

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS			
OVERCALLS	OPENING LEADS STYLE			
STYLE: natural Responses: natural, weak jumps raises. Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. IN LAST POS : nat. shows less than good opening hand.	Lead		In partner's suit	
	Suit	3 rd /5 th , 2 nd from 4 small cards	3 rd /5 th	
	NT	4 th best	3 rd /5 th , except after 1♣ : 4 th best	
	Subs	NT : 4 th best SUIT : high-low even	3 rd /5 th	
INT OVERCALL OVERCALL: 16 -18 HCP. IN LAST POS: 9 -13 HCP. Responses: Stayman and Transfer. After Pass 1m Pass 1M: 6 in the cheapest and 4 in the other.	Other : vs Suit : AK (x) with a singleton in another suit vs slams in NT and 4NT : 3 rd /5 th , 2 nd from 4 small cards			
	LEADS			
		Vs. Suit	Vs. NT	
	Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);	
	King	AK; KQ(x); Kx; AK(x)+sing.	AKQxx; KQJxx; KQ10xx	
	Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx	
	Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x)	
	10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)	
	9	9x ; 9	9(x)(x)	
	Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x); Hxx	
	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)	
	SIGNALS IN ORDER OF PRIORITY			
		Partner's lead	Declarer's lead	Discarding
	Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging
		2 Encouraging	Suit preference	
		3 Suit preference	Suit preference	
	NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging
		2 Encouraging		
		3 		
	SIGNALS (including trumps)			
	SIGNALS IN TRUMP SUIT: suit preference			
	DOUBLES			
	TAKE-OUT DOUBLE			
	STYLE : can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. IN BAL POS : 8+ Pts. Responses: Idem.			
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES (10)			
	- Négatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.			
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W B F CONVENTION CARD
CATEGORY: Green NCBO: France PLAYERS: Veronique BESSIS - Carole PUILLET EVENT : Ostend Women (EBL Championships)
GENERAL APPROACH AND STYLE <ul style="list-style-type: none"> ➤ 5 CARDS MAJOR ➤ 1♦: 4 cards except 4432 ➤ 2♥/2♠: 6♥/♠ weak ➤ 2♣ : game forcing ➤ 2♦: strong any shape <p>1NT opening : 15 - 17 HCP 2 over 1 Response : game forcing</p>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
➤ 1♣(♦) - 2♥: 4♥(+) + 5♠(+) , 4-9 HCP
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE (9)
<ul style="list-style-type: none"> ➤ VS Two suiters. (8) ➤ VS MULTI. (8) ➤ VS 2NT (two lowest suiters) and Cue-bid. (8)
SPECIAL FORCING PASS SEQUENCES
<ul style="list-style-type: none"> ➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
<ul style="list-style-type: none"> ➤ After X, jump in new suit: preempt if minor opening (jump in a minor natural with fit), natural with fit if Major opening. ➤ After Pass, jump in new suit Nat. with fit, forcing one round. (but not minors fit and not 3♣ in 1M) ➤ 3rd and 4th suit one round forcing. ➤ Opening in 3rd position can be weak
PSYCHICS
➤ Seldom.

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3 3	11+ HCP 11+ HCP	4♠ 4♠	1m - 2m : 5+m, 12+, GF 1♣ - 1♥/♠: may have longer ♦ 1m - 2♥: 4+♥/5+♠ (4-9) 1m - 2♠ : 6♠ weak 1♣ - 2♦ : art 5+♣, 10/11 1♦ - 3♣: art 5+♦, 10/11	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 balanced fit 1m - 1M - 3NT: 18-19 fit (5422) 2♣ limit relay after 1x rebid (2) 2♦ game forcing relay after 1x rebid (2) 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: jump with fit (except 1m - 2♥: 4+♥/5+♠ 4-9, 1♦ - 3♣ and 1♣ - 2♦ still limit fit) AFTER OVERCALL: jump misfit and weak, after 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠ and 1♠ = no ♠, (1) after 1♦ 1♥ X = 4/5♠ and 1♠ = no ♠ (1)
1♥ 1♠		5 5	11+ HCP 11+ HCP	4♠ 4♥	1♥ - 2♠: Limit 5+♠/3♥ 1M - 2NT: fit 4 cards 14+, "balanced" 1M - 3♣: fit 4 cards 10/11 1M - 3♦: fit 3 cards 10-15 1M - 3M: 4M, 7-9 1♥ - 3♠/4♣/4♦: Splinters 1♠ - 3♥: 6+♥, limit 1♠ - 4♣/4♦/4♥: Splinters	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls 1♥ - 1NT - 2♠ : 5/6♥, 18-22 1M - 1NT - 2NT : art, forcing	1) AFTER PASS: Drury (3) 1♥/♠ - 2♠/NT : fit 4 cards+1sing; 3♣: natural 2) AFTER OVERCALL: jumps natural weak - 2NT: fit limit and + - Cue Bid : 4+ trumps GF (4) No more Splinters (except in the overcall suit) 3) AFTER DOUBLE: 2NT, 3NT : Truscott (4) XX: 10H+, any hand fit or not jump: Nat + fit other suit: less than 10 H (misfit)
1NT			14+-17 HCP	4♠	2♣: Stayman 4 responses (5) 2♦/2♥/2♠/2NT: Transfers (5) 3♣ : PUPPET Stayman 4♣ : Both majors 4♦/4♥ : transfers	Conventional developments and relays 1NT - 2♦/♥- 2♥/♠- 2NT: forcing 1NT - 2♦ - 2♥ - 2♠: 5♥ + 5 other, 7/8	AFTER OVERCALL: Double responsive Modified Rubensohl (6)
2♣	x	0	GAME FORCING	4♥	2♦: relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid	2♣ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♦	x	0	Strong any shape	4♥	2♥ : relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid	2♦ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♥ 2♠		6	4-10 HCP		2NT: relay ask for strength New suit forcing		
2NT			20-21 HCP	4♠	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣ : Transfers 4♦ : majors 4♥/4♠ : 5♣-4♦ / 4♣-5♦	Transfers rectification with fit	Negative Double Overcall natural
3m 3M 3NT 4m 4M 4NT	x x	(6)7 (6)7 7 7/8 7/8	Preempt Preempt AKQxxxx in minor Preempt Preempt 6/5 minors preempt		New suit forcing New suit forcing 4♦ asking for controls (sg)	SLAM APPROACH AND CONVENTIONS <ul style="list-style-type: none"> ➤ 4NT (sometimes 5NT): 5 Key Cards Blackwood (41 / 30), then next suit asks for Queen of trump. Biddings after overcall on 4NT : X -> 0/3, Pass -> 1/4 ➤ 5NT : grand slam force ➤ Controls and cue-bids 	

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(1)	<p>1♣ 1♦ X : 4/5 ♥ 1♥ : 4/5 ♠ 1♠ : no 4/5 ♥ or ♠ 2♦ : 6+♥, 4+HCP 2♥ : 6+♠, 4+HCP 2♠ : 11+ any hand without major</p> <p>After 1NT rebid by opener, all bids are transfers</p>	<p>1m 1♥ X : 4/5 ♠ 1♠ : no 4/5 ♠ 2♥ : 6+♠, 4+HCP 2♠ : 11+, any hand without ♠</p>
(2)	<p>1x Pass 1y Pass 1NT Pass 2♣ : relay, the opener must bid 2♦ ; then the responder describes his hand 2♦ : GF Relay</p>	
(3)	<p>After opening in 3rd or 4th Seat : Pass Pass 1M Pass 2♣ : Drury with fit Pass 2M : weak opening 2♦ : waiting bid</p> <p>Pass Pass 1♥(♠) Pass 3♣ : to play 2♣ then 3♣ : 5♣ + 4♥(♠), 9-11</p> <p>Pass Pass 1♥ Pass Pass Pass 1♠ Pass 2♠ : 4♥ + a short ⇒ 2NT asking for shortness 2NT : 4♠ + a short ⇒ 3♣ asking for shortness</p>	
(4)	<p>1M Nat overcall 2NT : 3M limit and + or 4M limit Cue-bid : 4M, GF 3M : mixed raise, 4M 6-9</p> <p>1M X 3/4m : 5/6m + 4/5M, 6-10 2/3NT : 4/5M, 10+</p> <p>1♥ X 2♠ : mixed raise 2♦ : good 2♥ 2♥ : weak 2♥ 3♥ : preempt</p> <p>1♠ X 3♥ : mixed raise 2♥ : good 2♠ 2♠ : weak 2♠ 3♠ : preempt</p>	
(5)	<p>1NT Pass 2♣ : Stayman ⇒ 7/8 with at least one major (4 or 5 cards) ⇒ GF with one 4 cards major, unbalanced ⇒ GF with both majors (4/4, 5/4, 6/4)</p> <p>1NT Pass 2♣ Pass 2♦ : no 4♥, no 4♠ 2♥(♠) : 4♥(♠), no 4♠(♥) 2NT : 4♥ + 4♠</p> <p>1NT Pass 3♣ : Puppet Stayman, GF balanced (or semi-balanced or H sing) without both majors</p> <p>1NT Pass 3♣ Pass 3M : 5M 3♦ : no 5M</p> <p>1NT Pass 3♣ Pass 3♦ Pass 3M : 4 in the other M</p>	
(6)	<p>MODIFIED RUBENSOHL : 2NT and more : transfers</p> <p>For exemple, over 2♠ overcall :</p> <p>1NT 2♠ Double : t/o 2NT : transfer to 3♣ 3♣ : transfer to 3♦ 3♦ : transfer to 3♥ 3♥ : Stayman with short in ♠ 3♠ : asking for ♠ stopper</p>	

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(7)	TWO SUITERS :	1♣(♦)	2♦	: 5♥+5♠	1♣	-	-	2♣	: 5♥+5♦
		1♣	2NT	: 5♥+5♦	1♣	-	-	2♦	: 5♥+5♠
		1♣	3♣	: 5♠+5♦					
		1♦	2NT	: 5♥+5♣	1♦	-	-	2♦	: 5♥+5♠
		1♦	3♦	: 5♠+5♣					
		1♥(♠)	2NT	: 5♠+5♦					
		1♥	2♥	: 5♠+5♣	1♥	-	-	2♥	: 5♠+5m
		1♥	3♣	: 5♠+5♦					
		1♠	2♠	: 5♥+5♣	1♠	-	-	2♠	: 5♥+5m
		1♠	3♣	: 5♥+5♦					
	1♥	Pass	2♥	2NT : 5♣+5♦ 4♣ : 5♠+5♣ 4♦ : 5♠+5♦					
	1♠	Pass	2♠	2NT : 5♣+5♦ or 5♥+5m 4♣ : 5♥+5♣ 4♦ : 5♥+5♦					
	1♥(♠)	Pass	1NT	2NT : 5♣+5♦					
	1x	Pass	1y	2x : 5-5 remaining colors					
	1x	1y	1NT	Double : 5-5 remaining colors					
	1♣(♦)	Pass	1NT	2♣(♦) : 5/4 Major					
(8)	VS PREEMPTS	3♣	4♣ : 5♥+5♦ 4♦ : 5♥+5♠ 4m : 5♥+5m 4♣ : 5♥+5♦ 4♦ : 5♥+5♠ X = points			3♦	4♦	: 5♥+5♠	
		3♠	4m : 5♥+5m						
		3NT	4♣ : 5♥+5♦ 4♦ : 5♥+5♠ X = points						
			the same in balanced position						
	VS 2♦ MULTI	2♦	Double : T/O without major or Strong 2NT : 16-19 ; then 3♣ Stayman ; 3♦, 3♥ transfers 3♥ : 5♠+5m 3♠ : both minors 4♣ : 5♥+5♣ 4♦ : 5♥+5♦						
		2♦	Pass	2♥	X : take out over ♥ 3♥ : Nat 3♠ : 5♣+5♦ 4♣ : 5♥+5♣ 4♦ : 5♥+5♦			2♦	Pass
								2♠	X : take out over ♠ 3♠ : Nat 4m : 5♠+5m
	VS WEAK 2♥, 2♠								
		2M	X	Pass	3M : no 4OM, game forcing, no M stopper 2NT : 9+ ⇒ 3m : natural (3+), minimum ⇒			3M : 4OM + no M stopper 3OM : 4OM, invit 3NT : 4OM + M stopper	
	VS unusual 2NT :	1♥	2NT	3♣ : 3+♥, forcing 3♦ : 5+♠, forcing 3♥ : 3+♥, non forcing 3♠ : 6+♠, non forcing X : Take out Pass then X : Penalty			1♠	2NT	3♣ : 5+♥, forcing 3♦ : 3+♠, forcing 3♥ : 6+♥, non forcing 3♠ : 3+♠, non forcing X : Take out Pass then X : Penalty
(9)	1♣(♦)	1NT	Pass	Pass	1♣(♦)	Pass	Pass	1NT	
	Double : take out for majors				Double : take out for majors				
	1x	1y	3y : I have the Ace of y						

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(10)

DOUBLES

a) Negative doubles :

- 1♣	1♠	X	1♦	2♠	X
- 1♦	2♣	X	1♣	3♥	X
- 1♥	4♣	X	1♥	4♠	X

b) Responsive doubles

- 1♠	X	2♠	X	(but no forcing)
- 1♠	X	3(4)♠	X	
- 1♣	1♠	X	2♠	
X				
- 1♠	Pass	Pass	X	
2♠	X			

c) Informative doubles

- Double of some artificial bids as

- 1NT	Pass	2♣	X
- 1NT	Pass	2♥*	X
- 1♣	4♥	Pass	Pass
4x	X		

- Double of Cue-Bid

- Double from the opener when overcall, or when defense is fitted or when preempt

- When overcall on 1NT or 2NT opening

- When overcall on 2♣ or 2♦ opening

- 1x 1NT 2y Double

d) Optionnal doubles

- When overcall on 1NT or 2NT opening

- Some responsive doubles

- Some negative doubles (when preempt overcall)

- Some take out doubles as :

- 4♠	X		
- 1x	Pass	1y	Pass
1NT	Pass	Pass	X

e) Maximal overcall doubles

- 1♠	2♥	2♠	3♥
X			
- 1♠	Pass	3♠	4♥
X			
- 1♠	Pass	2♠	3♥
X			

f) Take out doubles

- 1♣(♦)(♥)	Pass	1NT	Pass
Pass	X		
- 1♠	Pass	1NT	Pass
2♠	X		
- 1x	Pass	1y	Pass
1NT	X		
- 1♣	1♥	1♠	Pass
1NT	2♥	X	
- 1♣	Pass	1♠	Pass
1NT	2♥	X	
- 1♣	1♥	1♠	Pass
2♣	X		

g) Doubles asking for a lead

- 1NT Pass 3NT X

- Against slam, double asks for an unusual lead