

DEFENSE AND COMPETITIVE BIDS	LEADS AND SIGNALS			CONVENTION CARD																								
OVERCALLS : STYLE : natural Responses : natural ; weak jump raises New suit : forcing Jump new suit : natural + fit, forcing one round ; jump cue-bid : good raise IN BAL.POS. : nat. shows less than good opening hand	OPENING LEADS AND STYLE <table border="1" data-bbox="770 188 1480 347"> <tr> <td></td> <td>Lead</td> <td colspan="2">In Partner's suit</td> </tr> <tr> <td>Suit</td> <td>3rd and 5th</td> <td colspan="2">3rd and 5th</td> </tr> <tr> <td>NT</td> <td>4th best</td> <td colspan="2">3rd and 5th, except in ♣ : 4th best</td> </tr> <tr> <td>Subs</td> <td>Same</td> <td colspan="2">3rd and 5th</td> </tr> <tr> <td>Other</td> <td></td> <td colspan="2"></td> </tr> </table>				Lead	In Partner's suit		Suit	3 rd and 5 th	3 rd and 5 th		NT	4 th best	3 rd and 5 th , except in ♣ : 4 th best		Subs	Same	3 rd and 5 th		Other				FRANCE Michel ABÉCASSIS et Alain LEVY				
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INT OVERCALL	LEADS			SYSTEM SUMMARY																								
OVERCALL : 16-18 HCP (After Pass : 6 in the cheapest and 4 in the other) IN BAL.POS. :9-13 HCP Responses : Stayman and Transfert	<table border="1" data-bbox="770 411 1480 683"> <tr> <td></td> <td>Vs Suit</td> <td colspan="2">Vs NT</td> </tr> <tr> <td>Ace</td> <td>AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)</td> <td colspan="2">AKx(x) ; AQ10(x) ; A(x)</td> </tr> <tr> <td>King</td> <td>AK ; KQ(x) ; K(x)</td> <td colspan="2">AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx</td> </tr> <tr> <td>Queen</td> <td>QJx(x) ; Q(x)</td> <td colspan="2">AQJ(x) ; KQ(x) ; QJ10(x) ; QJ9(x)</td> </tr> <tr> <td>Jack</td> <td>KJ10(x) ; J10(x) ; J(x)</td> <td colspan="2">AJ10(x) ; KJ10(x) ; J109(x) ; j108(x)</td> </tr> </table>				Vs Suit	Vs NT		Ace	AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)	AKx(x) ; AQ10(x) ; A(x)		King	AK ; KQ(x) ; K(x)	AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx		Queen	QJx(x) ; Q(x)	AQJ(x) ; KQ(x) ; QJ10(x) ; QJ9(x)		Jack	KJ10(x) ; J10(x) ; J(x)	AJ10(x) ; KJ10(x) ; J109(x) ; j108(x)		GENERAL APPROACH AND STYLE 5 CARDS MAJOR – BETTER MINOR 2♥ AND 2♠ : WEAK 1♦ MAY HAVE THREE CARDS WITH 4-4-3-2 1NT opening : 15 - 17 2 over 1 : 10 ⁺ HCP : game forcing				
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JUMP OVERCALL ONE SUIT : weak 2 SUITERS : 1♥/1♠ 3♣ : other major + ♦ 1♣ 2♦ : natural. UNUSUAL 2NT : 2 lowest suiters	<table border="1" data-bbox="770 683 1480 746"> <tr> <td>10</td> <td>A109(x) ; K109(x) ; Q109(x) ; 109(x)</td> <td colspan="2">K109(x) ; Q109(x) ; 109(x)</td> </tr> <tr> <td>9</td> <td>9(x)</td> <td colspan="2">9(x)(x)</td> </tr> <tr> <td>Hi-x</td> <td>Hxxx ; xxxx ; xx ; x</td> <td colspan="2">xx ; xxx ; xxxx(x)(x)</td> </tr> <tr> <td>Lo-X</td> <td>X ; xxx ; Hxx ; xxxxx ; Hxxxx</td> <td colspan="2">Hxx ; Hxxx(x)(x) ; xxxx(x)(x)</td> </tr> </table>			10	A109(x) ; K109(x) ; Q109(x) ; 109(x)	K109(x) ; Q109(x) ; 109(x)		9	9(x)	9(x)(x)		Hi-x	Hxxx ; xxxx ; xx ; x	xx ; xxx ; xxxx(x)(x)		Lo-X	X ; xxx ; Hxx ; xxxxx ; Hxxxx	Hxx ; Hxxx(x)(x) ; xxxx(x)(x)		SPECIAL BIDS THAT MAY REQUIRE DEFENSE								
10	A109(x) ; K109(x) ; Q109(x) ; 109(x)	K109(x) ; Q109(x) ; 109(x)																										
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DIRECT CUE-BID AND JUMP CUE-BID DIRECT CUE-BID : 2 suiters JUMP CUE-BID : asks for a stopper for NT over 1♥/♠ (nat.over 1♣/♦)	SIGNALS IN ORDER OF PRIORITY <table border="1" data-bbox="770 746 1480 874"> <tr> <td></td> <td>Partner's lead</td> <td>Declarer's lead</td> <td>Discarding</td> </tr> <tr> <td>1</td> <td>Count : H/L = E</td> <td>Count : H/L = E</td> <td>High encour ; Low disc.</td> </tr> <tr> <td>Suit 2</td> <td>Encour. Or suit prefer.</td> <td>Suit preference</td> <td>Count H/L = E</td> </tr> <tr> <td>3</td> <td>Suit preference</td> <td>Suit preference</td> <td>Suit preference</td> </tr> <tr> <td>1</td> <td>Count : H/L = E</td> <td>Count : H/L = E</td> <td></td> </tr> <tr> <td>NT 2</td> <td>Or encour.</td> <td>Or Smith Peter</td> <td>Count : H/L = E</td> </tr> </table>				Partner's lead	Declarer's lead	Discarding	1	Count : H/L = E	Count : H/L = E	High encour ; Low disc.	Suit 2	Encour. Or suit prefer.	Suit preference	Count H/L = E	3	Suit preference	Suit preference	Suit preference	1	Count : H/L = E	Count : H/L = E		NT 2	Or encour.	Or Smith Peter	Count : H/L = E	2♦ : GAME FORCING, ACES RESPONSES 2♣ : SEMI-FOR. OR GAME FORCING IN ♥ 2♥ and 2♠ : 6-10 HCP, 6 CARDS 3NT/4NT : Bad preempt in one minor 4♣ 4♦ Namyats
	Partner's lead	Declarer's lead	Discarding																									
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VS NT 1) VS STRONG NT : X :minor major; 2♦ :Multi 2♥/2♠ :♥/♠ + Minor. :2♣ Landy . 2) VS WEAK NT : (9/11, 10/12, 12/14, 13/15.Transferts ; 3♦ :5♠+5♥ , game forcing. Strong double. IN BAL.POS : 2♣ Landy ; Strong Double ; Transferts VS 1NT OVERCALL : Landy Texas After pass balance: 2♣ Landy, x ♣ 2♦ 2♥ 2♠ naturel	SIGNALS (including trumps) SIGNALS IN TRUMP SUIT : Reverse high low Vs NT :on As or Q lead, high is encouraging ; Behind dummy,10 is encouraging Smith Peter, reverse for the leader DOUBLES TAKE-OUT DOUBLE STYLE : Can be light if shaped			SPECIAL COMPETITIVE BIDS Two suiters 1NT X : 5 minor 4 major																								
VS PREEMPTS Take out doubles. Two suiters. VS WEAK TWO : Cue-bid = 5M'+5♣ 4♣ = 5M'+5♦ 2NT : 16-19 (13-16 in bal.pos.). Then Stay. Transferts	Responses : Natural and limit ? Cue-bid is forcing one round IN BAL.POS. : 9 HCP and +. Responses : Idem			SPECIAL FORCING PASS SEQUENCES Usual slam try in competitive bids When Pass is forcing, bid is weaker than Pass then bid																								
VS ARTIFICIAL 1♣ OPENING Double : Take Out ; 1NT : both minors ; 2♦ : both majors 1♣ Pass 1♦ Double : both maj. ; 1NT : both min. ; 2♦ : nat.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																								
OVER OPPONENT'S TAKE OUT DOUBLE One over one forcing TRUSCOTT : Strong raise in major,and in minor Jump in new suit : weak or good raise	N1 doubles N4 g always take out. Maximal overcall double - Informative and optionnal doubles Double over fits and preempts Lightner Double over two suiters shows values Double from the opener : good hand with support Double from the defense : good raise or take out			3 rd and 4 th suit forcing one round After Pass, jump in new suit nat. with fit																								
PSYCHICS																												
Light opening bid in 3 rd																												

	A R T	Number of cards	DESCRIPTION	X Negative thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1 ♣		3	10+ HCP : may have 3 ♣ and 4 ♦ (rare)	4 ♠	1 ♣ - 1 ♥ (♠) : may have longer ♦ Strong jump shift 1 ♣ 2 ♣ game forcing. 1 ♣ 2 ♦ positive support. 1 ♦ 3 ♣ positive support. 1 ♣ 3 ♣ and 1 ♦ 3 ♦ preempt	1m – 1M – Fragment Bid. 1m – 1M – 3NT : 4M, 18-19 balanced 5/4 1m – 1M-4m : 6m + 4M	AFTER PASS : Jumps nat + fit AFTER OVERCALL : Jumps weak 1 ♣ 1 ♦ X: ♥
1 ♦		3	10+ HCP			2 ♣ relay after 1NT rebid 1 ♦ - 2 ♣ - 2NT : 12-14 or 18-19	1m - 1 ♥ - X : ♠ 1m 1 ♦ /♥ 1 ♠ : take out double
1 ♥		5	10+ HCP	4 ♠	1 ♥ -3 ♠ , 4 ♣, 4 ♦ : splinters 4M : preempt 3NT :13-14 4+MAJ Bal. 2NT : 3/4M, 11-13 1 ♠ - ,4 ♣,4 ♦,4 ♥ : Splinters 3M : mixed raise; 1NT: 6/11 semi-forcing	Fragments bids 2 ♣ relay after 1NT rebid 1 ♥ - 1 ♠ - 3NT : BAL.18/19 If fit forcing , 3NT : good bad 1 ♠-1NT 2 ♣ 2 ♦ :♥transfer	AFTER PASS : DRURY FIT 2SA : 4 trumps + a short, limit Jump : nat + fit, forcing AFTER OVERCALL : Weak jumps
1 ♠		5	10+ HCP				
1NT			15 17 HCP	4 ♥	2 ♣ : Stayman 5 responses 2 ♦ ,2 ♥,2 ♠,2NT : Transferts 3 ♦ ,3 ♥,3 ♠ : strong heart spade spade 4 ♣ :both majors with prefer 3 ♣ Puppet	1NT - 2 ♣ - 2 ♦ - 3 ♥ : 5 ♠+4 ♥ 1NT - 2 ♣ - 2 ♦ - 2 ♥/♠ : 7-8 H	AFTER OVERCALL : Double negative or Stayman Transferts
2 ♣	X	0	SEMI FORCING 22 23HCP Balanced or one suiter or strong with ♥	4 ♠	2 ♦ relay	Stayman and transferts on 2NT rebid	Negative Doubles Natural overcall
2 ♦	X	0	GAME-FORCING 24 + HCP or 9 playing tricks	4 ♥	2 ♥ :neg. ;Aces answers .2NT :POS.	Stayman and transferts on 2NT rebid	Negative Doubles
2 ♥ 2 ♠		6	5-11 HCP		2NT relay New suit forcing	2M - 2NT 3x : honour in x 2M - 2NT - 4x : sg or void in x	Penalty Doubles
2NT			20-21 HCP	4 ♥	3 ♣ : Stayman 4 responses 4 ♦ : 5 ♠ + 5 ♥ 3 ♦ ,3 ♥,3 ♠,4 ♣ : Transferts	2NT - 3 ♦ /♥ - 3NT : bad raise 2NT - 3 ♣ - 3 ♦ - 3 ♥ : 5 ♠/4 ♥	Negative Doubles
3m 3M 3NT 4 ♣/ ♦ 4M 4NT	X X	7 7 7/8 7/8	Preempt Preempt Bad preempt in a minor suit Good preempt in a major (namyats) Preempt bad preempt in a minor		New suit forcing Asking bids at the 5 th level	SLAM APPROACH AND CONVENTIONS 4NT(sometimes 5NT) : 5 Keys Cards Blackwood. Then next suit asks for Queen trump Josephine 5NT : grand slam force Controls and cue-bids DOPI Asking bids	