

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style : Natural sound
Resp : CUE = F1, New suit F, weak jump raises, 1NT = 8-12 HCP,
Jump shift = Natural + fit, Jump CUE = good 4-card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
OVERCALL : 16-18 HCP, bal
REOPENING : 9-13 HCP, bal
Resp : Stayman, Transfers after minor opening - Transfers after major opening
Escaping from 1NT doubled [4]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak one-suiter
2-suiter (over major opening)
Reopen: 10-11 HCP, six cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE = 2-suiter [5]
JUMP CUE = ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong NT : "Double" transfers (X=♦, 2♣=♥, 2♦=♠, 2♥=4♥+5 ⁺ ♣, 2♠=4♠+5 ⁺ ♣, 2NT = Strong major 2-suiter, 3♣ = Natural [2a])
vs weak NT : X=14 ⁺ HCP, "Double" transfers (2♣=♥, 2♦=♠, 2♥=4♥+5 ⁺ ♣/♦, 2♠=4♠+5 ⁺ ♣/♦, 2NT = Minor 2-suiter, 3♣ = Natural [2b])
vs 1NT overcall on a minor opening bid, 2♣ = Both majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O doubles - 2-suiters
vs weak 2M : 2NT = 16-18 {D1}
(3♣/♦) - 4♦ = Major 2-suiter, (3♣) - 4♣ = 2-suiter ♦ - ♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣-X = Both majors - 1NT = Both minors
OVER OPPONENTS' TAKEOUT DOUBLE
One over One F1 - Two over One NF
Jump shift = Natural + Fit
RDBLE = Penalty seeking

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th best	3 rd /5 th	
Subseq	Same as first lead		
Other: King vs NT asks CT or UB, Ace asks att			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)-AKJ(x)-A(x)	AKx(x)-AQ10x(x)	
King	AK-KQx(x)	AKJ10-KQ109	
Queen	QJ10-QJx(x)-Q(x)	AQJ(x)-KQx(x)-QJ10(x)	
Jack	KJ10(x)-J10x(x)-J(x)	AJ10x(x)-KJ10x(x)-J109x(x)	
10	K109(x)-Q109(x)-10(x)	A109(x)-K109(x)-Q109(x)	
9	9-9x	9xx-9x-9	
Hi-X	HxXx-Xx-X	Xxx-Xx-HXx	
Lo-X	HxX-xxX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count HL = Even	Count HL = Even	Count HL = Even
Suit 2	High is enc.	Suit pref.	High is enc.
3	S/P (singleton)		S/P
1	Count HL = Even	Count HL = Even	Count HL = Even
NT 2	High is enc.		High is enc.
3			S/P
SIGNALS (including Trumps):			
Echo in trump suit shows ability to ruff or S/P			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Direct T/O double shows support for unbid suits, can be light if shaped			
In reopening position, X may be as weak as 8 HCP			
Natural responses, Cue = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative - Competitive - Informative - Optional - Max overcall - Ligthner			
1♣ - (1♦) - X = Both majors (4♥+4♠ unlimited or 4♠+5♥ <11 HCP)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: FRANCE
PLAYERS :
Patrice <u>PIGANEAU</u>
Jean-Marie <u>PY</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors (NF 1NT), better minor
1NT = 15-17 HCP - 2NT = 20-21 HCP
2♣ opening strong, but not FG - 2♦ opening FG
2♥, 2♠ = 6-10 HCP, six cards
Response to 1m may be light (NV)
2 over 1 F to 2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT resp to major opening may hide bad 3-card raise
Jump shift in response to maj opening = Suit + Fit
2NT resp to major opening = 3-card raise, limit
After partner's major opening, transfers over oppt's intervention (Preemptive or fit) [1]
CUE-BIDS
If opp. Doubles cue-bid, XX = first-round control, Pass = No control, other bid = second-round control
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
3 rd and 4 th suit Forcing
PSYCHICS: EXCEPTIONAL

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3		11+ HCP	1NT = 6-10 HCP, 2NT = 10 ⁺ -11 HCP Inverted raises [3], 1♣ - 2♦, 1♦ - 3♣ = Limit raise	After 1m-1M : Splinters, 3NT = 4-card fit bal., 4m = 6m+4M, 4M = No singleton After 1NT rebid : Checkback Stayman	Jump shift = Natural + support
1♦		3	11+ HCP (3 cards only if 4432)				
1♥		5		11+ HCP	1NT NF, 2NT = 3-card raise, 10-11 HCP 3NT = 12-14 HCP, 3 ⁺ card raise, bal. Jump-shift = Suit+Fit, 4♣/♦ = Splinters 3M = 4-card raise, limit	After 1♠ - 1NT - 2♣, 2♦ = 5♥ + 2♠, 2♥ = 5 ⁺ ♥ + sing ♠ After 1♥ - 1♠ - 1NT, 2♣ = Checkback Stay.	Drury fit [7] Jump shift = Natural + supp
1♠		5					
1NT				15-17 HCP, bal (sing. is exceptional)	Stayman 4 responses, 2♦, 2♥, 2♠, 3♣ = Transfers 2NT invit, 3♦, 3♥, 3♠ = Natural, slam hopes 4♣/♦ = Major 2-suiter (better ♥/♠)	1NT - 2♣ - 2♦ - 3♥ = 5♠ + 4♥ 1NT - 2♣ - 2♦ - 3♠ = 5♥ + 4♠	RUBENSOLH after intervention
2♣	x			Strong in one suit or 22-23 HCP, bal	2♦ = Waiting bid (mandatory)	Stayman and transfers after 2NT rebid 2♣-2♦-4♣/♦ = Major two-suiter, better ♥/♠	
2♦	x			FG	2♥ = No Ace, < 8 HCP - 2♠ = one Ace 3♣ = 1 Ace + 1 King - 3♦ = 1 Ace + 2 Kings 3♥/♠/NT = 2 Aces		
2♥		6		6 cards, 5-10HCP (according to vuln.)	2NT asks for strength and shape - New suit F1	2M - 2NT - 3x = Strength in x, maxi 2M - 2NT - 4x = Short in x	
2♠		6					
2NT				20-21 HCP, bal.	Stayman 4 responses 3♦, 3♥, 3♠, 4♣ = Transfers 4♦ = 5-5 major two-suiter	2NT - 3♣ - 3♥ - 3♠ = Slam invitation in ♥ 2NT - 3♣ - 3♠ - 4♥ = Slam invitation in ♠	
3♣		7		Preempt	New suit F1		
3♦		7		Preempt	New suit F1		
3♥		7		Preempt	New suit F1		
3♠		7		Preempt	New suit F1		
3NT	x			Solid minor suit, no side honour	4♣ = P/C, 4♦ = Ask for singleton, 4NT = Bid your minor, 5♣/♦ = To play		
4♣		8		Preempt			
4♦		8		Preempt			
4♥		7		Preempt	Asking bid at five-level	HIGH LEVEL BIDDING	
4♠		7		Preempt	Asking bid at five-level	Controls and cuebids [6]	
4NT	x			Minor two-suiter		RKCB 3041 - Next suit asks from trump Queen	
5♣		8		Preempt		Exclusion BW	
5♦		8		Preempt		Josephine - Asking bids	

SUPPLEMENTARY SHEETS PIGANEAU - PY

[1] Opponent overcalls on partner's major opening				
Transfers from 2NT upwards, either preemptive or suit + fit				
1♥	1♠	2♠ 2NT 3♣ 3♦ 3♥ 3♠		Cue-bid Transfer ♣ Transfer ♦ Transfer ♥ (true limit raise) Preempt Splinter
1♥	2♣	2♥ 2♠ 2NT 3♣ 3♦ 3♥		Weak raise Natural, F1 Cue-bid Transfer ♦ Transfer ♥ (true limit raise) Preempt
1♥	2♦	2♥ 2♠ 2NT 3♣ 3♦ 3♥		Weak raise Natural, F Transfer ♣ Cue-bid Transfer ♥ (true limit raise) Preempt
1♠	2♣	2♦/♥ 2♠ 2NT 3♣ 3♦ 3♥ 3♠		Natural, F1 Weak raise Cue-bid Transfer ♦ Transfer ♥ Transfer ♠ (true limit raise) Preempt
1♠	2♦	2♥ 2♠ 2NT 3♣ 3♦ 3♥ 3♠		Natural, F1 Weak raise Transfer ♣ Cue-bid Transfer ♥ Transfer ♠ (true limit raise) Preempt

SUPPLEMENTARY SHEETS PIGANEAU - PY

[2a] vs strong 1NT opening : Double transfer (overall or reopening)				
	1NT	X 2♣ 2♦ 2♥ 2♠ 2NT 3♣		15-17 HCP Transfer ♦ (1-suiter ♦/2-suiter 55 ♦-♣, 54 ♦-♥, ♦-♠) Transfer ♥ (1-suiter ♥/2-suiter 55 ♥-♣ or ♦-♥, 5-4 ♥-♠) Transfer ♠ (1-suiter ♠/2-suiter 55 ♠-♣ or ♠-♦, 5-4 ⁺ ♠-♥) 4♥ + 5 ⁺ ♣ 4♠ + 5 ⁺ ♣ Strong major 2-suiter Natural, six cards
Pass 2♣ 2♦	1NT	X	XX	Penalty Ask for second suit (if any) Takes leadership (do not bid 2♦ unless strong suit) Preference
Pass XX 2♦ 2♥	1NT	2♣	X	To play if partner's second suit Ask for second suit (♥ if ♥-♣) Takes leadership (do not bid 2♥ unless strong suit). Preference
Pass XX 2♥ 2♠	1NT	2♦	X	To play if partner's second suit Ask for second suit (♠ if ♠-♣) Takes leadership (do not bid 2♠ unless strong suit). Preference
Pass XX 2♠ 2NT 3♣ 3♦	1NT	2♥	X	To play 5-5 or 4-6 ♠ - ♦ Natural Accepts to play in ♣ with ♥ honour (A, K, or Q) To play Natural
Pass XX 2NT 3♣ 3♦	1NT	2♠	X	To play 2-suiter ♥-♦ Accepts to play in ♣ with a ♠ honour (A, K, or Q) To play Natural
[2b] vs weak 1NT opening : X = Points, Other = Double Transfer				
	1NT	X 2♣ 2♦ 2♥ 2♠ 2SA 3♣/♦		12-14 HCP or less 14 ⁺ HCP, seeking penalty Transfer ♥ Transfer ♠ Four cards + either minor (5 ⁺) Four cards + either minor (5 ⁺) Minor 2-suiter Natural
Pass 2♣ 2♦ 2♥ 2♠ 2NT 3♣	1NT	X		14 ⁺ HCP, seeking penalty Penalty In search of a fit Transfer ♥ Transfer ♠ Transfer ♣ Minor 2-suiter Transfer ♦

SUPPLEMENTARY SHEETS PIGANEAU - PY

[3] Inverted minor raise (denies four-card major) without intervention				
If opp intervenes : 2♣/♦ = weak, 3♣/♦ = Limit				
1♣ 2♦ 2♥ 2♠ 2SA 3♣		2♣		Forcing, 5+ cartes, no four-card major Strength Strength Strength 12-14 HCP, no unguarded doubleton (xx) Minimum, NF
1♣ 1♦		3♣ 3♦		Preempt
1♣ 1♦		2♦ 3♣		Limit raise in Clubs Limit raise in Diamonds
[4] Escaping from 1NT doubled				
1X	1NT 1NT	X X	Pass XX 2♣ 2♦/♥ 2NT 3♣/♦	Penalty Penalty Willing to play 1NTX, no singleton Forcing to 2♣ (weak in either minor) Stayman Transfer ♥/♠ Minor 2-suiter Preempt
[5] Two-suited actions = Michael's cue-bids				
1♣ 1♣ 1♣ 1♦ 1♦ 1♥ 1♥ 1♥ 1♠ 1♠ 1♠ 1♥/♠	2♣ 2♦ 2NT 2♦ 2NT 2♥ 2NT 3♣ 2♠ 2NT 3♣ Pass	1NT	2♥/♠	Natural ♥-♠ ♦-♥ ♥-♠ ♣-♥ ♠-♣ ♣-♦ ♠-♦ ♥-♣ ♣-♦ ♥-♦ Other major+either minor (5 ⁺ -5 ⁺)
[6] Controls and cue-bids				
Pass	1♠ 2♦ 3NT 4♣ 4♦ 4♥ 4♠	Pass Pass	2♣ 3♠	Slam invitation in ♠ Good hand, other bid not possible (see below) Singleton in ♥, Ace or King in ♣, good hand Singleton in ♥, no Ace/King in ♣, good hand Singleton in ♣, Ace or King in ♥, good hand Bad hand, signoff
The same principles apply to all similar sequences				

SUPPLEMENTARY SHEETS PIGANEAU - PY

[7] Passed hand bidding = Drury fit				
Pass 2♣	Pass	1♠ 2♥	Pass	Drury (3+ card fit) 5♠+4♥ less than 12 HCP
Pass 2♣ 2♥	Pass	1♠ 2♦	Pass	Ambiguous 3♠ + 4♥ (forcing)
Pass 2♣ 2♠	Pass	1♠ 2♦ 3x	Pass	Ambiguous Trial bid
Pass 2♣ 3♣	Pass	1♥/♠ 2x	Pass	Natural, to play, unless opener maxi+fit
Pass 2NT 3♦ 3♥ 3♠ 3X 3♥/♠ 4X	Pass	1♥/♠ 3♣	Pass	Splinter = Four-card fit + singleton Relay Singleton in other M Singleton in ♣ Singleton in ♦ Natural + four-card fit, not GF Preempt, rather constructive Natural + five-card fit

SUPPLEMENTARY SHEETS PIGANEAU - PY

[D1] Defenses to eney conventions				
2♥/♠	X 3♥/♠ 3NT 4♣ 4♦		2NT	Weak-two T/O Mini cue-bid (8-10 HCP) - Baron developments Ask for stopper (3NT) or minor 2-suiter To play 2-suiter other M + ♣ 2-suiter other M + ♦
2♦	X 2♥ 2♠ 2NT			Multi Either a six-card major or bal. 16-18 HCP (i.e. = 2NT) (partner assumes a six-card major) T/O, short in ♥ T/O short in ♠ Minor two-suiter
1♥/♠	2NT	X 3♣ 3♦ 3♥/♠ 3♠/♥		Minor two-suiter Penalty seeking Limit raise Six cards in other major, competitive Competitive raise Natural, five cards in other major, F
1♠	2♠	X 3♠ 3♣ 3♦ 3♥ 4♣/4♥		Two-suiter ♥ + ♣ Penalty seeking Competitive raise True limit raise Natural, F Cue-bid, strong hand Splinter
1♥	2♥	X 2♠ 3♣ 3♦ 3♥ 3♠/4♣		Two-suiter ♠ + ♣ Penalty seeking Cue-bid strong hand True limit raise Natural, F Competitive raise Splinter