

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Natural	
Responses : natural ; weak jumps raises.	
New suit : forcing if n°3 pass	
Jump new suit:natural + fit, F1 ;Jump cue bid : good raise	
IN BAL. POS. : nat. shows less than good opening hand.	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
In 2nd or 4th : 16 -19, balanced	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers	
Reopening : 9-13 Hcps, balanced. Responses : same as above	
JUMP OVERCALLS (Style; responses; Unusual NT)	
Weak or 2 suiters (1)	
2NT = 2 lowest unbid suit	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
(1)	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural)	
Reopening : same, except 1♣ - - 2♣ = ♥ + ♦ / 1♠ - - 2♦ : ♥ + ♠	
VS. NT (vs. Strong / weak; Reopening; PH)	
vs. Strong : X = Short in one minor 12+ 2♣ asking for majors	
2♦ = w in ♥ or ♠ or strong ,2♥/♠ = 5+♥/♠, 4m possible, 2NT ♣+♦	
Reopening : X = 4+♥ and ♠ or ♦ , 2♣ : ♣ + M, 2♦ : ♦ + ♠	
vs. weak : X = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5+♣ + 5+♦ 3♦ = 5+♥ and 5+♠ Game forcing	
Reopening : same (weaker)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Take out double, new suit = natural.	
Cue-Bid = 2 suiter : 3♣ 4♣ = ♦ + ♥ , 3♠/♦ 4♦ = ♥ + ♠	
3♥ 4♣ = ♠ + ♣, 3♥ 4♦ : ♦ + ♠ , 3♠ 4♣ : ♥ + ♣, 3♠ 4♦ : ♦ + ♥	
VS ARTIFICIAL STRONG OPENINGS	
1♠ (strong) double = ♥ + ♠ (at least 4-4)	
1NT = ♣ + ♦ (at least 5-4)	
2NT = ♥ + ♠ (at least 5-5)	
jump = weak	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 over 1 forcing 2 over 1 not forcing	
Redouble = 10 + HCP	
Jumpshifts = suit + raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd-5 th (2 nd from 4 small)	3rd - 5th	
NT	4th best (2 nd from 4 small)	3rd - 5th	
Subseq	Low is encouraging		
Other : 3 rd and 5 th against slam, behind dummy, 10 is encourag.			
(10)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x	A K x	
King	K Q x, A K bare, A K + sg	Strong lead ask for unblock	
Queen	Q J x	Q J 10 x or K Q x	
Jack	J 10 x or K J 10 x	J 10 x or H J 10 x	
10	10 9 x or H 10 9 x	10 9 x or H 10 9 x or 109XX	
9	9 or 9 x	9 x x or 9 x or 10 9 X X rare	
Hi-X	HxXx, xXxx, Xx, xXXXxx	Xxx, xXxx, xXxxx, HXx	
Lo-X	X, xxX, xxxX, xxxxxX	4th best, HxX, xxxXx	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit	1 Count: H/L=E	Count: H/L=E	High encour; low
	2 Encour. or suit	Suit preference	Count: H/L=E
	3 Suit preference	Suit preference	Suit preference
NT	1 Count: H/L=E	Count: H/L=E	Suit preference
	2 or encourag.	or Smith Peter	Count: H/L=E
	3		Suit preference
Reverse count in trump : - Ability to ruff			
- After preempt or when low contract double : odd number of trump			
- Suit préférence			
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
Take out double : sound, 3-suiter style or 19+ Hcp, any distribution. Responses : natural, only cue-bid is forcing.			
Reopening : double either 3-suiter or 13+Hcp. (9)			
Responses : suit at lowest level ambiguous			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1♣	1♦	DOUBLE = 4 cards in ♥	
1♠/♦	1♥	DOUBLE = 4 cards in ♠	
Opener's double shows either :			
- 3 cards in partner's major , 14+			
- a strong hand			

WBF Convention Card	
CATEGORY : Open	
NCBO : FRANCE	
EVENT : Malmoe 2004	
PLAYERS : SEBBANE Lionel - THUILLEZ Laurent	
SYSTEM SUMMARY	
GENERAL, APPROACH AND STYLE	
Natural, 5 cards major	
Best minor (1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣)	
Weak 2 in majors	
1NT Opening : 15 -17, balanced (6 m or 5 M possible)	
2 OVER 1 Response : F1, requests a new bid.	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ : Strong, artificial, F1	
2♦ : Strong, GF	
3NT : solid minor, no outside stopper	
Overcalls with two-suiters : 1♣/♦ 2♣/♦ : 5+♥ and 5+♠	
1♣/♦/♥/♠ : 2NT : 2 lowest	
1♥/♠ 2♥/♠ : ♣ and o M	
1♥/♠ 3♣ : ♦ and o M (1)	
1♣/♦ Pass 2♣/♦ = 5+♠ and 4+♥, 4-9 HCP (11)	
SPECIAL FORCING PASS SEQUENCES	
When Pass is forcing, bid is weaker than Pass then bid	
Some competitive sequences, when X is negative one if Partner is short	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Frequent light opening in 3 rd seat according to vulnerability.	
In 3th seat, preempts are often weaker	
PSYCHICS : rare	

OPENING	TICK IF ARTIFICIAL	MIN. No OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less		1x - 1y - 1NT : 2♣ = transfer for 2♦, weak or invitational	Weak jump after overcall or double
1♣		3	6♥	Natural 11 - 22 H	2♣ = 5+♠ and 4+♥, 4-9 HCP	1x - 1y - 1NT : 2♦ = Game forcing (8)	If passed :
					1♥, 1♠: may have longer ♦, New suit jump is strong	1♣/♦ - 1M - 3NT = 4 M +5♣/♦, 5422	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H	2♦ = 5+♠ and 4+♥, 4-9 HCP	1♦ - 2♣ - 2NT = 12-14 or 18-19	
				3 cards if 4♠ / 4♥ / 3♦ / 2♣	New suit with jump is strong	1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
						1♦ - 1♠ - 2♦ - 2♥ forcing artificial	
1♥		5	6♦	Natural 10 - 21 H	2NT = 13+ and 4 trumps GF, 1♥3♦ : 3♥, 11-13	4 th suit forcing	1NT = 6-11, 2♣ is Drury (5)
					3NT 4+ trumps balanced, 11-12 HCP	1♥/♠ - 2x - 2NT = 15+ bal	2NT = 4+ trumps with a singleton
					Jump raise at level 3 are natural limit, splinters	1♥/♠ - 2x - 2♥/♠ - 3♥/♠ = forcing	
1♠		5	6♥	Natural 10 - 21 H	Same above	1♠ - 3♠ - 3SA : asking for controls, 1♥-1♠-3NT 4522	After overcall over one major :
						1♥/♠ - 2♥/♠ - 2SA : trial bid any hand, forcing	Jump in a new suit shows 5+ cards
1NT			4♥	15-17 balanced	2♣ Stayman, 2♦, 2♥, 2♠, 3♣/♦/♥/4♦4♥ = transfer	1♥/♠ - 2♥/♠ - 3♣, ♦ : semi-natural (ask for complement)	and 4+ cards in opening bid
				5 cards in Major possible	3♠ : forcing 3NT w 2 minors or 4441 short in a M	(3)	
				6 cards in minor possible	4♣ : 5+♥ and 5+♠		Transfer from 2NT after overcall
				5422 possible		1NT 2♠/3♠ - 3♣/♦ - 3♥/♠/NT short in ♠/♥/♦ or ♣	Double = at least 2NT bid
2♣	x	0	4♦	Forcing one round	2♦ = relay : 2♥/♠ = HHxxx and 8 ⁺	2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT	After overcall : X shows values
				22-23 balanced or strong	3♣/♦ = HHxxx and 8 ⁺	2♣ - 2♦ - 2♥/♠ : 5+ cards 18-22	new suit = Hxxx and 7+
				in any suit	2NT = 5♣ and 5♦ 8 ⁺	2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 8-8 1/2 tricks	Cue-bid = strong T/O
2♦	x	0	4♦	Forcing to game	2♥ = <8 or 8+ irregular, no ace; 2♠ = Ace ♠ or ♥		Same as above except if overcall
				Any hands	2NT = 2 Kings or 8 H+ ; 3♣/♦ = Ace ♣ or ♦		>= 4♣ double shows poor hand
					3♥, 3♠, 3NT = 2 Aces, CRM		
						2♦ - 2♥ - 3♠ : 4♠ and 5+♥	
						2♦ - 2♥/♠ - 2NT = 24+HCP same as over 2NT.	
2♥		6		4-9 non vulnerable	new suit forcing 1, 2NT is relay and then :		
				7-10 vulnerable	opener shows value at level 3 and singleton or		
2♠		6			void at level 4 when maximum		
2NT			6♥	20/21 balanced	Stayman as over 1NT		
				5 cards in major possible	5♠ forcing for 6♣/♦ or 6NT		
				6 cards in minor possible	Transfer 3♦, 3♥, 3♠, 4♣ and rectification with fit		
				5422 possible	4♦:♥+♠, 4♥:minors short ♠, 4♠:minors short ♥		
3♣		7		Preempt natural	New suit is forcing		
3♦		7		Same			
3♥		7		Same	Jump = Asking bids		
3♠		7		Same			
3NT				Solid minor	4♦ : asking for singleton		
4♣		8		Preempt natural			
4♦		8		Same			
4♥/4♠		8		Same	Asking bids		
4NT		6/5		Both minors	In 1 st and 2 nd : 4 losers (one in both minor)		
HIGH LEVEL BIDDING							
Control first and second round							
Roman Key Cards Blackwood, responses 41 / 30 / 2... 5NT = 2 or 4 keys and a void							
Josephine							
Lightner doubles							
After Blackwood, next suit asking for Queen of trump -> return in trump suit = no							

NCBO : FRANCE

PLAYERS : SEBBANE-THUILLEZ

(3)

1NT 2♣
 2♦ 2♥(♠) : encouraging
 3♥ : 4♥ + 5♠
 3♠ : 4♠ + 5♥

1NT 2♣
 2♥ 3♥ : non forcing
 3♠ : 4+♥, forcing, invitation to slam
 4♣(♦) : splinters

1NT 2♣
 2♠ 3♥ : 4+♠, forcing, invitation to slam
 3♠ : non forcing
 4♣(♦) : splinters

1NT 2♦
 2♥ 2♠ : 5♠ + 5♥, encouraging

1NT 2♠
 3♣ 3♥ : short in ♠
 3♠ : short in ♥
 3NT : short in ♦
 4♣ : forcing
 4♦ : 6♣ + short in ♦

1NT 3♣
 3♦ 3♥ : short in ♠
 3♠ : short in ♥
 3NT : short in ♣
 4♦ : forcing
 4♣ : 6♦ + 4♣

(4)

1NT Double Pass :
 (penalty) 2♣ : stayman, 2♦, 2♥, 2♠ : transfer

1NT Double Redouble : or ♦
 (other) same as 1NT Pass

1NT 2♣ Double : Values
 2NT : Stayman, short in ♣
 3♦, 3♥ : transfers ; 3♠ : asks for a ♣ stopper

1NT 2♦ Double : Values
 2NT, 3♦, 3♥ : transfers ; 3♠ : asks for a ♦ stopper
 3♣ : Stayman, short in ♦

1NT 2♥ Double : 7+, with 2♥ minimum
 2NT, 3♣, 3♥ : transfers
 3♦ : Stayman

1NT 2♠ Double : 7+, with 2♠ minimum
 2NT, 3♣, 3♦ : transfers
 3♥ : Stayman with ♠ stopper

1NT 3♣ Double : Stayman
 3♦, 3♥ : transfers
 3♠ : asks for a ♣ stopper
 4♣ : 5♠ + 5♥

1NT 3♦ Double : Stayman
 4♦ : 5♠ + 5♥

When overcall by transfers, developements are about the same.

WBF SUPPLEMENTARY SHEET

NCBO : FRANCE

PLAYERS : SEBBANE-THUILLEZ

(4)	<p>1NT 2♣ (Landy) Double : some values forcing 2♥(♠) : cue bid 2NT, 3♣ : transfers 3♦ : transfers ♥ or ♠ 3♥ : 1354 3♠ : 3154</p> <p>1NT 2♣ (one unknown suit) Double : 7/8⁺, Stayman</p> <p>2♦, 2♥, 2♠ : Natural 2NT, 3♣, 3♦, 3♥ : transfers</p>
(5)	<p>2♣ DRURY : after an opening of 1♥ or 1♠ in 3rd or 4th seat, the response of 2♣ shows either ♣ (if follows by 3♣), either fit in the opening, at least by 3 cards and about 9-11 points.</p> <p>Pass Pass Pass 1♥(♠) Pass 2♣* Pass any other bid than 2♦ or 2♥(♠) is natural with 15⁺ points 2♦ shows either ♦, either 0 to 15⁺ points, forcing one round 2♥(♠) : 6 cards and opening values</p>
(6)	<p>Vs unusual 2NT : 1♥ 2NT 3♣ : ♥, game forcing 1♠ 2NT 3♣ : ♥, non forcing 3♦ : ♠, non forcing 3♦ : ♠, gameforcing 3♥ : ♥, non forcing 3♥ : ♥ game forcing 3♠ : ♠, forcing 3♠ : ♠, non forcing</p>
(7)	<p>1♣(♦) 1NT Pass Pass 1♣(♦) Pass Pass 1NT Double : take out for the majors Double : take out for the majors</p> <p>1x 1y 3y : I have the Ace of y 1♣ 1,2,3♦ 4♦ : 5♥ + 5♠</p> <p>1♦ 2,3♣ 4♣ : 5♥ + 5♠, 1♣ 1♦ 1♥ 1♠ : 5 cards in ♠ Double : negative with or without 4 cards in ♠</p>
(8)	<p>1x Pass 1y Pass 1NT Pass 2♣ : relay, usually limit hands; the opener must bid 2♦ ; then the responder describes his hand. 2♦ : relay (GF hands); the opener must describe his hand.</p>

<p>(9)</p>	<p>DOUBLES</p> <p>a) Negative doubles</p> <ul style="list-style-type: none"> - 1♣ 1♠ Double - 1♦ 2♠ Double - 1♥ 3♠ Double - 1♥ 4♠ Double <p>b) Responsive doubles</p> <ul style="list-style-type: none"> - 1♠ Double 2♠ Double - 1♠ Double 3(4)♠ Double (but no forcing) - 1♣ 1♠ Double 2♠ Double - 1♠ Pass Pass Double 2♠ Double <p>c) Informative doubles</p> <ul style="list-style-type: none"> - Double of some artificial bids as <ul style="list-style-type: none"> - 1♣ 4♥ Pass Pass 4x Double - Cue bids - Double from the opener when overcall or preempt (or when defense is fitted) is fitted or shows extra values. - When overcall on 1NT or 2NT opening - When overcall on 2♣ or 2♦ opening - 1x 1NT 2y Double - When overcall on Blackwood : Double shows 0 keys or penalty; Pass shows 1 or 4 keys; upper suit shows 2 keys, upper upper suit shows 3 keys
	<p>d) Optionnal doubles</p> <ul style="list-style-type: none"> - When overcall on 1NT or 2NT opening - Some responsive doubles - Some negative doubles (when preempt overcall) - Some take out doubles as : <ul style="list-style-type: none"> - 4♠ Double - 1x Pass 1y Pass 1NT Pass Pass Double <p>e) Maximal overcall doubles</p> <ul style="list-style-type: none"> - 1♠ 2♥ 2♠ 3♥ Double - 1♠ Pass 3♠ 4♥ Double - 1♠ Pass 2♠ 3♥ Double <p>f) Take out doubles</p> <ul style="list-style-type: none"> - 1♣(♦) Pass 1NT Pass Pass Double - 1♠ Pass x Passe 2♠ Double (except when x = 1NT) - 1x Pass 1y Pass 1NT Double - 1♣ 1♥ 1♠ Pass 1NT 2♥ Double - 1♣ Pass 1♠ Pass 1NT 2♥ Double - 1♣ 1♥ 1♠ Passe 2♣ Double <p>g) Doubles asking for a lead</p> <ul style="list-style-type: none"> - 1NT Pass 3NT Double - Against slam, double asks for an unusual lead
<p>(10)</p>	<p>PREFERENCE SIGNALS IN CASE OF:</p> <ul style="list-style-type: none"> - singleton or void in dummy vs suit contracts - singleton or void in partner's hand vs suit contracts - when count is known or without interest