

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS	WBL CONVENTION CARD																												
OVERCALLS	OPENING LEADS STYLE	WBL CONVENTION CARD																												
STYLE: natural Responses: natural, weak jumps raises. Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. IN LAST POS: nat. shows less than good opening hand.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">Lead</th> <th style="text-align: center;">In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td style="text-align: center;">3rd and 5th, 2nd from 4 small cards</td> <td style="text-align: center;">3rd and 5th</td> </tr> <tr> <td>NT</td> <td style="text-align: center;">4th best</td> <td style="text-align: center;">3rd and 5th, except in 1♣ : 4th best</td> </tr> <tr> <td>Subs</td> <td style="text-align: center;">NT : 4th best SUIT : high-low even</td> <td style="text-align: center;">3rd and 5th</td> </tr> </tbody> </table>			Lead	In partner's suit	Suit	3 rd and 5 th , 2 nd from 4 small cards	3 rd and 5 th	NT	4 th best	3 rd and 5 th , except in 1♣ : 4 th best	Subs	NT : 4 th best SUIT : high-low even	3 rd and 5 th																
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INT OVERCALL	Other : vs Suit : AKx(x) with a singleton in another suit or AK doubleton vs slams in NT : 3 rd and 5 th , 2 nd from 4 small cards	CATEGORY: Green NCBO: France PLAYERS: Danièle AVON - Veronique BESSIS EVENT : World Bridge Championships Team - Marrakech																												
OVERCALL: 15 -18 HCP. IN LAST POS: 9 -13 HCP. Responses: Stayman and Transfer. After Pass 1m Pass 1M: 6 in the cheapest and 4 in the other.	LEADS	GENERAL APPROACH AND STYLE																												
JUMP OVERCALL	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">Vs. Suit</th> <th style="text-align: center;">Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKxx; AKQ(x); AKJ(x); A(x)</td> <td>AKx(x); AQ10(x); A(x); AKJ(x);</td> </tr> <tr> <td>King</td> <td>AK; KQ(x); K(x); AK(x)+sing</td> <td>AKQ(x); KQJxx; KQ10xx; Kx</td> </tr> <tr> <td>Queen</td> <td>QJx(x); Q(x)</td> <td>AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x; KQJx</td> </tr> <tr> <td>Jack</td> <td>AJ10x; KJ10(x); J10x; J(x)</td> <td>KJ10(x); J109(x); J108(x)</td> </tr> <tr> <td>10</td> <td>A109(x); K109(x); Q109(x)</td> <td>K109(x); Q109(x); 10(9)x</td> </tr> <tr> <td>9</td> <td>9x</td> <td>9(x)(x)</td> </tr> <tr> <td>Hi-x</td> <td>Hxxx; xxx; xx; x</td> <td>xx; xxx; xxx(x)(x)</td> </tr> <tr> <td>Lo-x</td> <td>x; xxx; Hxx; xxxxx; Hxxxx</td> <td>Hxx; Hxxx(x)(x); xxx(x)(x)</td> </tr> </tbody> </table>		Vs. Suit	Vs. NT	Ace	AKxx; AKQ(x); AKJ(x); A(x)	AKx(x); AQ10(x); A(x); AKJ(x);	King	AK; KQ(x); K(x); AK(x)+sing	AKQ(x); KQJxx; KQ10xx; Kx	Queen	QJx(x); Q(x)	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x; KQJx	Jack	AJ10x; KJ10(x); J10x; J(x)	KJ10(x); J109(x); J108(x)	10	A109(x); K109(x); Q109(x)	K109(x); Q109(x); 10(9)x	9	9x	9(x)(x)	Hi-x	Hxxx; xxx; xx; x	xx; xxx; xxx(x)(x)	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)	<ul style="list-style-type: none"> ➤ 5 CARDS MAJOR ➤ 1♦ : 4 cards except 4432 ➤ 2♥/2♠ : 6♥/♠ weak ➤ 2♣ : strong any shape ➤ 2♦ : game forcing <p style="text-align: center;">1NT opening : 15 - 17 HCP 2 over 1 Response : game forcing</p>	
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10	A109(x); K109(x); Q109(x)	K109(x); Q109(x); 10(9)x																												
9	9x	9(x)(x)																												
Hi-x	Hxxx; xxx; xx; x	xx; xxx; xxx(x)(x)																												
Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)																												
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suits.	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENSE																												
DIRECT CUE-BID AND JUMP CUE-BID	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">Partner's lead</th> <th style="text-align: center;">Declarer's lead</th> <th style="text-align: center;">Discarding</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td>Count: H/L=E</td> </tr> <tr> <td></td> <td>2 Encouraging</td> <td>Suit preference</td> <td>High encouraging</td> </tr> <tr> <td></td> <td>3 Suit preference</td> <td>Suit preference</td> <td></td> </tr> <tr> <td>NT</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td>Count: H/L=E</td> </tr> <tr> <td></td> <td>2 Encouraging</td> <td></td> <td>High encouraging</td> </tr> <tr> <td></td> <td>3</td> <td></td> <td></td> </tr> </tbody> </table>		Partner's lead	Declarer's lead	Discarding	Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E		2 Encouraging	Suit preference	High encouraging		3 Suit preference	Suit preference		NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E		2 Encouraging		High encouraging		3			<ul style="list-style-type: none"> ➤ 1♣(♦) - 2♣(♦) : 4♥(+) + 5♠(+), 4-9 HCP
	Partner's lead	Declarer's lead	Discarding																											
Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E																											
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DIRECT CUE-BID: 1♥/♠ 2♥/♠ : other M and ♣. 1♥/♠ 2NT: minors. 1♠/♥ 3♣ : other M and ♦. 1♣/♦ 2♦ : majors. 1♣ 3♣ : ♦/♠	SIGNALS (including trumps)	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE																												
VS NT	SIGNALS IN TRUMP SUIT: suit preference	<ul style="list-style-type: none"> ➤ VS Two suiters. ➤ VS MULTI. ➤ VS 2NT (two lowest suiters) and Cue-bid. 																												
1) VS STRONG NT: X: min/maj 5+ - 4+ 2♣ : LANDY - 2♦ : 6 in a major (multi). 2♥/♠ : 5♥/♠ and 4m. IN BAL POS: same.	DOUBLES	SPECIAL FORCING PASS SEQUENCES																												
2) VS WEAK NT: LANDY - Transfers - DBLE = 14HCP + responses stayman / transfers.	TAKE-OUT DOUBLE	<ul style="list-style-type: none"> ➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid. 																												
3) VS INT OVERCALL: 2♣ : both majors if opening of 1♣/1♦ - Transfers - double: > 9H.	STYLE: can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. IN BAL POS: 8+ Pts. Responses: Idem.	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																												
VS PREEMPTS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	<ul style="list-style-type: none"> ➤ After X, jump in new suit: preempt if minor opening (jump in a minor natural with fit), natural with fit if Major opening. ➤ After Pass, jump in new suit nat. with fit, forcing one round. (but not minors fit and not 3♣ in 1M) ➤ 3rd and 4th suit one round forcing. ➤ Opening in 3rd position can be weak 																												
Take out doubles - Two suiters. VS WEAK TWO: Cue-bid = both min; 4m = 5m + 5 in other M. 2NT: 16-19 + responses : stayman and transfers. VS MULTI : 2♥/2♠/3♣/3♦ : nat - 3♥ : ♠+min, 3♠ : min - 4♣/♦ : 5♥ + 5♠/♦. 2NT: 16-19 + responses stayman and transfers	- Négatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.																													
VS ARTIFICIAL 1♣ OPENING																														
1) Double: take out for majors. 1♦/1♥/1♠/2♣ : natural with values. 1NT: both m. 2NT: both M. 2♦/2♥/2♠ : nat, weak.																														
2) 1♣ Pass 1♦ : X -> take out for M - 1NT -> both m - 2NT -> both M.																														
3) 1♣ Pass 1♥ : X -> ♥ and values - 1NT -> both m - 2NT -> both M.																														
2♥ : 6♥, less values than X.																														
OVER OPPONENTS'TAKE OUT DOUBLE																														
XX : points, no fit Truscott and super Truscott																														

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3 3	10+ HCP 10+ HCP	4♠ 4♠	1m - 2m : 4+♥/5+♠ (4-9), then 2NT relay GF 1♣ - 1♥/♠ : may have longer ♦ 1m - 3m: pre 1m - 2M : 6 cards strong 1♣ - 2♦ : art 5+♣, 10/11 1♦ - 3♣ : art 5+♦, 10/11	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 balanced fit 1m - 1M - 3NT: 18-19 fit (5422) 2♣ relay to 2♦ after 1NT (either ♦ or inv) (2) 2♦ game forcing relay after 1NT rebid (2) 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: 1m - 2M : 5M+4m, limit AFTER OVERCALL: weak nat jumps, (1) after 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠, 1♠ = no ♠, 1NT : 4♥+4♠ after 1♦ 1♥ X = 4/5♠ and 1♠ = no ♠ after 1♦ 2♣ 2♦ : 4+♥/5+♠ (4-9) after 1♣ 1♠ 2♣ : 5♥, 6-9
1♥ 1♠		5 5	10+ HCP 10+ HCP	4♠ 4♥	1♥ - 2♠ : 6♠ strong 1M - 2NT: 3/4M 8-15 3NT: 4M, 10-12 1M - 3♣, 3♦ : natural, 6 cards, invit 1M - 3M: 4M, 6-9 1♥ - 3♠/4♣/4♦ : Splinters 1♠ - 3♥ : 6+♥, limit 1♠ - 4♣/4♦/4♥ : Splinters	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT (3♠ when ♥): asking for controls 1♥ - 1NT - 2♠ : art forcing 1♠ - 1NT - 2NT : art, forcing	1) AFTER PASS: Drury (3) 1♥/♠ - 2NT : 4M+1sing; 3♣ : natural 2) AFTER OVERCALL: jumps natural weak - 2NT: fit limit and + - Cue Bid : 4+ trumps GF (4) Splinters only in the overcall suit 3) AFTER DOUBLE: 2NT(3NT) : 4/5M, 9-13 (4) XX: 10H+, any hand fit or not, jump: Nat + fit 2M-1 = 4M, 8-10
1NT			14+ - 17 HCP	4♠	2♣ : Stayman 4 responses (5) 2♦/2♥/2♠/3♣ : Transfers 3♦ : asks for 5M (5) 3♥/3♠ : strong 4♣/4♦ : Both majors 6/5	Conventional developments and relays 1NT - 2♦ - 2♥ - 2♠ : 5♥ + 5 other, 7/8	AFTER OVERCALL: Double responsive Modified Rubensohl (6)
2♣	x	0	Strong any shape	4♥	2♦ : relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid 2♣-2♦-3♥/3♠/3NT:5-4/4-5/5-5 majors	2♣ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♦	x	0	GAME FORCING	4♥	2♠ : 1As, 2NT : 2As, 3♣/3♦ : 1 black(red)As + 1 value 3M/3NT : KQJxxx M/m	Stayman and transfers on 2NT rebid	2♦ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♥ 2♠		6	4-10 HCP		2NT: relay ask for strength New suit forcing		In 4 th position: 6M, 11-14
2NT			19-21 HCP	4♠	3♣ : Stayman 4 responses 3♦/3♥/3♠/4♣ : Transfers 4♦ : majors 4♥/4♠ : 5♣-4♦ / 4♣-5♦	Transfers rectification with fit	Negative Double Overcall natural
3m 3M 3NT 4m 4M 4NT	x x	(6)7 (6)7 7 7/8 7/8	Pre Pre AKQxxxx in m Pre Pre 6/5 min		New suit forcing New suit forcing 4♦ asking for controls (sg)	SLAM APPROACH AND CONVENTIONS	
						<ul style="list-style-type: none"> ➤ 4NT (sometimes 5NT): 5 Key Cards (41 / 30), then next suit asks for Queen of trump. ➤ Biddings after overcall on 4NT : X -> 0/2/4, Pass -> 1/3 ➤ 5NT : grand slam force ➤ Controls and cue-bids 	

NCBO : FRANCE

PLAYERS : AVON-BESSIS

(1)	<p>1♣ 1♦ X : 4/5♥ 1♥ : 4/5♠ 1♠ : no 4/5♥ or ♠ 1NT : 4♥+4♠ 2♦/2♥ : 6+♥/♠, 4-7 or GF 3♦/3♥ : 6+♥/♠, 8-10 2♠ : 11+ any hand without major</p> <p>1m 1♥ X : 4/5♠ 1♠ : no 4/5♠ 2♥ : 6+♠, 4-7 or GF 2♠ : 11+, any hand without ♠ 3♥ : 6+♠, 8-10</p> <p>After 1NT rebid by opener, we still play both relays</p>																																													
(2)	<p>1x Pass 1y Pass 1NT Pass 2♣ : relay, the opener must bid 2♦ ; then the responder may describe his hand or pass over 2♦ 2♦ : GF Relay</p>																																													
(3)	<p>After opening in 3rd or 4th Seat : Pass Pass 1M Pass 2♣ : Drury with fit Pass 2M : weak opening 2♦ : waiting bid</p> <p>Pass Pass 1♥(♠) Pass 3♣ : to play 2♣ then 3♣ : 5♣ + 4♥(♠), 9-11</p> <p>Pass Pass 1M Pass 2NT : 4M + a short ⇒ 3♣ asking for shortness</p>																																													
(4)	<p>1M Nat overcall 2NT : 3M 10-15 + or 4M 8-10 Cue-bid : 4M, GF 3M : mixed raise, 4M 6-9</p> <p>1M X 3/4m : 5/6m + 4/5M, 6-10 2/3NT : 4/5M, 10+</p> <p>1♥ X 2♦ : good 2♥ 2♥ : weak 2♥ 3♥ : preempt</p> <p>1♠ X 2♥ : good 2♠ 2♠ : weak 2♠ 3♠ : preempt</p>																																													
(5)	<p>1NT Pass 2♣ Pass 2♦ : no 4♥, no 4♠ 2♥(♠) : 4♥(♠), no 4♠(♥) 2NT : 4♥ + 4♠ then transfers</p>																																													
(6)	<p>MODIFIED RUBENSOHL : 2NT and more : transfers</p> <p>For example, over 2♠ overcall :</p> <p>1NT 2♠ Double : t/o 2NT : transfer to 3♣ 3♣ : transfer to 3♦ 3♦ : transfer to 3♥ 3♥ : Stayman with short ♠ 3♠ : asking for ♠ stopper</p>																																													
(7)	<p>TWO SUITERS :</p> <table border="0"> <tr> <td>1♣(♦)</td> <td>2♦</td> <td>: 5♥+5♠</td> <td>1♣ - - 2♣</td> <td>: 5♥+5♦</td> </tr> <tr> <td>1♣</td> <td>2NT</td> <td>: 5♥+5♦</td> <td>1♣ - - 2♦</td> <td>: 5♥+5♠</td> </tr> <tr> <td>1♣</td> <td>3♣</td> <td>: 5♠+5♦</td> <td></td> <td></td> </tr> <tr> <td>1♦</td> <td>2NT</td> <td>: 5♥+5♣</td> <td>1♦ - - 2♦</td> <td>: 5♥+5♠</td> </tr> <tr> <td>1♥(♠)</td> <td>2NT</td> <td>: 5♣+5♦</td> <td></td> <td></td> </tr> <tr> <td>1♥</td> <td>2♥</td> <td>: 5♠+5♣</td> <td>1♥ - - 2♥</td> <td>: 5♠+5m</td> </tr> <tr> <td>1♥</td> <td>3♣</td> <td>: 5♠+5♦</td> <td></td> <td></td> </tr> <tr> <td>1♠</td> <td>2♠</td> <td>: 5♥+5♣</td> <td>1♠ - - 2♠</td> <td>: 5♥+5m</td> </tr> <tr> <td>1♠</td> <td>3♣</td> <td>: 5♥+5♦</td> <td></td> <td></td> </tr> </table> <p>1♥ Pass 2♥ 2NT : 5♣+5♦ 4♣ : 5♠+5♣ 4♦ : 5♠+5♦</p> <p>1♠ Pass 2♠ 2NT : 5/5 unknown 4♣ : 5♥+5♣ 4♦ : 5♥+5♦</p>	1♣(♦)	2♦	: 5♥+5♠	1♣ - - 2♣	: 5♥+5♦	1♣	2NT	: 5♥+5♦	1♣ - - 2♦	: 5♥+5♠	1♣	3♣	: 5♠+5♦			1♦	2NT	: 5♥+5♣	1♦ - - 2♦	: 5♥+5♠	1♥(♠)	2NT	: 5♣+5♦			1♥	2♥	: 5♠+5♣	1♥ - - 2♥	: 5♠+5m	1♥	3♣	: 5♠+5♦			1♠	2♠	: 5♥+5♣	1♠ - - 2♠	: 5♥+5m	1♠	3♣	: 5♥+5♦		
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(7)	<p>1♥(♠) Pass 1NT 2NT : 5♣ + 5♦</p> <p>1x Pass 1y 2x : 5 - 5 remaining colors</p> <p>1x 1y 1NT Double : 5 - 5 remaining colors</p> <p>1♣(♦) Pass 1NT 2♣(♦) : 5/4 Major</p>																																																																																																			
(8)	<p>VS PREEMPTS 3♣ 4♣ : 5♥ + 5♦ 3♦ 4♦ : 5♥ + 5♠</p> <p>4♦ : 5♥ + 5♠</p> <p>3♥(♠) 4m : 5♥(♠) + 5m</p> <p>3NT 4♣ : 5m + 5M 3m - 3NT 4♣ : 5♦</p> <p>4♦ : 5♥ + 5♠</p> <p>X = points</p> <p>the same in balanced position</p> <p>VS 2♦ MULTI 2♦ Double : T/O without major or Strong</p> <p>2NT : 16-19 ; then 3♣ Stayman ; 3♦, 3♥ transfers</p> <p>3♥ : 5♠ + 5m</p> <p>3♠ : both minors</p> <p>4♣ : 5♥ + 5♠</p> <p>4♦ : 5♥ + 5♦</p> <p>2♦ Pass 2♥ X : take out over ♥ 2♦ Pass 2♠ X : take out over ♠</p> <p>3♥ : Nat 3♠ : Nat</p> <p>4♣ : 5♥ + 5♠ 4♦ : 5♥ + 5♦ 4m : 5♠ + 5m</p> <p>VS WEAK 2♥, 2♠</p> <p>2M X Pass 3M : no 4OM, game forcing, no M stopper</p> <p>2NT : 9+ ⇒ 3m : natural (3+), minimum ⇒ 3M : 4OM + no M stopper</p> <p>3OM : 4OM, invit</p> <p>3NT : 4OM + M stopper</p> <p>VS a 2 suiter overcall : 1st cue-bid = 5/6 cards in 4th colour, not GF ; 2nd cue-bid, fit forcing</p> <p>Pass then X : Penalty</p>																																																																																																			
(9)	<p>1♣(♦) 1NT Pass Pass 1♣(♦) Pass Pass 1NT</p> <p>Double : take out for majors Double : take out for majors</p> <p>1x 1y 3y : I have the Ace of y</p>																																																																																																			
(10)	<p>DOUBLES</p> <p>a) Negative doubles :</p> <table border="0"> <tr> <td>- 1♣</td> <td>1♠</td> <td>X</td> <td>1♦</td> <td>2♠</td> <td>X</td> </tr> <tr> <td>- 1♦</td> <td>2♣</td> <td>X</td> <td>1♣</td> <td>3♥</td> <td>X</td> </tr> <tr> <td>- 1♥</td> <td>4♣</td> <td>X</td> <td>1♥</td> <td>4♠</td> <td>X</td> </tr> </table> <p>b) Responsive doubles</p> <table border="0"> <tr> <td>- 1♠</td> <td>X</td> <td>2♠</td> <td>X</td> <td></td> <td></td> </tr> <tr> <td>- 1♠</td> <td>X</td> <td>3(4)♠</td> <td>X</td> <td></td> <td>(but no forcing)</td> </tr> <tr> <td>- 1♣</td> <td>1♠</td> <td>X</td> <td>2♠</td> <td></td> <td></td> </tr> <tr> <td>X</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>- 1♠</td> <td>Pass</td> <td>Pass</td> <td>X</td> <td></td> <td></td> </tr> <tr> <td>2♠</td> <td>X</td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>c) Informative doubles</p> <table border="0"> <tr> <td>- Double of some artificial bids as</td> <td>- 1NT</td> <td>Pass</td> <td>2♣</td> <td>X</td> </tr> <tr> <td></td> <td>- 1NT</td> <td>Pass</td> <td>2♥*</td> <td>X</td> </tr> <tr> <td></td> <td>- 1♣</td> <td>4♥</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td></td> <td>4x</td> <td>X</td> <td></td> <td></td> </tr> <tr> <td></td> <td>- Double of Cue-Bid</td> <td></td> <td></td> <td></td> </tr> <tr> <td>- Double from the opener when overcall, or when defense is fitted or when preempt</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>- When overcall on 1NT or 2NT opening</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>- When overcall on 2♣ or 2♦ opening</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>- 1x 1NT 2y Double</td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	- 1♣	1♠	X	1♦	2♠	X	- 1♦	2♣	X	1♣	3♥	X	- 1♥	4♣	X	1♥	4♠	X	- 1♠	X	2♠	X			- 1♠	X	3(4)♠	X		(but no forcing)	- 1♣	1♠	X	2♠			X						- 1♠	Pass	Pass	X			2♠	X					- Double of some artificial bids as	- 1NT	Pass	2♣	X		- 1NT	Pass	2♥*	X		- 1♣	4♥	Pass	Pass		4x	X				- Double of Cue-Bid				- Double from the opener when overcall, or when defense is fitted or when preempt					- When overcall on 1NT or 2NT opening					- When overcall on 2♣ or 2♦ opening					- 1x 1NT 2y Double				
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NCBO : FRANCE

PLAYERS : AVON-BESSIS

(10)

- d) Optionnal doubles
- When overcall on 1NT or 2NT opening
 - Some responsive doubles
 - Some negative doubles (when preempt overcall)
 - Some take out doubles as : - 4♠ X
- | | | | |
|------|------|------|------|
| - 1x | Pass | ly | Pass |
| 1NT | Pass | Pass | X |
- e) Maximal overcall doubles
- | | | | |
|------|------|----|----|
| - 1♠ | 2♥ | 2♠ | 3♥ |
| X | | | |
| - 1♠ | Pass | 3♠ | 4♥ |
| X | | | |
| - 1♠ | Pass | 2♠ | 3♥ |
| X | | | |
- f) Take out doubles
- | | | | |
|------------|------|-----|------|
| - 1♣(♦)(♥) | Pass | 1NT | Pass |
| Pass | X | | |
| - 1♠ | Pass | 1NT | Pass |
| 2♠ | X | | |
| - 1x | Pass | ly | Pass |
| 1NT | X | | |
| - 1♣ | 1♥ | 1♠ | Pass |
| 1NT | 2♥ | X | |
| - 1♣ | Pass | 1♠ | Pass |
| 1NT | 2♥ | X | |
| - 1♣ | 1♥ | 1♠ | Pass |
| 2♣ | X | | |
- g) Doubles asking for a lead
- 1NT Pass 3NT X
 - Against slam, double asks for an unusual lead