

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS		CONVENTION CARD																												
OVERCALLS : STYLE : natural Responses: natural, weak jumps, and splinters. Jump new minor : natural + fit, forcing one round ; Jump cue bid : good raise IN BAL. POS: nat. shows less than good opening hand, jump: 9-12 5-6 cards.	OPENING LEADS STYLE		REESS Vanessa / SEBBANE Lionel																												
1NT OVERCALL OVERCALL: 16-18 HCP Responses : Transfer and Stayman IN BAL. POS.: 9-13 HCP. Responses : transfer After 1m – 1M :after pass 6 in the cheapest and 4 in the other	<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd and 5th; 2nd from 4 small cards</td> <td>3rd and 5th</td> </tr> <tr> <td>NT</td> <td>4th best</td> <td>3rd and 5th,</td> </tr> <tr> <td>Subs</td> <td>high encouraging</td> <td>3rd and 5th</td> </tr> <tr> <td colspan="3">Other :</td> </tr> </tbody> </table>					Lead	In partner's suit	Suit	3 rd and 5 th ; 2 nd from 4 small cards	3 rd and 5 th	NT	4 th best	3 rd and 5 th ,	Subs	high encouraging	3 rd and 5 th	Other :			GENERAL APPROACH AND STYLE											
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JUMP OVERCALL ONE SUIT : weak 5-10HCP 1♥ 3♣ : two suit ♠♦ 2 NT : 2 lowest suiters	LEADS		5 CARDS MAJOR 2♦ : MULTI (note 1) 2♥,♠ : weak with a minor (5-4+) 1NT opening : 15-17 2 over 1 Response : GF																												
DIRECT CUE-BID AND JUMP CUE-BID DIRECT CUE-BID: 1S 2S/1H 2H two suiters : other M and ♣ two suit SD. 1HS 3HS : asking for a stopper to play 3NT	<table border="1"> <thead> <tr> <th></th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx(x); AKQ(x); AKJ(x);A(x)</td> <td>AKx(x);AQ10(x); A(x);AKJ(x);</td> </tr> <tr> <td>King</td> <td>AK; KQ(x); K(x);</td> <td>AKQ(x); KQJx;KQ10x; Kx</td> </tr> <tr> <td>Queen</td> <td>QJx(x); Q(x)</td> <td>AQJ(x);KQ(x); QJ10(x); QJ9(x)</td> </tr> <tr> <td>Jack</td> <td>AJ10x; KJ10(x); J10x; J(x)</td> <td>AJ10(x);KJ10(x); J109(x);J108(x)</td> </tr> <tr> <td>10</td> <td>A109(x);K109(x);Q109(x)</td> <td>K109(x) ; Q109(x) ; 10(9)x</td> </tr> <tr> <td>9</td> <td>9x</td> <td>9(x)(x)</td> </tr> <tr> <td>Hi-x</td> <td>Hxxx; xxx; xx; x</td> <td>xx; xxx; xxx(x)(x)</td> </tr> <tr> <td>Lo-x</td> <td>x; xxx; Hxx; xxxxx; Hxxxx</td> <td>Hxx; Hxxx(x)(x); xxx(x)(x)</td> </tr> </tbody> </table>			Vs. Suit	Vs. NT	Ace	AKx(x); AKQ(x); AKJ(x);A(x)	AKx(x);AQ10(x); A(x);AKJ(x);	King	AK; KQ(x); K(x);	AKQ(x); KQJx;KQ10x; Kx	Queen	QJx(x); Q(x)	AQJ(x);KQ(x); QJ10(x); QJ9(x)	Jack	AJ10x; KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)	10	A109(x);K109(x);Q109(x)	K109(x) ; Q109(x) ; 10(9)x	9	9x	9(x)(x)	Hi-x	Hxxx; xxx; xx; x	xx; xxx; xxx(x)(x)	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
	Vs. Suit	Vs. NT																													
Ace	AKx(x); AKQ(x); AKJ(x);A(x)	AKx(x);AQ10(x); A(x);AKJ(x);																													
King	AK; KQ(x); K(x);	AKQ(x); KQJx;KQ10x; Kx																													
Queen	QJx(x); Q(x)	AQJ(x);KQ(x); QJ10(x); QJ9(x)																													
Jack	AJ10x; KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)																													
10	A109(x);K109(x);Q109(x)	K109(x) ; Q109(x) ; 10(9)x																													
9	9x	9(x)(x)																													
Hi-x	Hxxx; xxx; xx; x	xx; xxx; xxx(x)(x)																													
Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)																													
VS NT DBLE: 5m/4M responses : 2♣ for m, 2♦ pref for M 2♥-2♠: nat 2♦ multi 2M: 5M and a m in bal. pos. same. 2) VS WEAK NT (10/14) : Transfers / DBLE = 14HCP+ responses nat. 3) VS 1NT OVERCALL : next suit non forcing	SIGNALS IN ORDER OF PRIORITY		SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE																												
VS PREEMPTS Take out doubles. VS WEAK TWO: Cue-bid =both minors or asking stopper. New suit not forcing 2NT: 16-19 (13-16 in bal.pos.). Responses: transfer. Double: take out.	<table border="1"> <thead> <tr> <th></th> <th>Partner's lead</th> <th>Declarer's lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Count: H/L=E</td> <td>Count: H/L=E</td> <td rowspan="3">High enc</td> </tr> <tr> <td>Suit 2</td> <td>High Encour</td> <td>Suit preference</td> </tr> <tr> <td>3</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 rowspan="2">High enc</td> </tr> <tr> <td>NT 2</td> <td>high encourag.</td> <td>Smith (H=Enc)</td> </tr> <tr> <td>3</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			Partner's lead	Declarer's lead	Discarding	1	Count: H/L=E	Count: H/L=E	High enc	Suit 2	High Encour	Suit preference	3	Suit preference	Suit preference	1	Count: H/L=E	Count: H/L=E	High enc	NT 2	high encourag.	Smith (H=Enc)	3				SPECIAL FORCING PASS SEQUENCES			
	Partner's lead	Declarer's lead	Discarding																												
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VS ARTIFICIAL 1♣ OPENING -Double : take out for majors; 1♦, 1♥(♠) : natural with values ; 1NT :♥ and 1 m 5-4 or 5-5.; 2♦ : ♠ and 1m 5-4 or 5-5 2NT : both minors; , 2♥(♠) : nat, weak 1♣ - 1♠ - Passe – 1NT : cue bid with fit (other bids are natural)	SIGNALS (including trumps)		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																												
OVER OPPONENTS'TAKE OUT DOUBLE Over 1♥(♠): Truscott (4+ trumps, 8-11HCP) , jump weak 2-1: 7-10 HCP	SIGNALS IN TRUMP SUIT : high low Odd		- 3 rd and 4 th suit forcing one round																												
	DOUBLES		PSYCHICS																												
	TAKE-OUT DOUBLE		seldom																												
	STYLE :can be light if shaped Responses : natural and limit. Cue-bid forcing one round IN BAL.POS.: 8 Pts and + Responses : Idem																														
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																														
	<ul style="list-style-type: none"> - Negatives doubles. Responsive doubles. - Informative and optionnal doubles. - Maximal overcall double. - Lightner. 																														

	A R T	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1 ♣ 1 ♦		3 3	11+ HCP; 11+ HCP	3♠ 3♠	1♣ - 2♣ or 1♦ - 2♦ : 5♠ and 4♥ weak 5-10HCP. 2NT = relay asking strength and distribution	1m - 1M – splinters 1m - 1M – 4M : fit 5422 1m – 1M – 3NT : 18-19 balanced fit 2♣ relay after 1NT rebid 1♦ – 2♣ - 2NT : 12-14 or 18-19	After Overcalls : transfers if overcall is 1D or 1H
1 ♥ 1 ♠		5 5	10+ HCP 10+ HCP	4♠ 4♠	1M - 2NT : fit 3 cards 11-13 HCP, balanced or semi balanced 1M – 3M : limit raise.	Splinters	After pass : Drury After Overcalls : 1 level : Transfers; jump in minor shows fit; 2NT: 4 trumps and GF; Cuebid: fit 3 or 4 limit 1♥/♠ 3♥/♠ fit with 4 trumps, 3-7HCP. After Double 2NT: shows fit. Other = transfers Other suit: less than 12 H.
1 NT			15-17 HCP	3♠	2♣ : Stayman 5 responses 2♦, 2♥, 2♠, 2NT : Transfers 3♣ : Puppet		AFTER OVERCALL : After 2♦/♥/♠ transfer : double is take out AFTER X PENALTY : Natural AFTER X TAKE OUT : Transfers
2 ♣	x	0	GAME FORCING ANY	3♠	Italian controls. 2♦=0/1, 2♥=2/3, 2♠=4/5, 2SA=6+	Stayman and transfers on 2NT rebid.	2♣-2X - Double : stronger than pass
2 ♦ (note 1)	x	0	MULTI	3♠	2♥/2♠/3♥/3♠: pass or correct 2NT relay GF 3♣: Relay 3♦: Invitation with ♥	Stayman and transfers on 2NT rebid.	2♦-Double- pass : to play 2♦ x
2 ♥ 2 ♠		5 5	5 ♥ and a m 5♠ and a m	2♠	2NT : asking for minor 3♣: Relay		Penalty doubles on overcalls
2 NT			20-21 HCP 5M possible	3♠	3♣ : Stayman 4 responses Transferts	2NT-3♣-3♦-3♥ : 5♠/4♥	Negative Double ; overcall natural except 3♣ Landy
3m 3M 3NT 4m 4M 4NT	x x	7 7 7/8 7/8	Preempt Preempt AKQxxxx in a m natural 2 minors (6-5)		New suit forcing New suit forcing 4♦ asking for controls (sg)	SLAM APPROACH AND CONVENTIONS - 4NT (sometimes 5NT) : 5 Keys Cards Blackwood 41-30. Then next suit asks for Queen of trump. - 5NT : grand slam force, asking Kings - Standard controls and cue-bids	

Note 1 : 2♦ MULTI (22-23 HCP if balanced)

2♦ 2♥ / 2♠ : passe or correct

2NT : 22-23 HCP ; Stayman and Transfers

2♦ 2♠ : passe or correct

3♣ = ♥ mini

3♦ = ♥ maxi

2♦ 2NT relay
3♣ : maxi (3♦ relay then 3H=S, 3S=H)
3♦ : mini ♥
3♥ : mini ♠

2♦ 3♣ : relay

3♦ : H

3♥ : invitation H

3♠ : GF with S

3NT : to play

3♥ : S

3♠ : invitation S

2♦ 3♦ : at least propositional with H

3♥ : no fit

3♠ : no fit but solid spades

2♦ 3♥ : P/C

3♠ : Natural, invitation

4♥/♠ : Natural

4♣ : relay 4D=H, 4H=S

4♦ : to play in the suit of the partner

After overcall by Double

2♦ (x) Pass : want to play in D

xx : transfer to 2H. then pass or correct

2♥/♠ : P/C

After overcall by a suit

2♦ (2♥/♠) x : P/C

3♣♦ : Natural not forcing

2NT : Minors strong

In fourth position

The opening of 2♦ shows 22-23 HCP balanced

After overcall by 3♣/♦ over the relay at 2NT or 3♣

> Over 3♣

Pass : H mini

Double : S mini

3♦ : H maxi

3♥ : Smaxi

> Over 3♦

Pass : H mini

Double : S mini

3♥ : S maxi

3♠ : H maxi