

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
4 cards possible at 1-level. 7-17 Hcp. Maybe lighter when non vul. vs. vul.
<i>Responses</i> : Direct jump raise = preempt. Jumpshift = fit + suit suit Jump cue-bid = fit(4+cards), balanced. 2NT = fit + singleton New suit forcing
<i>Reopening</i> : denies sound opening values. Maybe 4 cards at 1-level.
1 NT OVERCALL (2 nd /4 th Live ; Responses ; Reopening)
<i>In 2nd or 4th</i> : 15 ⁺ -18, balanced <i>Responses</i> : after 1 > /, Stayman and Transfers. After 1 . / ; : Transfers.
.
<i>Reopening</i> : 9-13 Hcps, balanced. <i>Responses</i> : same as above
JUMP OVERCALLS (Style; responses; Unusual NT)
1-Suit : weak 2's in major. At 3 or 4-level, preempt, except 3 >
2-Suit : 1 > - 2] = . : +. ; 1X - 2NT : 2 lowest suits
1 . / ; - 3 > : / : . +]
Reopen : all natural weak. 2NT : 17-19 balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue-bids : 1 > 2 > : natural ; 1] - 2] : . : . + ;
1 . / ; - 2 . / ; : / : . + >
Jump cue-bids asking for stopper
<i>Reopening</i> : cue bid = two suiter
VS. NT (vs. Strong / weak; Reopening; PH)
vs. <i>Strong</i> : 2 > Landy (4 ⁺ -4 ⁺) - Double : 5 ⁺ . : + minor
2] : 5 ⁺ ; + minor. 2NT: minors
vs. <i>weak</i> : 2 > Landy. Transfers from 2] to 3 >. Take out double
2NT : minors
<i>Reopening</i> : same
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out double – Cue bid is asking bid for stopper – NT is natural
Natural suit
2 ; 4 > = two suiter (. : . >) etc...
VS ARTIFICIAL STRONG OPENINGS
1 > - Double = two-suiter major
1 > - 1 SA = two-suiter minor
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10 HL and more – a new suit at level one is forcing
A new suit at level two is no forcing, at level three or more is raised
Inverted truscott in minors. After one overcall, cue-bid is a support with minimum 4 trumps if it is a major opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd-5th	3rd - 5th	
NT	4th best, or attitude	3rd - 5th	
Subseq	same as above		
Other			
SMITH SIGNAL – On Ace or Queen lead : Hi ENCRG			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x	
King	K Q x or A K bare	3 honours (maybe A K J x)	
Queen	Q J x	Q J 10/9 x or K Q x	
Jack	J 10 x or K J 10 x	J 10 (9) x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 8 x or H 10 9 x	
9	9 or 9 x	9 x x	
Hi-x	even number	Bad suit	
Lo-x	odd number	4th best or attitude	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 count	count	count
	2 Hi = ENCRG	suit preference	Hi = ENCRG
	3 suit preference		suit preference
NT	1 count	count	count
	2 peter	suit preference	Hi = ENCRG
	3		suit preference
Signals (including trumps) :			
Subsequent lead : attitude			
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
<i>Take out double</i> : sound, 3-suiter style or 19+ Hcp, any distribution			
<i>Responses</i> : natural, only cue-bid is forcing.			
<i>Reopening</i> : double either 3-suiter or 13+Hcp.			
<i>Responses</i> : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
When opponents have a raise, DOUBLE is take-out or competitive. until 4 k after DOUBLE is optional. On Jump, DOUBLE is take-out			
In competitive : 1] - 1 ; - 1 NT - X = two suiter (5 . : . 4 >) misfit			
And 1] - 1 ; - 1 NT - 2] = 5 . : . and 2 ;			

WBF Convention Card
CATEGORY :
NCBO : FRANCE EVENT :
PLAYERS : LEENHARDT François – DECHELETTE Nicolas

GENERAL, APPROACH AND STYLE
Natural, 5 cards major
Best minor (1 > always 3 cards, 1] 3 cards occasionally)
Weak 2 in majors
1NT Opening : 14+ - 17, balanced
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 > : Strong, artificial, F1
2] : Strong, GF
3NT : solid minor, without outside stopper
<i>Overcalls</i>
Over Strong NT : Double = . : . + minor ; 2] = ; + minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN No OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
Passe				< 11 HL except in 3 rd			
1 >		3	4 .:	Natural 12-23 HL Maybee 4-3-3-3 with any Four suit	NAT – 1 NT : 7-10 HL – 3 > is preempt 2 > = inverted minor raise : 11+ HL with or without 4 cards major. 1 > - 2] limit bid with >	1 >] - 1 .:/; 1 NT - 2 > = Check back stayman – 2 NT = natural Responses : 2 .:/ = support minimum 2] = no fit	1 > - 1] – Double = 4 .:/ + 4 ; 1 >] – 1 .:/ – 1 ; = 4 or 5 cards 1 >] double – 2 .:/; = 2 suiter
1]		3	4 .:	Natural 12-23 HL	NAT – 1 NT : 6-10 HL – 3] is preempt 2] = inverted minor raise : 11+ HL with or without 4 cards major. 1] – 3 > limit bid with]	1 > - 2 > (forcing) : 2] = negative – 2 NT = balanced – 2 .:/; = two suiter (5-4)	1 >] – 1 NT – 2 > = take-out major
1 .:		5	4 ♠	Natural 12-23 HL	1 Forcing NT – 2 .:/; ENCRG – 2 NT 13/17 HLD balanced, with 3 or 4 trumps GF	1] – 2] (forcing) : 2 NT = balanced – 2 .:/; = two-suiter (5-4) – 3] = one suit	AFTER PASSE BID 2 > = drury with support 2 NT = Fit + singleton
1 ;		5	4 c	Natural 12-23 HL	3 NT : 11-12 H balanced with 4 trumps. 1 .:/; - 3 .:/; : preempt – 1 .:/; - 3 > : artificial bid with fit + singleton - 1 .:/; - 3]: Fit without singleton = Solinter with transfert	1 .:/; - 2 .:/; : new suit = game try, natural – 2 NT game try 1 .:/; - 1 NT (forcing) : 2 NT = strong artificial – 3 X = 5/5 strong 19HL+ 3 .:/; : six cards 17-19 HL, with usually a singleton	Jump in a new suit = support +suit
1 NT				15 – 17 HL	Stayman 5 level – Transfert major/minor (2 NT is natural) 4 >] = two suiter major	1 .:/; - 2 X 2 .:/; : 2 NT = forcing - 3 .:/; = forcing	RUBENSOHL : Double = 8-9 balanced
2 >	X	0		Semi-forcing	2] Relay – 3 >] / .:/; = 2 HC 6 ^{eme} NAT	1 NT – 2 > : 2] : 3 .:/ = 5 ;/4 .:/ - 3 ; = 5 .:/; /4 ; 2 NT : 4 > = transfer .:/ - 4] = transfer ;	2 > - overcall : double is take out 2 NT is natural
2]	X	0		GF	2 .:/ = NEG - 2 ; = 1 Ace in major 2 NT = 8 H + or 2 Kings - 3 >] = Aces 3 .:/; /NT = 2 Aces CRM	2 >] - 2] / .:/; 2 NT = same as after 2 NT opening	2] x xx = 8 pts H without stopper 2] overcall .:/ : new suit natural Take out double Until 4; double is discouraging
2 .:/ ♠		6		Weak	2 NT or a new suit is forcing one round	2 > - 2] 4 > = 5/5 major best in .:/ - 4] best in ;	
2 NT				19+ - 21 balanced	Stayman – Transfer in major 3 ; = two suiter minor (5-4) - 4 >] = NAT 4 .:/ = 5/5 major	2] – 2 NT 3 NT = forcing (transfer and baron)	
3 >		7		PREEMPT CONSTRUCTIF in first or second position	A new suit is forcing	2 NT – 3 > 3 .:/ : 3 ; = artificial, slam try in .:/	
3]		7		PREEMPT CONSTRUCTIF in first or second position	A new suit is forcing	3 .:/ : 4 >] = natural strong It is the same for spade	
3 .:		6/7		PREEMPT AGGRESSIVE	5 >] = asking bid		
3 ;		6/7		PREEMPT AGGRESSIVE	5 >] = asking bid		
3 NT				Gambling solid minor without outside stopper	4] = ask for singleton		
HIGH LEVEL BIDDING							
4 >				PREEMPT AGGRESSIVE		Control first and second round	
4]				PREEMPT AGGRESSIVE		5 key cards blackwood	
4 .:				PREEMPT CONSTRUCTIF in first or second position 6-8 tricks	A new suit is asking bid	Josephine	
4 ;				PREEMPT CONSTRUCTIF in first or second position 6-8 tricks	A new suit is asking bid		

1 NT – punitive double

redouble 5 cards minors
 2 > Stayman
 2] transfer .:
 2 .: transfer;
 Pass Forcing for redouble
 3 > / / .: ; preempt 6 cards or more

1 NT – DOUBLE (2 suiter major + minor) : responses without changing

1 NT - pass - 2 > - DOUBLE

REDOUBLE to play
 2] Natural
 2 .: 4 cards .:
 2 ; 4 cards ;
 Pass no 4 cards major
 3 > both majors
 2 SA Natural

1 NT - pass - 2] (Transfer) - DOUBLE
ou 2 .: (Transfer)

Pass 2 cards
 2 .: / ; 3 cards with stopper] / .:
 3 .: / ; 4 trumps, good hand with stopper
 2 SA 4 trumps, good hand without stopper
 redouble 3 cards without stopper

1 NT - DOUBLE (2 suiter .: + minor)

2 > Transfer]
 2] Stayman
 2 .: Transfer ;
 2 ; Transfer >
 2 SA 2 suiter minors
 3 > / / ; Natural forcing
 3 .: 3 suiter short in .: , GF
 redouble positive until 8-9 HL balanced
 PASS THEN DOUBLE : TAKE OUT

1 NT 2] (2 suiter ; + minor) 2 .:

Natural, non forcing
 2 ; Stayman
 2 SA Transfer >
 3 > Transfer]
 3] Transfer .:
 3 .: 5 .: with ; stopper, GF
 3 ; 3 suiter short in ; , GF
 double positive
 PASS THEN DOUBLE : TAKE OUT

1] - 2 > - DOUBLE (Spoutnik)

2 .: / ; 4 cards minimum
 3 .: / ; 4 cards non forcing (15-17)
 3 SA 18-19 HL balanced
 4 > 3 suiter short > (15-17)
 4] 3 suiter short > (18-19)
 4 .: 4 .: + 4 ; strong (18-19)
 2] nothing special, don't want to say 2 NT
 3] 6 cards (15-16 HL) non forcing
 3 > cue-bid forcing

1] 2 > DOUBLE
 3 > pass 3] no 5 cards majors
 3 .: / ; 5 .: or 5 ;
 4 > 5 .: + 4 ;
 4] 5 ; + 4 .:
 4 .: / ; 6 cards

1 > /] 2 .: = 5/5 week (4-7 H)
 2 ; = 5/5 (8-10 H)

But not after opening pass

1 NT – 2 > (landy) : 2] = 2 NT
 2 .: = stopper .:
 2 ; = stopper ;
 2 NT = transfer >
 3 > = transfer]
 3] = 2 suiter minors 5-4 short in .:
 3 .: = 2 suiter minors 5-4 short in ;
 3 ; = 2 suiter minors 5-5
 3 SA = Natural

1 ; or 1 .: - 2 NT : DOUBLE = penalty
 3 > = 5 .: or 5 ; limit or strong
 3] = Cue-bid
 3 .: / ; = 5 cards Forcing
 3 ; / .: = competitive
 3 SA = natural
 At forth level = splinters

After overcall 2 suiter

1 ; - 2 ; :3 > = Cue-bid
or 3] = Naturel forcing
1 .: - 2 .: 3 .:/3 ; = Cue-bid
3 ;/3 .: = limit bid
3 SA = natural
At forth level = splinters
double = penalty

1 NT - 2 > (**landy**) – **DOUBLE** : pass = TO PLAY
2] = Natural
redouble = take out for partner's major

1 NT - 3 ; - **DOUBLE** : take out

1 ; - 1 NT - **Pass** 2 > Transfer]
2] Transfer .:
2 .: Transfer >
2 ; **Stayman**

2 ; - 2 NT - **Pass** 3 > Transfer]
3] Transfer .:
3 .: 2 suiter minors
3 ; **Stayman**

1 NT 4 > = 2 suiter best or longuer in .:
4] = 2 suiter best or longuer in ;

1 > pass 1 NT 2]/./.;
DOUBLE = take out

1] 2 > pass pass
double redouble = to play

1] 1 .:
1 ; 1 NT
2 > 4-3-5-1 (12-14 HL) or 4-3-4-2 without stopper > 18-19 HL
2 .: 3 .:, singleton >, 15-16 HL
3 > 3 suiter short in .: (singleton or void)
3 .: 3 .:, singleton >, 17-18 HL

Same after opening 1 >

1 > 1 .:
1 ; 1 NT
2] 4-3-1-5 (12-14 HL) or 4-3-2-4 without stopper] 18-19 HL
Etc...