

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style : Sound suit or T/O with least 12 HCP or 3 suiters
Response if T/O → level 1 is F → level 2 (2/1) is NF enrg → level 2/2 is F
Raise is competitive bidding Cue-bid is enrg
Reopening ⇒ T/O least 8/9 HCP Suit = nat thru 12 HCP T/O and rebid = more 12 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd → 16/18 HCP + stop
Responses ⇒ 1mi INT → like opening 1NT (Stayman + Texas)
1M 1NT → All in TRF and Texas/Cue-bid
4 th ⇒ if 2 suit → 1NT = 6(5) in low suit + 4 in high suit
Reopening ⇒ 1NT = 9/13 HCP → response id 2 nd
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M = weak two
3♣/2SA = Mickael Cue-bid
Reopen: NAT small opening with 6 cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Mickael Cue-bid solid suiter
Jump Cue-bid = Ask stopper
Reopening : Cue-bid = 2 suit ind
VS. NT (vs. Strong/Weak; Reopening; PH)
Strong → T/O = 4 M + 6 m ind ; → 2♣ = landy (2 suit M ...5/4 +) → 2♦ = multi (6 cards in M) → 2M = 5 cards M + m 4+ ind → 2SA = 5/5 m
Weak → id
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Nat, or DBL is T/O
Cue-bid = 2 suit NT = nat strong
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
Nat, or DBL = L/D (for lead)
OVER OPPONENTS' TAKEOUT DOUBLE
Truscott in M ⇒ jump = SUPP REDBL = +10 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th or sequence with 2 cards	3 rd and 5 th	
NT	4 th or sequence with 3 cards	3 rd and 5 th	
Subseq	ATT	3 rd and 5 th or inspiration	
Other: might : inspiration			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x...)	AKx or AKxx possible J	
King	KQ(xx) or AK or singl	4 honors or same	
Queen	QJ(x..)	KQx; QJx; AQJxx; KQJx	
Jack	J10(x)	HJ10x; J109(x...)	
10	109 ;109x; H109x	109xx; H109x(x...)	
9	9x	Top of nothing	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENCRG	3 rd and 5 th	C/T
Suit 2	Hi = SP	S/P	
3	S/P		
1	AQJ = low ENCRG	Smith signal	C/T or Hi = ENCRG
NT 2	Hi = ENCRG		
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O = 3 suiters or strong (18 H +)			
Responses = jump from 8 H; CB from 11 H or 2M and 8/10 H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Rosenkrantz			
1NT X XX = PUN			
1NT -- -- X -- -- • XX* = TRF 2♣ and pass or correct 2♦ ; • 2♣ = Baron ; • Pass = 6/7 H			
Over Call on Cue-bid → DOPI			

W B F CONVENTION CARD
CATEGORY : Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: VIGNA Geneviève. 1♥H 363391 LAGACHE Philippe 1♥ 3565556
EVENT (Open/Women/ Senior /Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
French system SEF
5 cards M, better mi (if 33 = 1♣)(if 44 = 1♦)
1NT = 15/17+ H reg
2NT = 20/21 H reg (M 5 th possible) → puppet
Sound opening in 1 or 2 level 1
Light opening in 3rd possible
FKCB 41 30 52
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening in 4 th : level 1 = SEF, level 3 and 4 = SEF
Level 2M or 3m = 6 cards and a small opening 11/13 H
2♦ = multi or strong NT 22/23 H or strong in m
Strong opening : 2♣ = FG → 2♦ = TRF
Inverted mi raise without M, but not if overcall or passed hand
1M – 2mi = FG
1M – 2NT = FG, Strong 16 H and more with raise 3+
1M – 1NT = F
2♥/♠ = 5 cards with a m 5(4+) thru 10 H
CONVENTIONS
Roudi (CBS); Drury (2M = 6 cards and small opening); Truscott; Rubensolh; Mickael Cue-bid precision.
1NT overcall by multi landy
Third suit forcing
Fourth suit forcing
SPECIAL FORCING PASS SEQUENCES
In COMP if we are in offen
PSYCHICS: rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	At least 12 HCP best mi (if 3/3 m) ⇒	2♣=SMI (W/O M);3♣=pre-empt;2♦=9 card limit raise 2♥ = 5♠ and 4+♥ weak; 2♠ = 6 cards weak	SEF	Not SMI
1♦		3	4♥	At least 12 HCP best mi (if 4/4 m)	2♦=SMI (W/O M);3♦=pre-empt;3♣= 9 card limit raise	SEF	
1♥		5	4♠	At least 11 HCP	{simple raise =8/10 HCP; jump raise = pre-empt; 1NT=F	After 1NT →2NT=18+ H and after 3♣ is a relay for description	Jump raise = pre-empt
			⇒	Light possible in 3 rd ⇒Drury	{2SA = strong 16+ HCP with 3+ trump FG; 2/1= FG		
1♠		5	4♥	At least 12 HCP	{3♣/♦/M'=nat and limit raise;3SA=13/15 HCP 4 trump; {4♣/♦/M'=splinter	After 1NT →2♣/♦/♥=nat 4+ and after 2♦ on 2♣ and 2♥ on 2♦ is min	
1NT				15/17 HCP semi regul	{2♣=Stayman 4 level {2♦/♥=TRF M {2♠/2NT= TRF m {3♥/♠=5/4m sing nat {3♣/♦=nat strong to slam	2♦=W/O M; 2♥/♠=4 card; 2NT= both 2NT=limit Correction is DISCG	→3♣/♦=limit; 3♥/♠=nat to slam ⇒if O/C →Rubensohl
2♣	x	0		FG	TRF 2♦ or other with 2 hi honors 5 th +	{nat or 4♣/♦=5/5 M sing nat {3SA=5/5m	
2♦	x	0		Multi 6 cards in M ind weak or semi regul 22/23 HCP or strong in mi	2♥=pass or correct; 2♠=supp ♥; 2SA =relay strong; 3♣/♦= nat F; 3♥/♠= P/C		
2♥	x	5		5♥ and 5m ind weak solid	{3♣=for the m; 3♦= limit raise M;		
			⇒	Maybe light in 3 rd	{3/4M = pre-empt		
2♠	x	5		5♠ and 5m ind weak solid	{2SA= relay enrg ⇒	3♣/♦=nat min; 3♥(♣)/3♠(♦)=max	
2NT				20/21 HCP balanced maybe M 5 th	{3♣=puppet; 3♦/♥=TRF M; 3♠/4♣= TRF m {3SA= 5♠+4♥ at game;4♥=5♠+4♥ slam {4♦=5/5 M	Correction = W/O raise or light	
3♣/♦/ ♥/♠		7		Solid suit in 1 or 2 might light in 3 rd	Nat		
3NT	x			ARDxxxx in mi	Pass if strong or 4♣=P/C 4♦if light		
4♣/♦		8		Nat pre-empt	Pass or Cue-bid=control or 4SA =FKCB		
4♥/♠		7+		Id			
4NT	x	5/5+		Two suit m strong or pre (VUL/NV)			
5♣/♦		9		Nat pre-empt			
5♥/♠		8+		Id			
HIGH LEVEL BIDDING							