

DEFENSE AND COMPETITIVE BIDS	LEADS AND SIGNALS				WBF - CONVENTION CARD
<p align="center"><b>OVERCALLS</b></p> <p>STYLE: natural aggressive. Responses : natural            New suit : 1/1, 2/2 or 3/3 forcing one round            Jump new suit : natural + fit, forcing one round            Jump cue-bid = good raise            IN BAL.POS. : nat. shows less than good opening hand</p>	<p align="center"><b>OPENING LEADS AND STYLE</b></p> <p align="center">3<sup>rd</sup> and 5<sup>th</sup> without sacrifice            (VS NT : with 10 8 7 2, we can lead 2)</p> <p align="center">LEADS</p>				<p align="center"><b>FRANCE</b></p> <p align="center">SENIOR BOWL 2007</p> <p align="center">PATRICK GRENTHE – PHILIPPE VANHOUTTE</p>
<p align="center"><b>INT OVERCALL</b></p> <p>OVERCALL : 16-18 HCP (After Pass : minors)            IN BAL.POS. : 9-13 HCP            Responses : Stayman and Transfert</p>		<p align="center"><b>VS suit</b></p>	<p align="center"><b>VS NT</b></p>	<p align="center"><b>SYSTEM SUMMARY</b></p> <p align="center"><b>GENERAL APPROACH AND STYLE</b></p> <p align="center">5 CARDS MAJOR</p> <p align="center">2♥ AND 2♠ : WEAK</p> <p align="center">1♣ MAY HAVE TWO CARDS WITH 4-4-3-2</p> <p align="center">1NT opening : 15 - 17</p> <p align="center">2 over 1: forcing one round.</p>	
<p align="center"><b>JUMP OVERCALL</b></p> <p>ONE SUIT : weak            2 SUITERS : 1♣ 2♦ = ♥+♠            UNUSUAL 2NT : 2 lowest suiters</p>	<p><b>A.</b> AKx(x), AKQ(x), AKJ(x), A(x)</p> <p><b>K.</b> AK, KQ(x), K(x)</p> <p><b>Q.</b> QJx(x), Q(x)</p>	<p>AKx(x), AQ10(x), A(x)</p> <p>AKQ(x), AKJ(x), KQJ(x), KQ10(x), Kx</p> <p>AQJ(x), KQ(x), QJ10(x), QJ9(x)</p>	<p><b>J.</b> KJ10(x), J10(x), J(x)</p> <p><b>10</b> A109(x), K109(x), Q109(x), 109(x)</p> <p><b>9</b> 9(x), 98xx, H98x, HH98</p>		<p align="center"><b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b></p> <p align="center">2♦ : GAME FORCING, ACES RESPONSES</p> <p align="center">2♣ : SEMI-FOR., 20-23 HCP</p> <p align="center">2♥ AND 2♠ : 6-10 HCP, 6 CARDS</p> <p align="center">3NT : STRONG PREEMPT IN ONE MINOR SUIT</p>
<p align="center"><b>DIRECT CUE-BID AND JUMP CUE-BID</b></p> <p>DIRECT CUE-BID : 2♥ 3♥ = ♠♣ ; 2♠ 3♠ = ♥♣            JUMP CUE-BID = asks for a stopper for NT over 1♥/♠            (nat.over 1♣/♦)</p>	<p><b>Hi-x</b> Hxxx, xxxx, xx, x</p> <p><b>Lo-x</b> x, xxx, Hxx, xxxxx, Hxxxx</p>	<p>Hxxx, xxxx, xx, x</p> <p>x, xxx, Hxx, xxxxx, Hxxxx</p>	<p align="center"><b>SIGNALS IN ORDER OF PRIORITY</b></p>		<p align="center"><b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b></p> <p align="center">1NT x = ♠, 4 cards and more, with other suit possible</p> <p align="center">1NT 2♣ = ♣/♥</p> <p align="center">1NT 2♦ = ♦/♥</p>
<p align="center"><b>VS NT</b></p> <p><b>Strong NT</b> : * = ♠ ; 2♣ = ♣/♥ ; 2♦ = ♦/♥</p> <p><b>Weak NT</b> : 2♣ = Landy ; 2♦, 2♥, 2♠, 3♣ = transfert            2 NT = natural (20/22).</p> <p><b>NT overcall</b> : 1♣/♦ 1SA 2♣ = both majors ; 2♦/♥/♠ = Transfert ; 2NT = cue-bid with fit.</p>		<p align="center">Partner's lead</p> <p>1. HI/LO            2. Hi Encrg            3. S/P (Dummy singleton)</p>	<p align="center">Declarer's lead</p> <p>HI/LO            S/P            HI/LO            S/P</p>		<p align="center"><b>SPECIAL FORCING PASS SEQUENCES USUAL SLAM TRY IN COMPETITIVE BIDS WHEN PASS IS FORCING, BID IS WEAKER THAN PASS THEN BID</b></p>
<p align="center"><b>VS PREEMPTS</b></p> <p>Take out doubles. Response : 2 NT = NEG.            VS WEAK TWO : Cue-bid = Asking for stopper;            4♣ = 5♣-Maj., 4♦ = 5♦-Maj            2NT : 16-19 (13-16 in bal.pos.). Then Stayman, Transferts.</p>		<p align="center"><b>SIGNALS (including trumps)</b></p> <p>SIGNALS IN TRUMP SUIT : Reverse high low            Vs NT : on As or Q lead, high is encouraging.</p> <p align="center"><b>DOUBLES</b></p>		<p align="center"><b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b></p> <p align="center">3<sup>rd</sup> and 4<sup>th</sup> suit forcing one round</p> <p align="center"><b>PSYCHICS</b></p> <p align="center">Light opening bid in 3<sup>rd</sup></p>	
<p align="center"><b>VS ARTIFICIAL 1♣ OPENING</b></p> <p>Double : Take Out ; 1NT = both minors ; 2♦ = both majors            1♣ Pass 1♦ Double = Take Out ; 1NT = both min. ; 2♦ = nat.</p>		<p>TAKE-OUT DOUBLE (Can be light if shaped)            Responses : Natural and limit. Cue-bid is forcing one round            IN BAL.POS. : 9 HCP and +. Responses : Idem</p>			
<p align="center"><b>OVER OPPONENT'S TAKE OUT DOUBLE</b></p> <p>One over one forcing            TRUSCOTT : Strong raise            Jump in new suit : good raise</p>		<p>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES Negative doubles, Responsive doubles.            Double on overcall 1♦ and 1♥ = transfert            Maximal overcall double - Informative and optionnal doubles            Double over fits and preempts ; Lightner            Double over two suiters shows values            Double from the opener : good hand with support            Double from the defense : good raise or take out</p>			

	A R T	N. of cards	DESCRIPTION	X neg. thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣		2	10/22 HCP : may have 3♣ and 4♦ (rare)	4♠	1♥(♠) = may have longer ♦ 2♦ = 10-14 HCP, 5♦ + 4♣ 2♣ = 10-14 HCP, 4♣ (other suit possible) 2M = 10-14 HCP, 5M + 4♣	1m - 1M - Splinter 1m - 1M - 3NT = 4M, 18-19 bal. 1m - 1M - 4m : 5m + 4M	AFTER OVERCALL (suit one trick) : <b>TRANSFERT</b> to 2♠ (1 NT natural)
1♦		4	10/22 HCP	4♠	2♦ = 10-14 HCP, 4♦ (other suit possible) 2M = 10-14 HCP, 5M + 4♦ 3♣ = 10-14 HCP, 5♣ + 4♦	1♦ - 2♣ - 2♦ = no longer ♦	AFTER OVERCALL (suit one trick) : <b>TRANSFERT</b> to 2♠ (1NT natural)
1♥		5	10/19 HCP	4♠	2♠ = 4+ ♠, 3+ ♥, 10-14 HCP 2NT = balanced 3+♥, 10-14 HCP 3m = 5m, 3+♥, 10-14 HCP 3♥ = 4♥, 7-8 HCP 3NT, 4m = splinter (3SA=♠)	1♥ - 1♠ - 3NT = balanced 18/19 w 4♠ 1♥-1NT-2NT-3x = transfer	AFTER PASS : DRURY FIT  AFTER OVERCALL 1♠ : <b>TRANSFERT</b> to 2♠ (1NT natural)
1♠		5	10/19 HCP	4♥	2NT = balanced 3+ ♠, 10-14 HCP 3m = 5+ m, 3+ ♠, 10-14 HCP 3♥ = 5+ ♥, 3+ ♠, 10-14 HCP 3♠ = 4 ♠, 7-8 HCP 3NT, 4m = splinter (3SA=♥)	If fit forcing, 3NT = bad trumps  1♠-1NT-2NT-3x = transfer	AFTER PASS : DRURY FIT
1NT			15-17 HCP	4♥	2♣ = Stayman 5 responses 2♦, 2♥, 2♠, 3♣ = Transfers 3♦, 3♥, 3♠ = RDxxxx 4♣ (4♦) : both majors with prefer. ♥(♠)	1NT-2♣-2♦-3♥ = 5♠ + 4♥ 1NT-2♣-2♦-2♥/♠ : 7-8 H 1NT-2♣-2♥-3♥ = FM 1NT-2♦-2♥-3♥ = FM	AFTER OVERCALL : Double negative and Transfers from 2 NT (if suit two tricks)
2♣	x	0	SEMI FORCING = 22/23 HCP balanced or 20/22 HCP not balanced	4♠	2♦ = relay 2♥, 2♠ = 5 cards, 9+ HCP 2NT = ♣ ♦ 3♣, 3♦, 3♥, 3♠ = 6 cards	Stayman Puppet and transfers on 2NT rebid 2♣-2♦-4♣ 6/5 ♥ ♠	Negative Doubles Natural overcall
2♦	x	0	GAME FORCING 24 + HCP or 9 playing tricks	4♥	no ace : 2♥ = neg. ; 2NT = positive 3♦, 3♥, 3♠ = KQxxxx one ace : 2♠ = neg. ; 3♣ = positive	Stayman Puppet and transfers on 2NT rebid	Negative Doubles
2NT			20-21 HCP	4♥	3♣ = Stayman PUPPET 4♦ = 5♠ + 5♥ 3♦, 3♥, 3♠, 4♣ = Transfers	2NT-3♦-3NT = 2♥ + 2/3 ♠ 2NT-3♦-3♠ = 2♥ + 4 ♠	Negative Doubles
3x 3NT 4x 4NT	x  x	(6) 7 7 7	Preempt Good preempt in a minor suit Preempt Preempt ♣/♦		New suit forcing	<b>Development after 1x-1y-1NT</b> 2♣ = Transfert or artificial. (On 2♦ obliged : * pass possible ; * two tricks économical =encouraging not forcing ; * other : natural FG) 2♦, 2♥, 2♠ = Transfert (♠ = ♣) ; 2 NT and more = natural	
SLAM APPROACH AND CONVENTIONS 4NT(sometimes 5NT) = 5 Keys Cards Blackwood. Then next suit asks for Queen trump. Josephine 5NT = grand slam force - Controls and cue-bids							