DEFENSIVE AND COMPETITIVE BIDDING			DS AND SIC	SNALS	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE			
STYLE: NATURAL (4 cards possible- rare)		Lead		In Parti	
REPONSES: NATURAL, weak jump raises	Suit	Suit 3 <sup>rd</sup> and 5 <sup>th</sup>		3 <sup>rd</sup> and	
NEW SUIT : forcing one round	NT	4 <sup>th</sup> best		3 <sup>rd</sup> and	
JUMP NEW SUIT : natural + fit	Subseq	3 <sup>rd</sup> and 5 <sup>th</sup>		3 <sup>rd</sup> and	
IN BAL POS: nat. less than opening hand	Other:				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				
OVERCALL: 16-19HCP	Lead	Vs. Suit		Vs. NT	
BAL POS. : 9-12HCP	Ace	AKx(x); AKQ(x)		AKx(x); A	
REPONSES: STAYMAN and Transfert if opening in minor and Major	King	AK; KQ(x); K(x)		AKQ(x); A	
·	Queen	QJx(x); Q(x)		AQJ(x); K	
	Jack	KJ10(x); J10(x);		AJ10(x); k	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	A109(x); K109(x 109(x)	(); Q109(x);	K109(x); (	
ONE SUIT : WEAK	9	9(x)		9(x)(x); H	
2 SUITERS : Ghestem : cuebid extrem, 2NT : 2 lowed unbid suit,	Hi-X	Hx <b>X</b> x; x <b>X</b> xx; <b>X</b> x		Xx; Xxx;	
1 ♣ 2 ♦ : 2 suiters "M", 1 ♣ 3 ♣ cue bid	Lo-X	X; xxx; Hxx; xxx	xx; Hxxxx	Hxx; Hxx	
Reopen: SAME	SIGNALS I	N ORDER OF PR	IORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's	Lead	
2 SUITERS (1 * 2 * nat.)	1 C	ount : H/L = E	: H/L = E Count : H/L		
JUMP CUE BID: ask for a stopper for NT	Suit 2 E	ncour. Or suit prefer	. suit prefer		
		ıit prefer	suit prefer		
	_	ount : H/L = E	Count : H/L	= E	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 O	r encour	Or Smith pe	eter	
2♣ : Landy, 2♦ : 6 cards in Major, 2 ♥/♠ : 5M + 4+ m	3				
1) VS STRONG NT : X 5 m + 4M	Signals (including Trumps):				
	VS NT : on	As or Q lead low is	encouraging		
2) VS WEAK NT : X "T/O DBL"			DOUBLEC		
IN BAL POS : SAME			DOUBLES	•	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style	; Responses	Reopenin	
"T/O DBL" new suit : Natural	STYLE : Ca	n be light if shaped			
VS WEAK 2 : 2NT : 17-19 HCP → Stayman puppet, Transfer	Responses:	Natural and limit Cue	-bid is forcing	one round	
2M 4m = 5m + 5M'	IN BAL PO	S: 9 HCP and +. Res	oonses : Idem		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or					
"DBL" nat with opener suit	SPECIAL,	ARTIFICIAL & C	COMPETITI	VE DBLS	
Jump : weak		bles, Responsive doub	les, 1 <b>♣</b> 1 <b>♦</b> X n	o cards in m	
	and 1 ◆ 1 ▼ X 1	no 4 cards in 🍨			
OVER OPPONENTS' TAKEOUT DOUBLE		= 8-10HCP with			
1/1 and 2/1: F1		ouble shows either			
"RDBL" 10 + HCP		- 3cards in partner's Major, 14+HCP			
	1 1	a strong hand			

	LEADS AND SIG	NALS	
OPENING I	LEADS STYLE		
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	4 <sup>th</sup> best	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
Other:	•	•	
LEADS			
Lead	Vs. Suit	Vs. NT	
	ALC ( ) ALCO( ) ALCI( ) A( )	ALC ( ) A O 4 O ( ) A ( )	

# AQ10(x); A(x) AKJ(x); KQJ(x); KQ10x; KQ(x); QJ10(x); QJ9(x) KJ10(x); J109(x); j108(x) Q109(x); 109(x)Н9х; ; xXxx(x) HXx xx(x)(x); xxxx(x)(x)

SIGNALS IN ORDER OF PRIORITY						
	Partner's Lead	Declarer's Lead	Discarding			
1	Count : H/L = E	Count : H/L = E	suit prefer			
Suit 2	Encour. Or suit prefer.	suit prefer	Count : H/L = E			
3	suit prefer	suit prefer	suit prefer			
1	Count : H/L = E	Count : H/L = E	suit prefer			
NT 2	Or encour	Or Smith peter	Count : H/L = E			
3						

#### S/RDLS

majors

## W B F CONVENTION CARD

CATEGORY: GREEN NCBO: : REUNION Mixed

PLAYERS

Narguis Huseinali Christian Giraud

CVCTI	M CIIN	<b>IMARY</b>	
31311	ZIVI SUIV	IIVIAINI	

GENERAL APPROACH AND STYLE

5 CARDS MAJOR – BETTER MINOR

1NT OPENING: 15-17 HCP (6 cards in minor possible)

On opening 1M: 1SA F1, =< 14HCP in 1 and second position 2/1 GF

1 → may have 3 cards with 4432,

2♣ FI or GF

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

 $2 \blacklozenge = Multi$ 

 $2 \lor = 5 + \lor$  and 5 other,  $2 \diamond = 5 + \diamond$  and 5 + m

1 ♣ / ◆ P 2 ♥ = 5 ♣ and 4 ♥ 4-9HCP

1x-P-1y-1NT: 2 OTHERS 5,6 m- 4M

1x-P-1y-2X: 2 OTHERS 5-5

NATSTR 1x-P-1y-2Y:

Stayman 3 R, DD, Landy, Landyk, Rubensohl, Rodrigues

Puppet Stayman after 2SA (M 5ème possible), Drury

3NT STRONG PREEMPT IN ONE SUIT

# SPECIAL FORCING PASS SEQUENCES

When pass is forcing, bid is weaker than pass then bid

#### IMPORTANT NOTES

JUMP TAKE-OUT nat. with fit

PSYCHICS: Light opening bid in 3rd (rare)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3	6♥	11 + HCP	1 ♥/♠ may have longer ♦ , 2 ♦ 5+ cards 12HCP	1♣ 1♣ 1SA 2m = Double two	
1.	*	2			2♥ = 5♠ and 4♥ 4-9HCP	1x 1y 1z 2m = Double two	]
1 •		3	6♥	V:11+HCP	1 ♥/♠ may have longer ♣	1 ◆ 2 ♣ 2NT : 12-14 or 18-19	
	*				2♥ = 5♠ and 4♥ 4-9HCP	1 ◆ 2 <b>*</b> 3NT = S <b>*</b> 16-17HCP	
1M		5	6♦	11+ HCP	1NT: F1, 2NT: Strong raise, 3/4M pre-empt, Dbl jump take out: splinter	TAKE OUT FORCING one 1♥ 2♥ 2NT : waiting bid	DRURY 2NT 4 trumps +a short limit
1NT			4•	V 15-17 HCP	STAYMAN 3 reponses, Splendid poverty TRANSFER (2 → Balanced or ♣, 2SA → ♦)3m both minor, 4♣/♦ both Majors	1NT 2♣ 2♦ 3♥ = 4♥& 5♠ Rubensohl all position 1NT 3 x = 5-4 in minor  After overcall by X: pass maybe positive → 1NT X P P XX is take out	
2.	*	0	4.	FG 24+ BAL or 8 tricks play in one suit or less than 5 losing cards 6+ cards ♣ 9-10lj or GM	2 • Relay	Rebid 2SA = 24+HCP Rebid 2M = maybe 6 M with less than 5 losing cards or GF Rebid 3m = 6+ cards ♣ 9-10lj Rebid 3SA 4X: two tone!	
2 •	*	0	4 •	<ul> <li>Multi weak 2M</li> <li>22-23 bal</li> <li>6+ cards ◆ 9-10lj</li> </ul>		Pass or 2♠ Rebid 2SA = 22-23HCP Rebid 3m = 6+ cards ◆ 9-10lj	
2♥2♠		5+-5+		5/11HCP, weak 5♥ + 5 other weak 5♠ +5m	2NT relay, new suit forcing	2M 2NT 3x honour in X	
2NT			6♥	20/21HCP	Puppet. 3 ♠ → ♣ 4 ♣ → • ,4 • = •/ ♠		
3 <b>.</b>		7		Preempt			
3♦		7		Preempt			
3♥		7		Preempt			
3 🖍		7		Preempt			
3NT	*			Good pre-empt in one suit			
4.		7-8					
4 •		7-8					
4♥		7-8				HIGH LEVEL BIDDING	
4 🖍		7-8				4NT: Roman Keys Cards BLACKWOOD (30	041), next suit asks for queen
4NT	*	6+-5+		<b>♣</b> /♦		trump and King Josephine	
5 <b>.</b>						Controls and cue bids	
5 <b>♦</b>						Lightner doubles	
5♥							
5 <b>^</b>							