

COMPETITIVE BIDS
<b>Interventions (Style: Réponses: level 1 or 2 ; Reopenings )</b>
<b>Over 1♣*:</b> see Annex
<b>Over 1♦/♥/♠:</b> Level 1 : 5 cards ( 4 ) till 17 H ...
Responses : cue bid forcing 1 round, new suit level 1 forcing 1 round, new suit level 2 not forcing, 1 NT : 7+-11
Level 2 : 6 cards weak ( 5.. ) or two suiter
Level 3 : Preempt
*Level 1 : special bids after opps 1♣ : see annex
<b>1 NT (2<sup>nd</sup>/4<sup>th</sup>; Réponses; Reopening)</b>
Second seat: 15+ 18
Fourth seat : 10-13
2 NT is two suiters cheapests, cue bid is highest + another
Reopening with X; then X + 1 NT 14-17; X + 2 NT 18-20
Unusual NT in sandwich is at least weak 5/4+ <10 (X in sandwich is same kind of hand with high cards)
Answers as classical 1NT opening , impossible transfer is stayman
Reopenings: on 1 M x guarantees 4 cards in other M
<b>INTERVENTIONS WITH JUMP (STYLE; RESPONSES)</b>
Weak Jump Overcalls
Jump in OPP's opening suit asks stopper (promises source of tricks)
Two in OPP's suit at level 2 (not 2♣) = highest + another (Michaels)
2 NT two cheapest suits (not after 1♣)
<b>DIRECT &amp; JUMP CUE BIDS</b>
Cue bid direct level 2 is two suiter , level 3 asks stopper .
Level 4 on level 2 opening is two suiter:
2♣ - 4♣ and 2♠ - 4♠ = red two suiter; 4♦ (on 2♣) = majors
2♦ - 4♣ and 2♥ - 4♣ = black two suiter; 4♦ (on 2♦) = majors
2♥ - 4♥ = minor two suiter single ♥
2♠ - 4♠ = minor two suiter single ♠
<b>Against opps 1 NT / Succion in 2 &amp; 4 seat</b>
2♣ = ♦ or twosaiter ♥/♠ ( 5+4+); 2♦ = ♥ or twosaiter ♠/♣; 2♥ = ♠ or twosaiter minors; 2♠ = ♣ + ♥ or ♦ + ♠ (in 4 <sup>th</sup> . hand always ♠ + ♦)
2SA = ♣ or ♦ + ♥ (2 <sup>nd</sup> .) / ♠ + ♥ (4 <sup>th</sup> ) // Dbl. = penalty (2 <sup>nd</sup> ) and ♣ or twosaiter ♦ + ♥ (4 <sup>th</sup> .)

LEADS & SIGNALS			
<b>Defense principle : 3/5</b>			
	Général	Partner's suit	
Color	3/5	3/5	
SA	Fourth best	3/5	
When dummy wins the lead with a high card, ( ace or king ) a small card shows interest ( at least a small honour )			
<b>LEADS</b>			
	COLOUR	NT	
As	AKx, AK++	idem	
King	AK, AKJ++		
Queen	Qx , QJxx(x)	KQx(xx)	
Jack	J 10 +		
10	H109+, 109xx	idem	
9	9x or 3/5	98x,9x	
8	8x or 3/5	98xx, 8x(x)	
		Lead first suit from dummy if partner X-ed their NT	
<b>SIGNALS</b>			
	On partner lead	On declarer play	Discards
NT	Small card appeal on Ace and queen	Smith	Lavinthal
Suit	High card appeal	Smith	Lavinthal
Smith with small cards			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS:</b>
<b>Alain Jacquet</b> <b>Robert Gvozdenovic</b>
<b>SYSTEM SUMMARY</b>
Basic system : 5 cards major. / 1NT = 13-15hcp. BAL / 1♦ = 4-card or any BAL. 11-12hcp. / 1♣ = 2+crd. (when 16-18 even with 3352)
Style = light & loose in HCP's in competition
2 over 1 forcing -> 2 NT
<b>Special bids: Intervention over their 1CL: see Annexe</b>
TOURNESOHL after 1 NT opening :
On real 2 minors bid (or 3♣) from OPP: X = take out, 2 M = not forcing; 2 NT = transfer for 3♣ (some weak long suit), texas for their bid = Stayman, other bids transfers
On real 2 M.-bid opp.: X = punitive in matchpoints, 2NT = invit. Tournesohl, 3X is always transfer
On not-real 2-bid over 1NT: Dbl.= suit, 2NT= WEAK-Tournesohl
After 2 NT other colors forcing without stopper
After 2 NT, 3 NT denies any stopper but shows game force
On opp 2♥ our 2♠ not forcing
On opps bid of 3♦ transfers: 3♥ for ♠ and 3♠ for ♥
4♦ and 4♥ = transfers
Strong two suiters from opener :
1♥ - 2 (♣♦) - 2♠ at least 16 H, other reverses are 19 +H
After reverse all bids are weak but 2NT asks hand-pattern (forc.)

If our 1NT is doubled: Ayachi: Rdbl. = forces 2♣ and then bid a 5+ crd. suit (weak); suit = suit + next higher suit; Pass asks Rdbl. on which to pass (strong) or bid 2♣ = ♣+♥ or 2♦ = ♦+♠,
<b>Landic</b> if they follow 1NT over partners opening: 2♣ = Majors, others = Transfer
<b>Against opps preempts</b>
At level 3 : x = take out . On 3♣ / 3♦ =>4♦ = major two suiter on 3♣ => 4♣ = red two suiter ( on 3♦ => 4♣ = black two suiter )
At level 2 ( if natural ) x = take out <16p, 3♣/♦=16+, Suit + info If opening = artificial multi , x = penalty with opening suit and 12 +, 2 M take out short M <16, 2 NT one suiter and minor transfer for 3♣ 3♣: bal 16.19, 3♦ = take out > 16 4♣ blacks 4♦reds
On 3 NT : 4♣ = ♥ + m , 4♦ = ♠ + another
<b>Défense against strong opps openings: See Annexe</b>
On opps strong club x is 16.18 balanced, direct overcalls = Ekren
<b>Bids after x of partner</b>
1♣/1♦(partner) – x(OPP) : xx = balanced 8/10, all other bids = transfer, weak/strong (transfer to 2NT = 11-12 BAL); at 3-level Transfer-fitbid. 1♥(♠) – X (OPP) : xx = 10+ (trial for penalty) , all other 2-bids = transfer, weak or better, but 2NT = Truscott; 3-bids = transfer-fitbid

<b>DOUBLES</b>
<b>DOUBLES (Style; Réponses; Réouvertures)</b>
Négative doubles till 3♠ (but not after NT from partner)
1♣-1♦-x : 4 cards in at least one major (bidding Maj. promises 5)
<b>SPECIAL doubles and redoubles</b>
Blackwood 41 30 RKCB 5♠ 2 keys + trump queen * 5 NT 1 Ace + 1 void , 6♣ 2 keys + 1 void , 6♦ 3 keys + 1 void *Ask kings is 5 nt : 0 k we bid 6 in fit agreed 1 k we bid colour of the k 2 k we bid 7 in fit agreed

<b>PSYCHICS: very rarely on opening but may occur during the bidding ....</b> <b>Style in terms of HCP's may be light in competition.</b>
<b>IMPORTANT REMARKS :</b> If fit ♣ established at level 3, then 4♣ is ALWAYS blackwood

Ouv	Ticked if ARTIFICIAL	Number of cards minimum	Xnégative	DESCRIPTION	ANSWERS	SUBSEQUENT ACTION	FOLLOW UP
				1♣	X	0	12- 23 either normal or 16-18 NT-hand with 2-5 clubs and any strong hand
				1NT = 7-10 → 2♣ = 12 + 5+ cards; 3♣ preempt 5+ cards 4-7 →  2♥ = 5♥ + 4♣ 8-10 with 1 single m → 2♠ = 5♠ + 4♥ 8-10 with 1 single m → 2NT 11-12 BAL → 3 X = 11.14 6 good cards X →	1 minor - 1 Major - 3 NT = 4M333 18/19 → 1m – 1M – 2NT = 19, not 4M333 → 2♣/♦ = 5-5 minors weak; repeat m = 5-4 or 6 3m. = weak / 1m-2m-2/3SA = 19 resp.16-18 / 1m – 2m - 2X = 5-4hand 2 NT = natural minim. / 3NT to play 3♣ asks single → New suit = 5-4, non-min. Opener decides	Transfer-rebids; 3♠ = ♠'s; 3NT=to play; 4m = 5-5  3♦ = single ♦; 3♥ = single ♣	

1♦		4 / (2)		11-19, 4+ (1♦ - 1M - 1 NT = 11-12 BAL, in 3 <sup>rd</sup> /4 <sup>th</sup> = 12hcp, with 2- 5crd.♦)	1M maybe on 3.crd. if xx/x (/xxx) in other Major  2♦ = 12+ 5+ cards; 3♦ = 5+ cards preempt 4-7  3♣ = weak, ♣'s	1NT = 11-12 BAL (with 4-crd. fit: support)  → 3SA = 19 / 2SA = 11-12 / 2X = 5-4	After 1♦ - 1M - 1 NT: 2♣ Stayman See ANNEXE
1♥ / 1♠		5		12-19	Bergen jumps with 4crd. (3♣ 10-11h / 3♦ 8-9h) → 1 NT forcing → 2-over-1 is forcing up to 2NT →  1M - 2M = 8-10, 3crd. fit →  2 NT game force ( 12+, fit) →  Double jumps in other M shows single M + fit Jumps M 3-level = fit, preempt 3 NT void ♣ , 4♣ void ♦ , 4♦ void M 1♠ - 3♥ = weak, ♥'s / 1♥ - 2♠ = 16+, 6crd. ♠'s,	Relay shows some singleton + slam interest → Standard but 2♣ = Gazilli → 1M - 2m - 2M/2NT = 11-14 / 15+ 1 M 2m 3m 4m / 1 M 2m 4 m = RKC 1 M 2m 3m 4m2 / 1 M 2m 4 m2 = void m2 1M - 2M - 2 NT = good hand, asks addit. values / 1M - 2M - 3x is single  On 2 NT: 3♣ = single m good hand / 3♦ = single m minimum hand / 3SA = ugly trumps 4M = bad hand no single / 3M = good hand no single / 4 m natural two suiter Mm / 3M2 = singl.	2♦ = 8+, others weak(er)  After Dbl.: all 2-bids (but Rdbl. And Truscott 2NT) are Transfer weak/strong); 3bids = transferfitbid
1NT		-		13-15 BAL	2♣ = stayman 3 answers / 2♦/♥ = M-transfer 2♠ = asks about stoppers in M's (weak-strong) 2NT = weak 1 minor 3♣/3♦/3♥/3♠ strong for slam in double transfer , 4♥ 4♠ weak M, 4♣ m two suiter short in ♥ (→4♦ = RKC), 4♦ m two suiter short in ♠ (→4♥ = RKC),	→ 2♦ no M , 2♥ = 4♥, 2♠ = 4♠ → 2NT = M's OK ; 3♣/♦ = pref.,; 3♥/♠ = val. → 3♣ = obligatory → cue's → Pass → 4♦/♥ = RKC	→ MS-Stayman, Smolen 3♥/♠  → pass / 3♦
2♣	X	4		At least 5.4 minor + 1 shortness 3.7 nv 8.11 v	Any bid not forcing but 2 Nt asking distribution	3♣ longer cheaper shortness cheaper 3♦ longer cheaper shortness stronger 3♥ longer stronger shortness cheaper 3♠ longer stronger shortness stronger	
2♦	X	4		At least 5.4 ♦♥ + 1 shortness 3.7 nv 8.11 v	Same as above		2NT-relay asks opener to bid short- ness in texas. Now bidding short suit is sign-off, choosing fit = slaminterest
2♥	x	4		At least 5.4 ♥♠ + 1 shortness 3.7 nv 8.11 v	Same as above		Restart as on 2 NT classical opening (MUPPET)
2♠	x	4		At least 5♣ + 4♠ + 1 shortness 3.7 nv 8.11 v	Same as above		3NT = 4333 , 4♣ = 4+ ♣ , 4♦ = 4+ ♦
2 NT	x	-		20.21 bal	3♣ = muppet stayman → 3♦/3♥ = Transfer 3♠ = transfer 3 nt 3 NT = 5♠+4♥, 4 m = like the idea of slam m		

3♣/3♦		7		Second seat , 2 out of the 3 big honors, others ....	Jumps are asking bids , ask for slam controls : 3♣ 4♥ is asking bid for ♥ control	First step = no control , 2 <sup>nd</sup> . Step = second round control , third step = first round control	
3♥/♠		7		“			
3 NT	X	-		Namyats	4c less than 2 aces 4 d 2 aces no king 4 h 2 aces 1 king 4 s more than 2 aces 1 king 4 nt bw		
4♣/4♦		8		Preempt			
4♥/4♠				Weak preempt ♥/♠ 6.5 possible			
4 SA	X			m two suiter			
5♣				Pre empt one void		<b>Special bids at level 5</b>	
5♦				Pre empt one void		CON/PASS if opps bids on BW : x no ace , pass 1 ace	

## ANNEXE

### 1. Main hands to use Stayman after 1♦ - 1♥/♠ - 1NT:

- Possession of 5-crd. Major in invitat. hand (wanting game with fit & 4-5 ctrls. opposite)
- Possession of 4crd.♠ after 1♦ - 1♥ - 1NT, in a weak & unbalanced hand or in an invitational hand, sometimes even MF-hand (4432/4423).
- 5431 or more extreme, without 5-crd.♦; searching better contract than 1NT. So always enough hcp's to end in 2NT or enough distribution for partscore 2-/3-level.

### Answers to Stayman after 1♦ - 1♥/♠ - 1NT - 2♣:

- 2♦ = 2-3 Majors (the first M1 being the one bid by responder). → 2M1(pass) = to play / 2NT = 'choose minor' / 3m. = 5crd., to play
- 2♥ = 3-3/3-2 Majors; → as above / 3M1 aks 4M1 if 4-5 ctrls.
- 2♠ = 3-4 Majors; → pass / 2NT = to play / 3m. = 5crd., to play / 3M1 aks 4M1 if 4-5 ctrls.
- 2NT= 2-4 Majors; → pass = to play (10-11p.) / 3m. = 5crd., to play / 3M2 aks 4M1 if 4-5 ctrls.

### 2. Follow-up after openers reverse or jump reverse:

→ All rebids are weak(ish) / non-forcing, but opener may carry on.

→ 2NT = forcing and asks further distribution:

- 3NT = 5422
- 3♣ = 6-4; upon 3♦-relay:
  - 3♥ = 6430, 'weak' reverse (→ relay now asks which is the void)
  - 3♠ = 6430, strong reverse (→ idem)
  - 3NT= 6421, 'weak' reverse (→ relay now asks which is the singleton)
  - 4♣ = 6421, strong reverse (→ idem)
- 3♦ = 6-5; upon 3♥-relay:
  - 3♠ = 6520, 'weak' reverse (→ relay now asks which is the void)
  - 3NT= strong reverse (→ idem)
  - 4♣ = 6511
- 3♥ = 5431, short in partners suit.
- 3♠ = 5431, short in the remaining suit, 3crd. fit in partners suit.

### 3. 4th. = MF if reverse (1♦-1♥-2♣-2♠, or 1♥-2♣-2♦-2♠ but not 1♥-1♠-2♣-2♦) Partner shows 3-crd. support in first-answered suit / supports 4th. suit with 4-crd., shows stopper via 2NT or rebids his 1st./2nd. suit.

If opener answers in (2)NT following bids are non-forcing, but if responder now shows support for openers 1st./2nd. suit after using 4th. suit, it shows fit + some slaminterest.

**4. If they Dble 1♣ – 1♥ (=♠) / 1♣ – 1♠ (=♥):**

- Pass = weak +3-crd. fit (partner Rdbls with good hand, runs out with weak type)
- Rdbl. = 3-crd. fit + strong hand (try to punish them)
- 2♣ = 5/6crd. + (limited)
- 2♦ = 5-4 ♣/♦; (weak)
- 3♣ = weak, 6-crd., no 3-crd. fit.
- (1/) 2/3 in promised Major: 3/4-crd. fit M, according to strength
- 1NT = 16-18 with stopper; → Stayman- and Transfersequences apply!
- 2NT = 19 + stop; → 3♣/♦ = weak, 5-6.crd.
- 2 in doubled suit: 4crd. M2, 16+ (reverse 5422)

**5. In direct position against any opp 1♣-opening:**

- Dbl. = 16=18, BAL. Or strong take out 17+
- 1♦ = ♣ + ♥, some cards
- 1♥ = ♦ + ♠, same
- 1♠ = ♥, same
- 1NT = ♠, same
- 2♣ = minors, weak
- 2♦ = reds, weak
- 2♥ = majors, weak
- 2♠ = blacks, 4-5, weak
- 2NT = 5-5 + minors, good hand
- 3m. = weak 7-crd. Minor
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→ if responder has good hand+fit, he 'cuebids' in ♣'s.

**5bis. In direct position against any opp 1♦-opening:**

- Dbl. = 16=18, BAL. Or strong take out 17+
- 1♥ = ♣ + ♠ some cards...
- 1♠ = ♥, same
- 1NT = ♠, same
- 2♣ = ♣ + ♥, weak
- 2♦ = ♥ + ♠, weak
- 2♥ = 13.16 6 cards
- 2♠ = 13.16 6 cards
- 2NT = two suiter ♣ + ♥, at least 5.5
- 3♣ = weak 7-crd
- 3♦ = majors 5+5+ 16 +

→ if responder has good hand+fit, he 'cuebids' in ♦ 's.