DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level: 8 – 18, can be GOOD 4 cards.
Responses: NAT, 1/1F1, 2/1 NF, 2/2 F1;

Jump cue-bid = 4+ fit, 6+ – 8(9) hcp

Jump shift = natural + fit

Reopening: 1♠ = 9-13; other = 10-13; Jump = good 12 to bad 15, 6+ suit;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

(1x) – 1NT = 15–18, System on, TRF/M.

(1x) - 1NT - (X) - ? : XX = DONT, 2m/M=NAT

(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits

(2♥/♠)-P-(P) – 2NT = 14 – 16. TRF, CUE = Stayman

Reopening: good 10 to bad 14;

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1♣/♦) – 2♦ = majors; 3♣ = ♠+♦; 3♦ = NAT

(1M) – 2M = 5oM + ♣; (1M) –3♣ = two others

(1M) – 3M = Asks for stopper

1x) 2NT = two lowest unbid suits

VS. NT (vs. Strong/Weak; Reopening;PH)

vs. Strong: X = 5+♣/♦ and 4♥/♠; 2♣ = ask for Majors;
    2♦ = unspecified major; 2♥/♠ = 5 cards and unspecified minor
vs. Weak: X = opp top range+; 2♣ = ask for Majors; 2♦/♥/♠/♣ = TRF;

Reopening: same, may be weaker

(1NT)–P–(2x)– X = 14+, says nothing about x suit; Other = NATURAL

(1NT)–P–(P) – ? = Same as in direct seat

VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

1♣ - (X) - ? XX/1♦/♥ = TRF; 1♣ - (X) - 1♠ = no ♠; 1SA = NAT;
1♦ - (X) - ? XX/1♥ = TRF; 1♦ - (X) - 1♠ = no ♠; 1SA = NAT;
1♥/♠ - (X) - ? XX = strong; Jumpshift = suit + raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
	Lead	In Partner's Suit
Suit	3rd / 5th (2nd from xxxx)	3rd / 5th
NT	2nd/4th	3rd / 5th
Subseq	Same	Same
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax+, AK+	AKx, AKxx, AKJx
King	Kx, KQ(x+), AK	AKJxx+, KQJx+, KQT9+
Queen	Qx, QJ(x+)	KQ10x, QJ(x), Qx
Jack	Jx, J10(+)	Jx, J10(+), AJ10x, KJ10x
10	10x, 109x	109x, H109x
9	9x	9xx, 9x
Hi-X	Sx, xSxx, HxSx	SSx, xSSx, xSSxx
Lo-X	H x S, H S x, HxxxS, xxS	H S x, H S x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	High = ENC	UDC	Odd = ENC, Even = S/P
Suit 2	Count		Count
Suit 3			
NT 1	Low = ENC		Odd = ENC, Even = S/P
NT 2	Count	Low = odd	Count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take-Out = 11+ Suitable shape or (17)18+, any.
    about 3HCP weaker in balancing seat
Responses: NAT; cuebid = Forcing

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1♥/♠ – (P) – 1NT – (2x) – X = TO

1♣–(1♦)–X = ♥; 1♣–(1♦/♥)–X = ♠

(1x) – 1y – (Suit/Raise) – X = TO with tolerance for partner's suit

(1x) – 1y – (1NT) – X = 5-5 other suits

(1♥/♠)–P–(1NT) –X = TO

CONVENTION CARD

CATEGORY: Green
NCBO: FRANCE
PLAYERS: Philippe CHOTTIN Dominique PILON

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, better minor (5533); 2/1 FG

2♣ = BAL 22+ or any GF

2♦ = 6+♥ WK or STR; 2♥ = 6+♠, WK or STR; 2♠ = 5♠+4+m WK;

2NT = 20–21

1♥/♠ - 2♣ = GF, maybe 3

1NT = 14+ – 17 (may have 5M/6m or H singleton)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ - 1♦/♥/♠ - 1NT = Singleton possible.

1♦ - 1♥/♠ - 1NT = Singleton possible.

TRF sequences in contested auctions

2♦ = 6+♥, WK or STR

2♥ = 6+♠, WK or STR

1♣/♦ - 4♣/♦=♥/♠, stronger than direct bid

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

OPENING	ARTIFICIAL	Minimum NB. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND
1♣		3	4♠	NAT 11-21 HCP (32)44 possible	1♦ = NAT 1♥/♠ = NAT, 6-11, may have longer minor; 1NT = 6-10; 2♣ = 5+ clubs, 10+ HCP, no 4♥/♠; 2♦ = 5♦ 4♣, 6-9 HCP; 2♥=5♠4♥ 5-8; 2♠=6/7♦ (10)11-13; 3♣ = 5+ clubs, weak; 3♦/♥/♠= 6+ cards, PRE; 1♣ - 4♣/♦=♥/♠, stronger than direct bid;	1♣ - 1x - 1NT = Singleton possible 1♣ - 1♦ - 2NT = (17)18-19, no 4♥/♠ 1♣ - 1♥ - 2NT = (17)18-19, no 4♠	1♣–(X)–XX = ♦ 1♣–(X)–1♦/1♥ = ♥/♠ 1♣–(1♦)–X/1♥ = ♥/♠ 1♣–(X/1♦/1♥)–1♠ = no 4♠
1♦		3	4♠	NAT 11-21 HCP (32)44 possible.	2♣ = NAT, GF; 2♦ = 5+ diamonds, 10+ HCP; 2♥=5♠4♥ 5-8; 2♠=6/7♣ (10)11-13; 3♣/♥/♠= 6+ cards, PRE; 3♦ = 5+ diamonds, WK; 1♦- 4♣/♦=♥/♠, stronger than direct bid;	1♦ - 1♥/♠ - 1NT = Singleton possible 1♦ - 1♥ - 2NT = (17)18-19, no 4♠	1♦–(X)–XX = ♥ 1♦–(X)–1♥ = ♠ 1♦–(X/1♥)–1♠ = no 4♠
1♥		5	4♠	NAT, 11-21 HCP 3rd seat can be weak 4-card suit	1NT=NAT NF; 2♣=GF NAT or BAL or FIT; 2♥=8-10; 2♠= WK; 2NT= fit 3/4, 9-14; 3♣/3♦ = 6 cards, lim, no fit; 3♥ = PRE;		Drury fit
1♠				Same as 1♥	3♥ = INV;		Gazzilli
1NT				(14)15-17 HCP BAL Singleton possible without good rebid after a natural one level opening.	2♣=STAY; 2♦/♥=TRF; 2♠=ASK range or TRF ♣; 2NT = PUP; 3♣=TRF ♦, WK or STR 3♦ = GF 5+♥.5+♠; 3♥/3♠ = 9+HCP (13)(5♦4+♣), 4♣ = GF 6.5 minors ; 4♦/♥ = TRF; 4NT = QUANT; 5♣ = 6.5 minors ;	1NT-2♣-2♦-2♥/2♠ = TRF	1NT – (X/2♣): System on X=STAY 1NT – (2♦/♥/♠) - X = STAY
2♣				BAL 22+ or any GF	2♦ = WK, no Ace; 2♥=WK, one ace; 2♠ = STR, 1 ace; 2NT= 2 aces; 3♣+ = TRF;	2♣-2♦-2♥ Kokish (2♠=ask) 2♣-2♦-3M = 4M/5+♦	Pass=0-4; Dbl = 1Ace;
2♦				6♥ WK or STR	2♥ = weak; 2♠/3♣/3♦ = to play; 2NT= ask;	2♦ - 2NT - 3♣ = WEAK, MAXI; 2♦ - 2NT - 3♦ = WEAK, MINI; other = STR	
2♥				6♠ WK or STR	2NT = ask; other = to play;		
2♠				5♠+ minor, WK			
2NT				20-21 BAL/SEMI-BAL	PUPP	3♦ = no 4/5 ♥/♠; 3♥= 4/5 ♥ ; 3♠= 4♠; 3NT=5♠; 4♣ = 4♥-4♠	
3♣		6/7		PRE	3♦ = 6+♥/♠; 3NT = to play;	3♣-3♦-3♥ - pass/3♠ = to play; 3♣-3♦-3♥ - 3NT = ask for ♣ ace; 4♣ = Slam/Try	
3♦		6/7		PRE	3♥ = 6+♠; 3NT=to play;	3♦-3♥ -3♠: pass = to play; 3NT = ask for ♦ ace; 4♣ = Slam/Try	
3♥		6/7		PRE			
3♠		6/7		PRE			
3NT				PRE in either minor	4/5♣ = P/C; 4♥/♠=to play		After (X): System on
4♣		7/8		7/8♥, better than 4♥	4♦ = ask	4♣-4♦: 4♥ = 7 cards; 4♠ = 8 cards+1Ace; 4NT= 8 cards+2Aces	
4♦		7/8		7/8♠, better than 4♠	4♥ = ask	Same as above	
4♥		7/8		PRE		**HIGH LEVEL BIDDING**	
4♠		7/8		PRE		4NT = RKCB 41/30/2 without Q/2+Q; Cue = 1st or 2nd round control.	
4NT				Good opening in either minor		5NT = usually asks to pick a slam	
5♣/♦				PRE		*if opps interfere over RKCB*: DOPI (X=0, P=1), ROPI	