

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (style ; Responses ; ½ Level ; Reopening)
Style : natural, can be light 7+H
Responses : New suit F1, weak jump raises.
Reopening : over (1m) - (-), 1x is limited to 13-14 HCP NT : 1NT 9-13 over 1m, 2NT 17-19
T/O Doubles General Style
Can be light if shaped
Reopening 8+ according to shape
NT Overcalls
2 nd position : 15-18 HCP, 4 th position: 9-13 HCP over 1m, rather 10-15(16) over 1M especially 1♠
Responses : Stayman and Transfers
JUMP Overcalls
Style : natural and weak. 1M 3♣ = M' + ♦, 1m 2♦ majors
Unusual NT : two lower unbid suits
Direct cue bid : 1♣ 2♣ nat, 1♦ 2♦ majors, 1M 2M = M' + ♣
Jump cue bid : asks for stopper except 1♣ 3♣ = ♠ + ♦
Responses : natural F1, cue-bid asks
VS INT OPENING
VS Vul Strong (14-16 or more) 1NT X = 5+m, 4M or strong, 2♣ both majors, 2♦ 1 major, 2♥/♠ 5♥/♠, 4+m, 2NT both minors
VS Weak (13-15 or less) or NV 1NT X 13+ HCP, 2♣ both majors, 2x Transfer. After X, 2 nd X is T/O most of the time.
VS PREEMPTS
Style : T/O double, natural overcalls. Over a weak 2M, cue bid shows both minors, 4m = 5M' 5m
Responses : New suit F1, 2NT asks
VS ARTIFICIAL STRONG OPENING
VS Strong 1♣ X shows opening values and majors, 1-level natural, 1NT to 2NT 2-suiters, and 3-level preempts 1♣ 1M Pass 1NT : cue bid 2x : natural NF
OVER OPPONENTS T/O DOUBLE
XX=10+ HCP, next X are penalty. 1 level bid = natural forcing Transfers after 1/2M (X). 2NT inv+ with fit, fit showing jumps.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd and low	3/5	
NT	4th best	3/5	
Subsequent	Count/Attitude	count	
Other : lead second from xxxx			
VS suits contracts, can lead K from AKx(x) and a sing aside			
LEADS			
Lead	Suit	NT	
Ace	AKx(x)	Ask for attitude	
King	AK, KQ(x)	Ask for count/unblock	
Queen	QJ(x), Qx	Ask for attitude	
Jack	(H)J10(x), Jx	(H)J10x	
10	10x, (H)109(x)	(H)109x(x), H10x	
9	9x, HH9x	9x, 9xx, H9x	
Hi-x	Sx, xSxx, HxSx	HSx, Sxx, xSxx(x)	
Low-x	xx(xx)S, Hx(xx)S	HxxS, HxxSx,	
SIGNALS IN ORDER PRIORITY			
	Partner's lead	Declarer's lead	Discarding
1	Std count	Std count	Std count
2	High enc	S/P	High enc
3	S/P		S/P
1	Std count	Std count/ Smith	Std count
2	High enc	Smith/std count	High enc
3	S/P	S/P	S/P
Signals in the Trump suit: High card can show the ability to ruff in a suit, otherwise S/P or random cards. Smith signal : a high card is a signal of alert. We usually play UD Smith from the leader, STD from his partner.			
TAKE OUT DOUBLES			
Style : can be light if shaped			
Responses : natural, cue-bid shows strength			
Reopening : 8+, according to shape			
Responder's doubles : 1m (1♥) X : 4 or 5♠, 1♠ : 0-3♠ 1♣ (1♦) X : 4 or 5♥, 1♥ : 4 or 5♠, 1♠ : no 4 card major			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
No support Doubles, Responsive Doubles, Game-try Doubles Lightner double against uncontested bid slam			

CONVENTION CARD
Category : Green
NCBO : France
Event : Any
Players : Thomas Bessis & Frederic Volcker
SYSTEM SUMMARY
GENERAL APPROCH AND STYLE
5-Card Major, Better Minor
2♣ GF any hand
2♦ ART almost GF
2♥/♠ Weak 2
1NT Opening : 14+-17, tends to be 14-16 in 3 rd chair NV
2 over 1 Responses : GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings
3NT solid minor, usually 7 cards, no Ace or King aside
Competitive bids
See responder's doubles.
VS 1NT opening
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Many agreements in competition.
3 rd suit F1 and 4 th suit GF.
4♠ KC when ♥ is trump, 4♦ sometimes KC when ♣ is trump, and some specific auctions of optional KC
Psychics : rare

OPENING BIDS AND DEVELOPPEMENTS

Opening	Tick if artificial	Minimum number of cards	Negative X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	7♥	11-23 HCP, better minor	2♣ GF raise, 2♦ inv ♣ raise, 2♥ 5+♠ 4+♥ 3-9H, 3♣ pre	In comp : see take out doubles. After 1♦/♥ overcall, 2♦/♥ shows 6+♥/♠	Fit showing jumps. 2m raise = Forcing one round
1♦		3	7♥	11-23 HCP, better minor	2♦ GF raise, 3♣ inv ♦ raise 2♥ 5+♠ 4+♥ 3-9H, 3♦ pre	Same as above.	Same as above
1♥		5	7♦	10-21 HCP	2♠ : 6+ cards, ~ 6-10 HCP 2NT : 3+c supp, ~ 10-14 HCP 3♣, 3♦ : nat inv, 3♥ : pre 3♠ unspecified singleton 3NT/4♣/♦ void splinters	After overcall : 2NT inv+ raise, cue-bid = GF raise with 4+cards raise Fit showing or natural weak jumps, splinters in opp's suit	Drury Fit showing jumps 3♣ natural encouraging
1♠		5	7♥	10-21 HCP	Same as above. 3♥ : natural inv 3NT unspecified singleton 4♣ : ♣ or ♥ void, 4♦ : ♦ void	Same as above	Same as above
1NT			7♥	15-17 HCP bal or semi-bal 5M or 6m possible	2♣ Stayman, 4-way Transfers 3♣ : Puppet Stayman 3♦/♥ Strong 1-suiter in ♥/♠ 3♠ : both minors bal 13+	After overcall : 2NT and above = Transfer	
2♣	x	0	4♥	GF any hand	2♦ waiting, or 2x = 6+x with HH OR 5+x, 5+ other with at least 1 Top Honor in each suit	2♣ 2♦ 3♥/♠ = 6+♣ and 4♥/♠ 2♣ 2♦ 3NT = 6+♦ and 4♥ 2♣ 2♦ 4♣ = 6+♦ and 4♠	
2♦	x	0	4♥	8-9 playing tricks or 22-23 bal or some rare GF hands	2♥ waiting	2♦ 2♥ 3NT long minor and stoppers 2♦ 2♥ 4♣ shows 5+♥ 5+♠ GF	
2♥		6		Weak 2	New suit F1, 2NT ask	2♥ 2NT 3x values in x, 4x splinter	
2♠		6		Weak 2	New suit F1, 2NT ask	2♠ 2NT 3x values in x, 4x splinter	
2NT			7♥	20-21 bal or semi bal	Stayman, Transfers		
3♣/♦		6		PRE, aggressive NV/V	Natural		
3♥/♠		6		PRE, aggressive NV/V	Natural		
3NT	x			Solid minor no Ace or King aside	4♣ P/C, 4♦ ask, 4♥/♠ to play		Can be stronger in 3 rd seat
4♣/♦		7		PRE			
4♥/♠		7		PRE			
4NT	x			Both minors, 6+5+			
5♣/♦		7					

HIGH LEVEL BIDDING

RKCB 5 key cards 3041, 5♠ 2 + Q of Trump, 5NT 2 key cards and a void, 6x : 1 or 3 key card and a void

4♠ RKC when Heart is trump, 4♦ RKC in Club in some specified situations