

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS		
OVERCALLS	OPENING LEADS STYLE		
STYLE: natural Responses: natural, weak jumps raises, suit changes forcing Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. RE-OPENING: nat. shows less than good opening hand.	Lead		In partner's suit
	Suit	3 rd /5 th , 2 nd from 4 small cards	3 rd /5 th
	NT	4 th best	3 rd /5 th , except after 1♣ : 4 th best
	Subs	NT : 4 th best SUIT : high-low even	3 rd /5 th
INT OVERCALL	Other: vs Suit: AK(x) with a singleton in another suit or AK vs slams in NT and 4NT: 3 rd /5 th , 2 nd from 4 small cards		
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		
		Vs. Suit	Vs. NT
JUMP OVERCALL	Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suits.	King	AK; KQ(x); Kx; AK(x)+sing.	Ask to unblock or count
DIRECT CUE-BID AND JUMP CUE-BID	Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x ; KQJx
DIRECT CUE-BID: 1♥/♠ 2♥/♠: other M and ♣. 1♥/♠ 2NT: minors. 1♠/♥ 3♣: other M and ♦. 1♣/♦ 2♦: majors. 1♣/♦ 2NT: ♦/♣ and ♥. 1m 3♣ = natural, 1♦ 3♦ = ask stop if 1♦ promises 3+♦, otherwise natural	Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x); Jx
	10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)
	9	9x ; 9	9(x)(x)
	Hi-x	Hxxx; xxx; xx; x	xx; xxx; xxx(x)(x); Hxx
	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)
VS NT	SIGNALS IN ORDER OF PRIORITY		
1) VS STRONG NT: X: 4M + 5m or 6m 2♣: LANDY - 2♦ : 6 in a major (multi). 2♥/♠: 5♥/♠ and 4+m. IN BAL POS: same.		Partner's lead	Declarer's lead
2) VS WEAK NT: LANDY - Transfers - DBLE = 14HCP + responses Nat / 2NT+ transfers.	Suit	Count: H/L=E	Count: H/L=E
3) VS INT OVERCALL: 2♣: both majors if opening of 1♣/1♦ - Transfers - double: > 9H.	1	Encouraging	Suit preference
	2	Suit preference	Suit preference
	3	Suit preference	Suit preference
	NT	Count: H/L=E	Count: H/L=E
	1	Encouraging	Suit preference
	2	Suit preference	Suit preference
	3	Suit preference	Suit preference
VS PREEMPTS	SIGNALS (including trumps)		
Take out doubles (responses Lebensohl) - Two suiters. VS WEAK TWO: Cue-bid = both min; 4m = 5m + 5 in other M. 2NT: 16-19 + responses transfers. VS MULTI: 2♥/2♠/3♣/3♦: Nat - 3♥: 5♠ + 5m - 3♣: Both min - 4♣/♦: 5♥ + 5♠/♦ - 2NT: 16-19 + responses transfers.	SIGNALS IN TRUMP SUIT: suit preference; SMITH in NT		
VS ARTIFICIAL 1♣ OPENING (STRONG)	DOUBLES		
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 -> ♥ (if not natural) and values - 1NT -> both M - 2NT -> both m - 2♥: 6♥, less values than X.	TAKE-OUT DOUBLE		
OVER OPPONENTS TAKE OUT DOUBLE	STYLE: can be light if shaped. Responses: natural and limit - Cue-bid forcing 2 rounds. IN BAL POS: 8+ Pts. Responses: Idem.		
Over 1♥/♠: Truscott and super Truscott	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
VS MICHAEL'S CUE-BID	- Négatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.		
T/O double; Pass then double is penalty (Vs majors: penalty X) Cue-bid are GF, and naturel bid are NF. Lowest cue-bid = fit / highest cue-bid = last suit			

CONVENTION CARD FRANCE
Sabine ROLLAND - Carole PUILLET Sabine ROLLAND – Anne-Laure TARTARIN
GENERAL APPROACH AND STYLE
<ul style="list-style-type: none"> ➢ 5 CARDS MAJOR ➢ 1♦: 4 cards except 4432 ➢ 2♥/2♠: 5♥/♠ +4+m Weak ➢ 2♣: game forcing or 22-23NT ➢ 2♦: multi (weak 2 or 24+NT) <p>1NT opening : 15 - 17 HCP 2 over 1 Response : game forcing</p>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
➢ 1♣(♦) - 2♥: 4♥(+) + 5♠(+), 4-9 HCP
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE
<ul style="list-style-type: none"> ➢ VS Two suiters. ➢ VS MULTI. ➢ VS 2NT (two lowest suiters) and Cue-bid.
SPECIAL FORCING PASS SEQUENCES
<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.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
<ul style="list-style-type: none"> ➢ After X, jump in new suit: preempt if minor opening, natural with fit if Major opening. ➢ After Pass, jump in new suit Nat. with fit, forcing one round. ➢ 3rd and 4th suit one round forcing. ➢ Opening in 3rd position can be weak ➢ After 2 suits: 1st cue: fit forcing, 2nd cue: other suit forcing, X: T/O (except on both majors, X: penalty)
PSYCHICS
➢ Seldom.

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3 3	11+ HCP 11+ HCP	4♣ 4♣	1m - 2m: 5+m, 12+, GF without 4M 1♣ - 1♥/♠: may have longer ♦ 1m - 2♥: 4+♥/5+♠ (4-9) 1m - 2♠: 6♠ limit 1♣ - 2♦: art 5+♣, 10/11 1♦ - 3♣: art 5+♦, 10/11 1♦ - 2♣: GF	1m - 1M - 4y: Splinter, 4M: 18-19 (5422), 3NT: 18-19 balanced + fit after 1NT rebid: 2♣ limit relay, 2♦ GF relay 1♦ - 2♣ - 2NT: 12-14 or 18-19 1m - 1M - 2NT - 3m': relay 1m - 2♥ - 2NT: relay (5/4, 5/5, 5/4, 5/5) 1m - 2m - 2NT (bal) - 3y: shortness y	AFTER PASS: jump with fit (except 1m - 2♥: 4+♥/5+♠ 4-9), 1m - 2m: 10-11 and 1m - 3m: 6-9 AFTER OVERCALL: jump misfit and weak, 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠, 1♠ = no ♠, 2♦/♥ = 6+♥/♠ weak or strong, 2♠ = Cue, 3♦/♥ = 6+♥/♠ inv, 3♠ = splint 1♦ 1♥ idem
1♥ 1♠		5 5	11+ HCP 11+ HCP	4♣ 4♥	1♥ - 2♠: Limit 6+♠ 1M - 2♣: GF 2+♣ 1M - 2NT: fit 3 cards 11-15 1M - 3M: 4M limit 1♥ - 3♠/4♣/4♦: Splinters 1♠ - 4♣/4♦/4♥: Splinters 1M - 3m: natural 6+m limit 1♠ - 3♥: 6+♥, limit	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls - on ♥ fit, 3♠ asking for controls 1M - 1NT - 2NT : art, forcing 1♠ - 1NT - 2NT - 3♣: relay, 3♦: 5+♥, 3♥: 3♠ weak or 5/5 minor, 3♠: 6+♣, 3NT: 6+♦ 1♥ - 1NT - 2NT - 3♣: relay, 3♦: 3♥ weak, 3♥: 5/5 minor, 3♠: 6+♣, 3NT: 6+♦	AFTER PASS: Drury -> 2M weak 1♥/♠ - 2♠/NT: fit 4 cards+shortness AFTER OVERCALL: jumps nat weak - 2NT: 3M 11-15 or 4M limit - Cue: 4+M 16+ - 3NT: 4M 13-15 No more Splinters (except in the overcall suit) AFTER DOUBLE: 2NT, 3NT: Truscott XX: 10H+, any hand fit or not - jump: Nat + fit 1♥ X 2♦ = good ♥ fit - 1♠ X 2♥ = good ♠ fit other suit: less than 10 H (misfit)
1NT			14+ - 17 HCP	4♣	2♣: Stayman 4 responses 2♦/2♥/2♠/3♣: Transfers 3♦: HHxxxx 3♥/♠: slam 6+ 4♣: Both majors - 4♦/4♥: transfers	Conventional developments and relays 1NT - 2♦/♥ - 2♥/♠ - 2NT: forcing After minor transfers, we bid the suit of shortness - 3NT short in other minor	AFTER OVERCALL: Double responsive - Rubensohl If penalty X: XX = SOS, other = natural, pass = to play If our Stayman is doubled or 2♦ overcall: Transfers: X/2♦ = 4♥, 2♥ = 4♠, 2♠ = 5♥, 2NT = 5♠. > The rectification denies a fit and a stopper
2♣	x	0	GAME FORCING or 22-23 NT	4♥	2♦: relay Other: HHxxxx	2♣ - 2♦ - 3♥/♠: 6♥/♠ + 4♠/♥ 2♣ - 2♦ - 3NT: both majors 2♣ - 2♦ - 4♥/♠: 7-8♥/♠ + 8 ½ tricks 2♣ - 2♦ - 2♥: 2♠ relay, 2NT 5+♠	2♣ y Double: nothing if y >= 4♥ if not: double is negative with values
2♦	x	6	MULTI: weak 2 or 24+NT		2/3♥/♠: pass or correct - 2NT: asking 3♣/3♦: nat forcing 4♣: name your major as a transfer 4♦: name your major - 4♥/♠: to play	2♦ - 2NT - 3♣/♦ = ♥/♠ min 3♥/♠ = ♠/♥ max 2♦ - 2♥ - 2♠ - 3♥ = 6+♥ GF 2♦ - 2♠ - 3♥ - 3♠ = 6+♠ GF	AFTER OVERCALL: X: penalty - 2NT: asking - 3m: 6+m NF - rest same AFTER DOUBLE: P: to play - XX: name your maj - 2M: want a defence in M' - 3m: 6+m NF - rest same
2♥ 2♠		5	4-10 HCP 5M /4+m		2NT: relay ask for minor + force 3♣: pass or correct - 3♦: relay with fit Other M: NF	2♥/♠ - 2NT: 3♣/♦ min ♣/♦, 3♥/♠ max ♣/♦ 2♥/♠ - 3♦ - 3♥/♠ min 2♥/♠ - 3♦: 3♠/♥ 5/4 max, 4m 5/5 max	AFTER OVERCALL: X: penalty - 2NT: asking - 3♣/4m: pass or correct - 3♦: relay with fit
2NT			20-21 HCP	4♣	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣: Transfers 4♦: majors 4♥/4♠: 5/4m + short ♥/♠	Transfers rectification with fit	Negative Double After 3♣: 3♦/♥ Transfers - X: Take out After 3♦: 3♥ 5+♠ - 3♠ 5+♥ - X: Take out
3m 3M 3NT 4m 4M 4NT	x x	(6)7 (6)7 7 7/8 7/8	Preempt Preempt AKQxxxx in minor Preempt Preempt 6/5 minors preempt		New suit forcing New suit forcing - 5m and 5♥ asks for Cue 4♦ asking for shortness 5m and 4♠/5♥ (over 4♥/4♠) asks for Cue	SLAM APPROACH AND CONVENTIONS ➤ 4NT (sometimes 5NT): 5 Key Cards Blackwood (41 / 30), then next suit asks for Queen of trump. Biddings after overcall on 4NT: X -> 0/3, Pass -> ¼ ➤ Exclusion Blackwood 30/41 ➤ 5NT: grand slam force ➤ Controls and cue-bids (in forcing sequences, 3NT = yes, but...)	