



DEFENSIVE & COMPETITIVE BIDDINGS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Natural style,	
All new suit is forcing (some exceptions if 4 players bidding)	
<i>Responses</i> : New suit (level 1 and level 2) = F1	
Jumpshift = fit + good suit direct jump raises = preempts	
If player in seat 3 bids, 2SA is with fit	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
1NT (15)16-18	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers (transfer in the opponent suit is Stayman)	
Reopenings : 8-13 on 1 major (9-14 on minor); 2NT : 18-19	
JUMP OVERCALLS (Style; responses; Unusual NT))	
Level 3 : weak except 1 ♥/♠ 3 ♣ = 5 ⁺ ♦ and 5 ⁺ ♠/♥	
1 ♣/♦ 2 ♦ : both majors 5+/5+	
2SA : 2 lowest unbid suit	
1 ♣ 3 ♣ : weak ; 1 ♣ 2 ♣ : natural with opening hand	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
1 ♣ 2 ♦ = 5 ⁺ ♠ and 5 ⁺ ♥ 1 ♦ 2 ♠ = 5 ⁺ ♥ and 5 ⁺ ♠	
1 ♥ 2 ♥ = 5 ⁺ ♠ and 5 ⁺ ♣ 1 ♠ 2 ♠ = 5 ⁺ ♥ and 5 ⁺ ♣	
Jump cue-bids asking for stopper (except 1 ♣-3 ♣ : natural)	
VS. NT (vs. Strong / weak; Reopening; PH)	
<i>vs. Strong</i> :	
Double = 5+m4M(+) ; 2 ♣ asking for majors (2 ♦ asks for the longest) ; 2 ♦ = One 6+ major (♥ or ♠) / 2 ♠ = 5 ♥/♠ and 4 ⁺ m (more flexible in 4rd) ,	
2NT = 5 ⁺ ♣ and 5 ⁺ ♦	
<i>vs. Weak</i> : X= 13+ ; 2 ♣ for majors ; 2 ♦, 2 ♥, 2 ♠, 3 ♣ = Transfers	
2NT = 5 ⁺ ♣ + 5 ⁺ ♦ 3 ♦ = 5 ⁺ ♥ and 5 ⁺ ♠ Strong	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Take out double	
Vs 2 Weak opening : 4 ♣/♦ = ♣/♦ + other major; 4M = both minors defensive ; 4NT = both minors offensive	
VS. Michael's cue-bid	
Double is take-out in one or both suits (except after 1NT 2 ♣ and 1m 2 ♦ for majors)	
First cue-bid = fit, forcing for one round	
Second cue-bid = last suit invitational (5 or 6 cards)	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In partner's suit
vs TRUMP	3rd – 5th	3rd – 5th
vs NO-TRUMP	4th best	3rd – 5th
During the play	Small encouraging behind dummy 3rd – 5th	Hi-low is even
LEADS		
CARD	vs TRUMP	vs NO TRUMP
As	AK(x)+; AKQ(x); AKJ(x); A(x)	AKx(x);AQ10(x); A(x);AKJ(x); (asking for signal)
King	AK; KQ(x); K(x);	KQJxx; AKJ10(x) (asking to unblock)
Queen	QJx(x); Q(x)	AQJ(x);AQ10(x);KQ(x)+;KQ10x QJ10(x); QJ9(x)
Jack	KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)
10	K109(x);Q109(x); 109(x)+; 10(x)	A109(x) ; K109(x) ; Q109(x) ; 109xx
9	9(x)	9(x)(x), H9x
High	Hx \underline{x} ; x \underline{x} xx; xx; x	\underline{x} x; \underline{x} xx; x \underline{x} xx(x)(x)
Low	x; xx \underline{x} ; Hx \underline{x} ; xxxxx \underline{x} ; Hxxxx \underline{x}	H \underline{x} x ; Hxxx \underline{x} (x)+
SIGNALS		
Depending on situations : Count (high-low is even) / Smith / High = encourage		
Other		
If xxx in dummy, high is encouraging on a honor lead from the partner in trump		
SMITH : When we play an high in the declarer suit, that's mean there special thing about the lead's suit. It's the contrary for the person on lead (a high is a warning).		
With Hxx on the lead, we may choose to lead the smallest or the second one		
Take-out doubles		
<i>Take out double</i> : sound, (2)3-suiter style or 18+ Hcp, any distribution		
<i>Responses</i> : natural, only cue-bid is forcing.		

CONVENTION CARD	
	
Donatella HALFON	Marion CANONNE
Base System and General Style	
Major 5 th , 2/1 Game Forcing, Better Minor	
<u>2 ♣ GF, 2 ♦ Strong any, 2 ♥/♠ weak</u>	
Natural, 5 cards major	
Best minor (1 ♦ 3 cards only with 4 ♠ + 4 ♥ + 3 ♦ + 2 ♣)	
1NT Opening : (14)15 -17, (semi)balanced (6m or 5M possible)	
2 ♣ Game Forcing any hands, 2 ♦ artificial strong any	
2M (♥/♠): weak, (5)6 cards (can be aggressive according to vul & position)	
Blackwood 5 keys 41-30 (excepting exclusion BW)	
Double 2	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT opening : Solid suit minor with 7 or 8 cards	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
In 3th seat, preempts are often weaker	
Frequent light opening in 3 rd seat according to vulnerability	
Psychics : rare	

BIDDINGS & DEVELOPMENTS

Opening	Tick if artificial	Minimum number of cards	X T/O until	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	10+	1♣ - 1♥/♠ : can have more ♦ 1♣ - 2♣: 4♠+ , game forcing without major 1♣ - 2♦ : artificial, invitational (9-11) with at least 5♣ (1♣ - 3♣ : weak) 1♣ - 2♥: 5+♠ + 4+♥, 5-9	1m - 1M - splinters 1m - 1M - 3NT : with fit (4M), 18-19 4333 or 4432 1♣ 1♠ 2♣/ = 5/6 ♥ 5-9 1♦ - 2♣ - 2NT : 12-14 or 18-19H (transfers after) 1m - 1M - 2NT - ? => transfers 1m - 1M - 1NT : 2♣ relay for 2♦ ; 2♦ relay GF 1x - 1SA : can have 11 1m - 2M : 6 cards and a very strong hand (slam interest) After T/O : 2NT is weak with the fit ; 3m is invitational	Jump = 5+ in suit and 4+ trumps
1♦		3	4♠	10+	1♦ - 3♣ : artificial, invitational (9-11) with at least 5♦ (1♦ - 3♦ : weak) 1♦ - 2♦: 4♦+ , game forcing without major 1♦ - 2♥: 5+♠ + 4+♥, 5-9H 1♦ 1♠ 2♦ = 5+♥ 8-10 1♦ 2♣ 2♦ = 5+♥ 8-10		
1♥		5	4♠	9+	1♥ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter	1M - 2x - 2SA : 12-14 with stoppers (or semi stoppers) in the 2 others colors / OR 18-19 balanced After overcall : - Jumps = 5+ in suit and 4+ trumps - Splinters in the opponent's color(s) - 2NT : 3(4) cards in trumps, invitational & more - Cue-bid in level 3 : GF, 4 trumps After T/O - Truscott - XX : 11 + (redouble is penalty) - Jump = 5+ in suit and 4+ trumps	Drury promises fit 1♠ - 2NT : 4 cards in trumps with a singleton (3♣ relay) 1♥ - 2♠ : 4 cards in trumps with a singleton , 2NT relay 1♥ - 2NT : 5♥/4♠
1♠		5	4♥	9+	1♠ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3♥ : 6 cards, invitational 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter		
1NT			4♦	(14)15 - 17	2♣ : Stayman (5 responses)	After overcall : T/O ; Lebensolh (transfers) 1NT - 2♣ - 2♦ - 4♣ / ♦ : 6-4 in majors (6♥ / ♠)	If Stayman is double : XX = to play 2♦ = 4 cards in ♥ 2♥ = 4 cards in ♠ 2♠ = 5 cards in ♥ 2NT = 5 cards in ♠ 3♣ = both majors 4-4
					2♦ / ♥ / ♠ : Transfers		
					1NT - 3♦ : puppet stayman		
					1NT - 3♥/♠ : natural 6 cards +, for slam		
					1NT - 4♣ : both minors 5-4 14-16H 1NT - 4♦ : both majors 5+/5+ 1NT - 4M : to play		
2♣	x	0	4♦	Game forcing	2♦ : relay	2♣ - 2♦ - 3♥ : 6♦ - 4♥ 2♣ - 2♦ - 3♠ : 6♦ - 4♠	
2♦	x	0		Strong any	2♥ : relay artificial, weak or balanced hands 2♠ : natural 5+ cards with 2+ honors 3m : natural 6+ cards with 2+ honors 4M : at least AKQxxx	If opponents bid - Bidding is natural - X = values without a natural color to announce - Pass = weak and balanced hand, or weak but unbalanced if a color is announced after on T/O	
2♥		6 (5)		Weak	2NT : relay	2M - 2NT - 3x : values	
2♠		6 (5)		Weak	A new color is forcing for one round, also after T/O	2M - 2nT - 4x : shortness	
2NT			4♥	19+ - 21	3♣ : stayman (don't guarantee 4 cards in a major) 3♦ / ♥ / ♠ : Transfers 4♣ : Transfert ♦, with a slam interest 4♦ : both majors 5+5+ 4♥ : 5-4 in minors, shortness ♥, slam interest 4♠ : 5♣-4♦, shortness ♠, slam interest 4NT : 5♦-4♠, shortness, slam interest		
3♣/3♦		7 (6)		Weak (aggressive according to vuln & position)	A new color is forcing		
3♥/3♠		7 (6)					
3NT	x			1 suit minor AKQxxxx	4/5♣ pass or correct 4♦ relay asking the shortness		
4♣/4♦		8(7)		Weak			
4♥/4♠		8(7)		Weak			
4NT	x			Both minors			
5♣/5♦				Weak			