11 + , short in the opp's suit or 17+ any			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
When a ctrl is X , pass can show no control, XX shows 2d' round and a bid shows 1st round ctrl			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: Cercle perron 3</b>
<b>PLAYERS</b>
STAS m-F
Viviane struvay
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Major by 5 / ♦ by 4
INT : 15 - 17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ : Strong
2♦ : GF
2♥: Weak, 6 cards
2♠ : Weak , 6 cards
1♣ can be 2 cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
If 1 x is doubled , 2 NT is fit 11+ and 3x is weak
On 1x opening, if 1 y by opp , cue is fit 11 + and 3x is weak
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11+	Walch	After 1NT 2♣ = roudi / 2♦ to play / 2NT = Trsfert	
					1NT = 6-10 H/ 2♣ = 11+ and fit/ 3♣ = 6-10 and fit 2♥ = 5♠ + 4♥ 5 à 9 PH 2♠ = 5♠ + 4♥ 10 à 11 PH	/	
1♦		4	4♥	11+	2♦: fit 11+ Idem 1♣		
				11+	1NT = forcing 1 round	2♣: 2+ / 2♦: 3+	
1♥		5	4♦		2M = 6-10 3♣ = limit fit with 4 cards	Essay in short color	
1♠					3♦ = 4 cards 7-9 3M = weak 2NT Fit FG  4m = Splinter	4x = short and Zone 1/ 3M = Zone 2 / 3x = strong	
INT				15-17 H	2♣ = Stayman ( can be weak) 2♦ / 2♥ = Transfert  2♠ = Baron 2NT = Trans ♣ of ♦ 3x = naturel slam ambition 4♣ = 2-suiter min 4♦ = 2 suiter Maj 4M = naturel	3 = 4cards max / 2NT = 3 cards Max/	
2♣	X				Strong		
2♦	X				GF		
2♥/2♠					Weak 6 cards	Every thing is forcing except 3M	
2♠					Bal 20-21 / 5M possible	3♣ = puppet 3♦ of 3♥ = Transf with rectification	
2NT					3♣ = Trans for 3NT 3NT = 5♠ / 4♥ 4♣ = Bic min 4♦ = Bic maj	A colour is slam ambition	
3♣					Pré		
3♦					Pre		
3♥					Pre		
3♠					Pre		

3NT				Gambling min			
4x				naturel			
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦							
5♥							
5♠							