

OPENING	TICK IF APPLICABLE	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING AFTER OVERCALL
1♣ 1♦		3	4♠	10+ HCP	1m - 2m : 5+m, 12+, GF, no 4M ; 1m - 3m : pree 1♣ - 1♥/♠ : may have longer ♦ 1m - 2♥ : 4+♥/5+♠ (4-9) 1m - 2♠ : 6♠ weak 1♣ - 2♦ : art 5+♣, invit 1♣ - 3♦ : nat, invit 1♦ - 3♣ : art 4+♦, invit	1m - 1M - splinters fit 1m - 1M - 4M: 5m4M22 1m - 1M - 3NT: 4M very balanced 2♣ limit relay after 1NT 2♦ game forcing relay after 1NT 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: jump with fit (except 1m - 2♥ : 4+♥/5+♠ 4-9, 1♦ - 3♣ and 1♣ - 2♦ still limit fit AFTER OVERCALL : transfers (1)
1♥ 1♠		5	4♠ 4♥	10+ HCP	1♥ - 2♠ : limit 5+♠/3♥ 1M - 2NT: GF, 4 cards support 1M - 3♣, 3♦ : fits 1M - 3M: 4M, invit 1M - 3NT : 3M, bal 1♥ - 3♠/4♣/4♦ : Splinters 1♠ - 3♥ : 6+♥, limit 1♠ - 4♣/4♦/4♥ : Splinters	Splinters 1♥ - 1NT - 2♠ : art GF 2NT : NFG 1♠ - 1NT - 2NT : art, GF	AFTER PASS: Drury with fit 1♥/♠ - 2♠/2NT : 4♥/♠+1sing 3♣ : natural AFTER OVERCALL : 2NT : fit (3M, 4M) CB : 4M, GF
INT				14+ - 17 HCP	2♣ : Stayman 4 responses 2♦/2♥/2♠/2NT : Transfers 3♣ : Puppet Stayman 3♦/3♥ : strong transfers 3♠ : both minors, no shortness 4♣ : both majors	Conventional developments and relays 1NT - 2♦/♥ - 2♥/♠ - 2NT: forcing 1NT - 2♦ - 2♥ - 2♠ : 5♥ + 5 other, invit	AFTER OVERCALL: T/O Doubles Modified Rubensohl
2♣	x	0	4♥	Game forcing or 22-23 bal (Kokish)	2♦ : relay Other : Nat or 5/5		
2♦	x	0		MULTI (major weak)	2♥/♠ : pass or correct 2NT: asking 3♣/3♦ : nat forcing 3♥/3♠ : pass or correct 4♣ : bid your major as a transfer 4♦ : bid your major 4♥/♠ : to play	2♦ - 2NT - 3♣/♦ = ♥/♠ 2♦ - 2NT - 3♣ - 3♥ : proposition 3♠ : natural forcing	2♦ - 2M - X : P/C 2♦ - 2NT - 3♣(♦) - X : pen 2♦ - X - pass : to play XX : P/C 2♥/2♠ : positive 2♦ - 2SA overc 2 pass = ♥; X = ♠ 3♥ = ♠ max ; 3♠ = ♥ max
2♥ 2♠		5		5-10 HCP 5M / 4+m	2NT: relay 2♥ - 2♠ : NFG 2♠ - 3♥ : NFG 3♣ : P/C 3♦ : fit limit	2M - 2NT - 3♣/3♦ : ♣/♦ minimum 3♥/3♠ : ♣/♦ maximum	
2NT				20-21 HCP	3♣ : Stayman 4 responses 4♦ : both majors 4♥ : 5♣+4♦ 4♠ : 5♦+4♣ 3♦/3♥/3♠/4♣ : transfers	Rectification of transfers with fit	Negative Double Overcall natural
3m				Preempt			
3M				Preempt			
3NT	x			ARDxxxx in m	4♦ asking for controls (sg)	4NT : no sg ; 5♣ = ♣, sg♦ ; 5♦ = ♦, sg♣	
4♣				Preempt			
4♦				Preempt			
4♥				Preempt	Asking bids		
4♠				Preempt	Asking bids		
4NT				6/5 minors			

NCBO : FRANCE

PLAYERS : BESSIS – CABANES

(1)	<p>1♣ 1♦ X : 4/5 ♥ 1♥ : 4/5 ♠ 1♠ : no 4/5 ♥ or ♠ 2♦ : 6+♥, 4+HCP 2♥ : 6+♠, weak or strong 2♠ : cue-bid, ♣ fit 3♣ : pre 3♦ : both majors 5/5 weak 3♥ : 6+♠, invit 3♠ : 3334, 12-14, Axx in ♦</p>	<p>1♣(♦) 1♥ X : 4/5 ♠ 1♠ : no 4/5 ♠ 2♥ : 6+♠, weak or strong 2♠ : cue-bid with fit 3♣(♦) : pre 3♥ : 6+♠, invit 3♠ : 33(34), 12-14, Axx in ♥</p>
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After 1NT rebid by opener, all bids are transfers

(2) Two suiters

2nd position

1♣(♦)	2♦ : 5♥ + 5♠
1♣	2NT : 5♥ + 5♦
1♦	2NT : 5♥ + 5♣
1♥(♠)	2NT : 5♣ + 5♦
1♥	2♥ : 5♠ + 5♣
1♥	3♣ : 5♠ + 5♦
1♠	2♠ : 5♥ + 5♣
1♠	3♣ : 5♥ + 5♦
2♥(♠)	3♥ : minors or asks for stopper
	4♣(♦) : ♣(♦) + other major
	4♥ : 3055
2♦ (Multi)	3♥ : ♠ + minor
	3♠ : both minors
	4♣(♦) : ♣(♦) + ♥
3♣(♦)	4♣ : ♥ + other minor
	4♦ : majors
3♥(♠)	4♣ : ♣ + other major
	4♦ : ♦ + other major
3♥	4♥ : ♠ + minor, strong
3NT (gambling)	4♦ : majors

4th position

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1♣ - 1♥	2♣ : constructif
	2SA : destructif (6-5)
	3♣ : nat
1♣ - 1SA	2♣ : majors (5/4)
	2SA : ♦ + ♥
1♦ - 1SA	2♣ : majors (5/4)
	2♦ : 5/5 major
	2SA : ♣ + ♥
1♥ - 1SA	2♥ : ♠ + minor
	2SA : minors
1♠ - 1SA	2♠ : ♠ + minors
	2SA : minors
1♣ - 2♣	2SA : ♥ + ♦
	3♣ : 5/5 major

	<p>1♦ - 2♦ 2SA : ♥ + ♣ 3♦ : 5/5 major</p> <p>1♥ - 2♥ 2SA : mineures 2♥ : ♠ + ♣ 4♣ : ♠ + ♦ 4♥ : 3055</p> <p>1♠ - 2♠ 2SA : ♥ + minor 3♠ : minors 4♣(♦) : good ♥ + ♣(♦)</p> <p>1♥ - 2SA fit art 3SA : minors 3♥ : ♠ + ♣ 4♣ : ♠ + ♦</p> <p>1♥ - 3♣(♦) fit art 3SA : minors X : for the lead if 3♥, T/O if 4♥ 3♥ : ♠ + ♣ 4♣ : ♥ + ♦</p> <p>1♥ - 3♥ 3SA : minors 4♣ : ♠ + ♣ 4♦ : ♠ + ♦ 4♥ : ♠ + minor strong</p> <p>1♠ - 3♠ 3SA : minors 4♣ : ♥ + ♣ 4♦ = ♠ + ♦</p>
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(3)

Defense against two suiters

When two suiters are known :

- Natural bids are not forcing
- Cue-bids strong : smaller one = fit
higher one : last suit forcing
- Pass then double : penalty
- Double then double : T/O
- 1♥ 2♥ 2SA : 4♥ limit or 3♥ limit and more
3SA : 3♥ + 5♦
3♠(4♣) : splinters
4♦ : jump fit
- 1♠ 2♠ 2SA : 4♠ limit or 3♠ limit and more
3SA : 3♠ + 5♦
4♥(4♣) : splinters
4♦ : jump fit
- 1♥ 2SA 3SA : 5⁺♠ + fit
- 1♠ 2SA 3SA : 5⁺♥ + fit
- 1♥ 3♣(♠+♦) 3SA : 5♣ + fit
- 1♠ 3♣(♥+♦) 3SA : 5♣ + fit

When two suiters are not precised :

- 1♠ 2♠ 2SA : 4♠ limit or 3♠ limit and more
3♣(♦) : nat forcing
3♥ : 4♠, game forcing, 13+
3SA : 4♠, 10-12
4♣(♦) : jump fits
4♥ : splinter
- 1♥ 2♥ same and 2♠ strong fit