

Defensive and competitive biddings

Overcalls

Natural, 5+ cards, 8-17 HCP.

Cue = SUPP INV+.

2NT mixed raise

New suit F.

Jump shifts : 6+ cards, INV.

Balancing : 5+ cards; 8-14 HCP.

1 NT overcall

Overcall (2nd/4th) : 15-18 HCP . Balancing : 10-13 HCP.

2♣ STAY; XFR ; XFR CUE = mm.

Rubensohl.

Same after any natural 1NT/2NT overcall.

Jump overcalls

6 cards, WK except (1♣ : 2♦ = 55 MM) and {1M -3♣ = ♦+♥ }

Balancing in minor : 12-14 HCP, 6+ cards except 1♣ -2♦.

Balancing in M : 10-13 HCP, 6 cards.

Direct cue bid

2 suiters (See outside page)

Balancing : 1♣-2♣ ♦+♥ ; 1♣-2♦ MM.

VS NT

2♣ Both Majors; 2♦ =1 Major

2♥, 2♠ : 5 Major + minor 4th+

X T/O : (5+ minor with 3+/3+ in Majors) or (strong hand).

Same in balancing position.

VS Preempts

3♣ -4♣ ♦+♥ ; 3♣ -4♦ MM

2♣ (NAT) : 3♣ ♦+♥ ; 2♣ -3♦ MM

3♠ 4m = ♥ + m

After WK 2M : 3M minors / 4♣ ♠+oM / 4♦ ♦+oM.

Lebensohl after t/o dbl

After 2 Multi : X T/O 13-14 HCP BAL ot any 18+ HCP ;

2NT 15-17 HCP BAL ;

Lebensohl after t/o dbl

4m= Hearts+m/3♥=Spades+m/3♠=mm.

VS artificial strong openings

Vs STR 1♣ : X=MM / 1SA=mm

vs 2♦ STR BAL : X = MM

Over opponent's take out double

Nat.

Leads and Signals

Opening leads style

Suit	Lead	In partner's suit
	3rd/5th	3rd/5th
NT	4th	Count
Subseq	Attitude	Count/Attitude

Leads

Lead	Vs Suit	Vs NT
Ace	AKx(x.), Ax	AKx..
King	KQ(xx.), AK, AK(x.)+ singlt	AKJ10x, KQJ10x
Queen	QJ(x.), Qx	QJ(x.), KQ(xxx), AQJ(xx)
Jack	J10(x.), Jx	J10(x.), AJ10(x), KJ10(x)
10	109(x.), 10x	109x(..), H109(xx)
9	9x, 9xxx	9xx
Hi x	HxSx, xSxx, Sx	Sxx, SSxx, xSxxx
Lo x	xxxxS, xxS, S	HxS, HxSS, HxxxS

After preempt openings

K lead with AK or KQ

Signals in order of priority

	Partner's lead	Declarer's lead	Discarding
Suit 1	Hi = even	Hi = even	Hi = even
2	ATT	S/P	ATT
3	S/P		S/P
NT 1	CT	Smith	CT
2	ATT	CT	ATT
3	S/P	S/P	S/P

Honor leads: Small ENC .

Trumps : 1) NEUtral 2) CT Hi=odd 3) S/P

Smith : High : enc from part / disc from lead

Doubles

11+ HCP t/o or any 18+ HCP hand.

Negative and support doubles.

Convention Card

Category : Green

Country: France

Event: Senior Teams

Players: Philippe CHOTTIN Hervé FLEURY

June 2023

System Summary

General approach and style

5 cards Major (5533), 2/1 GF

1NT : 15-17 HCP

Possible singleton in NT openings and rebids when no good opening and rebids are available.

2♣ : Any GF

2♦ : Multi = (i) weak in one major (ii) 22-23 BAL (iii) STR minor

2♥ : 5+ hearts and 4+ m, 5-9 HCP

2♠ : 5 spades and 4+ m, 5-9 HCP

Special Bids that may require defence

Openings

Artificial Responses

XFER at levels 1, 2 and 3 after opponents overcalls.

Two suiters

1♣ : 2♦ = 55 MM / 2NT = ♦+♥

1♦ : 2♣ = 55 MM / 2NT = ♣+♥

1♥ : 2♥ = ♠+♣ / 2NT = 55 mm / 3♣ = ♦+♠

1♠ : 2♠ = ♥+♣ / 2NT = 55 mm / 3♣ = ♦+♥

Michaëls after OPP 1M - 2M et 1M - 2NT

Others

Psychics very rare.

Opening	Art.	Nb	Neg Dbl	Description	Responses	After overcalls or passed hand
1♣		3	4♣	NAT 11-21 HCP. 3343 and (32)44 possible. Possible NT rebid with singleton.	1♦ : maybe 2 cards if club support WK. 2♣ : 5+ clubs, 11+ HCP. Jump shift : 6+ cards, INV. 3♣ : 5+ clubs, INV.	TRF after 1♦/1♥ overcalls. After DBL : Nat. After Pass : same system.
1♦		3	4♣	NAT 11-21 HCP. 3343 and (32)44 possible. Possible NT rebid with singleton.	2♣ : NAT, GF 2♦ : 5+ diamonds, 11+ HCP. Jump shift : 6+ cards, INV. 3♣ : 6+ clubs, INV. 3♦ : 5+ diamonds, INV.	TRF after 1♥ overcall. After DBL : Nat. After Pass : same system.
1♥		5	4♣	NAT, 11-21 HCP	1NT semi-forcing 3-11. 2/1 GF. 2NT 10-14, SUPP 3/4(5) cards : 3♣ Slam Try, 3♦ Game Try. 2♣/3m natural, 6 cards, INV. 3NT : 3 cards support, invite to play 3 NT. 3♣/4m : Splinter, 5 cards SUPP, 7-10 HCP.	After DBL : REDBL=8+ HCP, TRF starting at 1NT. After Overcall : 2NT : SUPP 3/4 cards, 9-13 HCP / CUE : SUPP 4+ cards, 13+ HCP. After Pass : 2♣ Drury, 2NT 4+ cards SUPP with any shortness. Jump shifts NAT.
1♠		5	4♣	NAT, 11-21 HCP	1NT Forcing 3-13. 2/1 GF. 2NT 10-14, SUPP 3/4(5) cards. : 3♣ Slam Try, 3♦ Game Try. 3m/3♥ natural, 6+ cards, INV. 3NT : 3 card support, invite to play 3 NT. 4X : Splinter, 5 cards SUPP, 7-10 HCP.	After DBL : REDBL=8+ HCP, TRF starting at 1NT. After overcall : 2NT : SUPP 3/4 cards, 9-13 HCP/ CUE : SUPP 4+ cards, 13+ HCP. After Pass : 2♣ Drury, 2NT 4+ cards SUPP with any shortness. Jump shifts NAT.
1SA			3♣	15-17 HCP BAL Possible singleton if no good rebid after a natural opening at the one level.	2♣ STAY. TRF from 2♦ to 2♠ and 3♣. 3♦ PUPPET STAY. 3♥ et 3♠ mm. 4♣ MM 55. 4♦, 4♥ 6+ hearts, spades resp., after STAY too.	TRF. T/O double. After PEN DBL : RDBL=♣, other bids unchanged (TRF). After Other OPP DBLs : Sys On.
2♣	X	0	4♣	Any GF.	2♦ Waiting	Pass=0-4; Dbl = 5+; any suit : NAT positive.
2♦	X	0	-	(i) WK in one major ; 4th seat : 6 cards in major, 10-12 (ii) 22-23 H BAL (iii) STR (8 tricks) in minor or major	2NT Relay at least INV. 3m Natural F. 4♣, 4♦ to play in openers's M. 2/3/4♥=P/C. 2/3♣=P/C. 4♣ natural.	After overcall : - level of 2 or 3 in major : DBL = cards. - level of 3 in minor : DBL=penalty ; 3M = P/C; cue asks major. - level of 4 : DBL = cards. After DBL : (i) RDBL ask for suit (ii) 2/3M P/C.
2♥		5	-	NV : 5/4+, 5-9H; 4th seat : 10-12 H.	2NT Relay INV+. 3♣ P/C; 2♠ natural NF. 3♦ Spade SUPP INV or Slam Try.	After DBL sys on with RDBL for penalty. After overcall, DBL for penalty.
		5	-	VUL : 5/5+ 5-9 H ; 4th seat : 10-12		
2♠		5	-	NV: 5 spades and 4th+ minor, 6-10; 4th : 10-12 HCP	2NT Relay INV+. 3♣ P/C; 3♥ natural NF. 3♦ Spade SUPP INV or Slam Try.	After DBL sys on with RDBL for penalty. After overcall, DBL for penalty.
		5	-	VUL : 5 spades and 5+ minor, 6-10; 4th seat : 10-12 HCP		
2SA			3♣	20-21 H BAL	3♣ STAY. 3♦, 3♥ TRF M : Accept = SUPP. 3♠ : m 1-suiter ou mm 2-suiters. 4♣ : MM 55. 4♦, 4♥: 6+ Hearts/Spades.	
3♣		7(6)	-	7 cards 4-10		
3♦		7(6)	-	7 cards 4-10		
3♥		7(6)	-	7 cards 4-10		
3♠		7(6)	-	7cards 4-10		
3SA	X		-	ARDxxxx in either minor	4/5♣ : P/C 4♦ : ask for shortness.	Sys on after DBL.
4X		8	-	8 cards		
4SA	X		-	Minors		

High Level Bidding

KCB 4130.Exclusion Blackwood: 012. Splinters.

In case of overcall after KCB : pass = 1st step, Dbl/Redbl=2nd step, other bids = following steps.

In case of overcall after control bid, pass=no control or waiting, any bid=2nd round control, Redbl=1st round control.