

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
GENERAL STYLE =sound ; Michaels Cue Bids (Note 4)
RESP to suit overcall : jump raise=PRE ; Cue-Bid=F1 raise 4cards New Suit 1/1 or 2/2= F1 ; jump shift = fit + 4 cards
T/O DBL: General Style can be light if shaped
RESP to T/O DBL : Natural, Cue-Bid = F1+G/T
Reopening : NAT ; DBL=STR (14+)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
a) 2nd live = (15)16-17(18)
RESP : over 1♣/♦ opening, Bid as over partner's 1 NT opening, over 1♥/♠ opening, TRF bids (impossible TFR=INQ other M)
b) 4th position = (9)10-12(13)
RESP : as over 2nd live INT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Michaels CUE (Note 4) or PRE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue Bids = Michaels CUE (Note 4)
Jump Cue Bids=3NT try with long side suit
<b>VS. NT (vs. Strong/Weak; Reopening ; PH)</b>
2♣=5/M
2♦=6♥ or ♠
2C/P=5M+5/4any "m"; RESP : NAT (2NT=INQ on"m")
2NT=5♣/♦
DBL=any good suit, penalty possible
Reopening : as above
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL or NAT
NEG DBLE up to 4♦(over 1♥) or 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=opening suit
NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1♣/♦ : single raise 6-10, 2NT Truscott, 3+♣♦ PRE
Over 1♥/♠ : single raise 5-7, 2♣ 8-10 raise,2NT Truscott, 3+♥/♠ PRE
Over 1NT-DBL : see Note 5

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	Even/Odd	Even/Odd
NT	4th best/top of nothing	Even/Odd
Subseq	Small=ENCRG	Small=ENCRG
Other : 2nd from 4 small		
<b>LEADS</b>		
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>
<b>Ace</b>	AKx ; Axxx(+)	AK ; AKx(+)
<b>King</b>	AK ; KD ; KDJ ; KD109(+)	AKJ10(+); KDJ ; KD109(+)
<b>Queen</b>	QJ ; DJx(+)	KQxx ; QJx;ADJxx
<b>Jack</b>	J10;J10x(+); KJ10x(+)	J10;J10x(+); KJ10x(+)
<b>10</b>	109;109x(+); 10x	109;109x; 10x ; H109x
<b>9</b>	98 ; 98x(+)	H9x ; 9xx ; 109xx
<b>Hi-x or Lo-x</b>	Even/Odd	Even/Odd or Top of nothing
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>
<b>1</b>	Hi=ENC possibly	Even/Odd
<b>Suit 2</b>	Even/Odd	Even/Odd
<b>3</b>		
<b>1</b>	Small=ENC	Even/Odd
<b>NT 2</b>	Even/Odd	Smith signals
<b>3</b>		HI=ENC possibly
<b>Signals (including Trumps):</b> Hi-Lo (none in trumps)		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Shows strength opening or less if shaped hand		
Generally 8/7 cards in M over 1 "m" opening and 4♥ or ♠ over 1♣/♥		
RESP : 1/2 over 1/2=MIN, single jump= 4cards 8+, double jump=5cards 8+		
Reopening : RDBL=SOS or NAT		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
DBL/RDBL over COMP=partner's suit agreement		
RDBL over DBL of partner's CUE= Ace or void		

W B F CONVENTION CARD
<b>CATEGORY: NATURAL mainly</b>
<b>NCBO: MOROCCO</b>
<b>PLAYERS:</b>
<b>HUMBLE Marie-Thérèse</b>
<b>HUMBLE Jacques</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NATURAL ; SOUND
5Cards MAJOR (Semi-F INT), Best Minor (D with 3-2 & C with 3-3)
1NT : 15-17 BAL, no 5cards Major
2♣ & 2♦ : ART (Notes 1 & 2)
2♥ & 2♠ : WK 5♥/♠+5/4 any Minor (Note 3)
DEF & COMP bidding : NAT & Sound ; Michaels CUE(Note 4)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Openings :</b>
2♣ & 2♦ : ART (Notes 1 & 2)
2♥ & 2♠ : WK 5♥/♠+5/4 any Minor (Note 3)
3 NT
<b>DEF &amp; COMP Bidding :</b>
Michaels (Note 4)
VS 1NT by RHO & LHO : 2♣/♦/♥/♠/NT & DBL
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11 - 21 HCP In 3rd/4th, the same except shaped	Single raise= 5cards STR (Note 6) Double raise PRE ; Jump Shift at 2 level=SOL or S-SOL suit, FG & S/T	4SF ; REV by opener F ; REV by responder=FG ; third suit = F1. After 1/1/1NT, 2♣=CB STAY (Note 7). Splinters ; CUE over Comp= INQ for NT	Single raise=5 cards ; jump raise=PRE ; 1NT up to 11 HCP. Jump new suit=4/5cards fit + 4/5cards suit
1♦		3	4♥	As above	As above + 2♣ = FI, G/T	As above	As above
1♥		5	4♦	As Above In 3rd/4th, can be semi-WK	1NT= if fitted, less than 8 HCP ; Single raise 8-10; 2NT=11-14 3cards raise ; 3♣=11-14 4cards raise;; 3NT=4cards fit, BAL hand ; 2/1 = FI, G/T ; 2♠=STR Jump Shift ; 3♥ PRE ; 3♠/4♣=SPL	As above + : After raise, new suit at level 3 =S/S (G/T) CUE over COMP=4cards raise	Single raise 6/10 ; jump raise=PRE ; 1NT up to 11HCP ; 2♣=Drury (Note 8). Jump new suit=4/5 cards fit +4/5 cards suit
1♠		5	4♥	As above	1NT=Semi FI (Note 9); Single raise 8-10; 2NT=11-14 3cards raise ; 3♣=11-14 4cards raise; 2/1=FG ; 4♣4♥ = SPL	As above + : After raise, new suit at level 3 =S/S (G/T) CUE over COMP=4cards raise	As above
1NT				15-17 BAL	2♣=STAY 3 RESP, possibly WK (Note 2) 2♦/♥=TRF ; 2♠=TRF or QUANT (Note 3); 3♣=TRF♦	RESP to STAY : see Note 2 Jump RESP to TFR♥/♠=4cards After RESP to TFR, raise=INV, new suit=FG	
2♣	ART		4♥	FG or STR M	2♦=5+HCP; 2♥/♠=0-4 HCP, best M	2M= STR M ; other=FG STAY 3 RESP on 2NT (Note 2)	
2♦	ART		4♥	WK 6 M or 22-23 NT or STR "m" (Note 4)	2♥=P/C; 2♠=S/S; 3+♣/♦/♠=S/O; 3/4♥=P/C	Any NT by opener=22/23 HCP BAL Any "m" suit=STR	
2♥		5	4♦	WK 5♥/any "m" 5/4	2NT = INQ "m" ; Natural ; 2+♠/3+♣/♦=S/O	Natural	
2♠		5		WK 5♠/any "m" 5/4	2NT = INQ "m" ; Natural ; 3+♣/♦/♥=S/O	Natural	
2NT				20-21 BAL	3♣=STAY 3RESP FG (Note2) 3♦/♥/♠/4♣ : TFR FG	Natural	
3♣		7		PRE ; semi-solid suit	New suit F1 except if G is reached	Natural	
3♦		7		PRE ; semi-solid suit	New suit=FI except if G is reached		
3♥		7		PRE			
3♠		7		PRE			
3NT		7		1st to 3th seat=SOL "m" suit 4th seat=S/O	a) 1st to 3th seat bid : 4 to 7 ♣=P/C ; any other=S/O b) 4th : S/O except with 6+♥♠ or 7+♣♦		
4♣♦♥♠		8/7		PRE			
4NT				PRE 5+ ♣/5+♦	RESP : P/C ; NAT		
5♣♦♥♠		9/8		PRE		<b>HIGH LEVEL BIDDING</b>	
						RKCB (Note 10)	
						CUE SPL	
						After COMP, 5 of =S/T, asks for CTRL of OPPT's suit	