

DEFENSE AND COMPETITIVE BIDS	LEADS AND SIGNALS			CONVENTION CARD FRANCE
OVERCALLS :	OPENING LEADS AND STYLE			François LEENHARDT Alain LEVY
STYLE : natural		Lead	In Partner's suit	
Responses : natural ; weak jump raises	Suit	3 rd and 5 th	3 rd and 5 th	
New suit : forcing	NT	4 th best	3 rd and 5 th , except in ♣ : 4 th best	
Jump new suit : support showing ; jump cue-bid : good raise	Subs	Same	3 rd and 5 th	
IN BAL.POS. : nat. shows less than good opening hand	Other			SYSTEM SUMMARY
INT OVERCALL		Vs Suit	Vs NT	GENERAL APPROACH AND STYLE 5 CARDS MAJOR – BETTER MINOR 2♥ AND 2♠ : WEAK 1♦ MAY HAVE THREE CARDS WITH 4-4-3-2 INT opening : 15 - 17 2 over 1 : 11 ⁺ HCP : almost Game forcing
OVERCALL : 16-18 HCP (After Pass : 6 in the cheapest and 4 in the other)	Ace	AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)	AKx(x) ; AQ10(x) ; A(x)	
IN BAL.POS. :9-13 HCP	King	AK ; KQ(x) ; K(x)	AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx	
Responses : Stayman and Transfert	Queen	QJx(x) ; Q(x)	AQJ(x) ; KQ(x) ; QJ10(x) ; QJ9(x)	
JUMP OVERCALL	Jack	KJ10(x) ; J10(x) ; J(x)	AJ10(x) ; KJ10(x) ; J109(x) ; j108(x)	
ONE SUIT : weak	10	A109(x) ; K109(x) ; Q109(x) ; 109(x)	K109(x) ; Q109(x) ; 109(x)	
2 SUITERS : 1♥/1♠ 3♣ : other major + ♦	9	9(x)	9(x)(x)	
1♣ 2♦ : natural.	Hi-x	Hxxx ; xxxx ; xx ; x	xx ; xxx ; xxx(x)(x)	
UNUSUAL 2NT : 2 lowest suiters	Lo-X	X ; xxx ; Hxx ; xxxxx ; Hxxxx	Hxx ; Hxxx(x)(x) ; xxx(x)(x)	
DIRECT CUE-BID AND JUMP CUE-BID	SIGNALS IN ORDER OF PRIORITY			
DIRECT CUE-BID : 2 suiters		Partner's lead	Declarer's lead	2♦ : GAME FORCING, 2♥ RELAY 2♣ : SEMI-FOR., 2♥ and 2♠ : 6-10 HCP, 6 CARDS 3NT : BADPREMPT IN ONE MINOR SUIT 4♣/♦ Namyats
JUMP CUE-BID : asks for a stopper for NT over 1♥/♠ (nat.over 1♣/♦)	1	Count : H/L = E	Count : H/L = E	
VS NT	Suit 2	Encour. Or suit prefer.	Suit preference	
2♣ :Landy → 2♦ : no preference	3	Suit preference	Suit preference	
1) VS STRONG NT : X Singleton Minor; 2♦:Multi	1	Count : H/L = E	Count : H/L = E	
2♥/2♠ :MAJ/MIN.IN BAL.POS. :2♣ Landy ,2♦,2♥,2♠ NAT, strong double	NT 2	Or encour.	Or Smith Peter	
2) VS WEAK NT : Transferts ; 3♦ :5♠+5♥, game forcing	3		Count : H/L = E	
IN BAL.POS : 2♣ Landy ; Strong Double ; Transferts		SIGNALS (including trumps)		SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE
VS INT OVERCALL : 1♣/♦ ISA 2♣/2♦ : both majors		SIGNALS IN TRUMP SUIT : Reverse high low		1♥/1♠ passé ISA semi-forcing INT X : short in one Minor
2♦/♥/♠ : NAT; 2NT : cue-bid with fit	DOUBLES			SPECIAL FORCING PASS SEQUENCES
VS PREEMPTS	TAKE-OUT DOUBLE			
Take out doubles. Two suiters.	STYLE : Can be light if shaped			Usual slam try in competitive bids When Pass is forcing, bid is weaker than Pass then bid
VS WEAK TWO : Cue-bid = 5M'+5♣	Responses : Natural and limit ? Cue-bid is forcing one round			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE 3 rd and 4 th suit forcing one round After Pass, jump in new suit nat. with fit PSYCHICS
4♣ = 5M'+5♦	IN BAL.POS. : 9 HCP and +. Responses : Idem			
2NT : 16-19 (13-16 in bal.pos.). Then Stay. Transferts	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
VS ARTIFICIAL 1♠ OPENING	Negative doubles, Responsive doubles, 1♣ 1♦ X hearts and 1♦ 1♥ X spades			
Double : Take Out ; INT : both minors ; 2NT : both majors	Maximal overcall double - Informative and optionnal doubles			
OVER OPPONENT'S TAKE OUT DOUBLE	Lightner			
One over one forcing. Jump in a major on a major support	Double over two suiters shows values			Light opening bid in 3 rd
TRUSCOTT : Strong raise in major,and in minor	Double from the opener : good hand with support			

	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 ♦ Jump shift strong in majors, raise in minor Inverted raises	1m - 1M - Splinters or super forcing 1m - 1M - 3NT : 4M, 18-19 balanced 1m - 1M-4m : 6m + 4M 2♣/2♦ relay after 1NT rebid 1♦ - 2♣ - 2NT : 12-14 or 18-19	AFTER PASS : Jumps nat + fit AFTER OVERCALL : Jumps weak 1♣ 1♦ X: no majors 1m - 1♥ - X : no spades 1m 1♠ natural
1♦		3	10 ⁺ HCP may have 4♦ 5♣				
1♥		5	10 ⁺ HCP	4♠	1♥ 4♣, 4♦ : splinters 4M : preempt 2NT : 3 M, 11-13 1♠ - ,4♣,4♦, Splinters 3M : encouraging . 3NT balance raise 11/13	2♣ and 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				
INT			15 17 HCP	4♥	2♣ : Stayman 4 responses 2♦,2♥,2♠,3♣ : Transferts. 3♥,3♠ : NAT. strong 3♦ balance 4♣(4♦) : both majors with prefer. ♥(♠)	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,	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♥ relay. Aces answers	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♣ 1♦ 4M 4NT	X X X X	7 7 7/8 7/8	Preempt Preempt Bad preempt in a minor suit Good Preempt in ♥ /♠ Preempt Blackwood		New suit forcing Asking bids at the 5 th level	SLAM APPROACH AND CONVENTIONS 4NT(sometimes 5NT) : 5 Keys Cards Blackwood, 41/30. Then next suit asks for Queen trump Josephine 5NT : grand slam force Controls and cue-bids Asking bids	

Rappels:

Splinters:

1♥ / 1♠ passe 4♣ / 4♦

1♠ 2♥ 4♥

1♦ 1♠ passe 4♦

1♥ 1♠ 3♠

1♦ passe 1♠ passe
4♣ / 4♥

1♣ passe 1♥ passe
3♠ / 4♦

1♠ passe 2♥ passe
4♣ / 4♦

1♥ passe 2♣ / 2♦ passe
3♠ / 4♦ / 4♣

ATTENTION

1♠ passe 2♣ / 2♦ passe
4♥
4♦ / 4♣

1♣ / 1♦ passe 1♥ passe
1♠ passe 4♣ / 4♦ indifféremment

1♦ passe 1♠ passe
2♥ passe 2♠ passe
4♣ avec trois cartes à ♠

ATTENTION: la quatrième couleur avec saut en majeure est toujours naturelle, en mineure splinter:

1♥	passe	2♣	passe
2♦	passe	3♠	6♣ / 5♠
1♠	passe	2♦	passe
2♥	passe	4♣	splinter avec soutien à Pique

ATTENTION: la troisième couleur avec saut au palier de trois est toujours naturelle, au palier de quatre toujours splinter, avec soutien dans la couleur de l'ouvreur.

1♦	passe	1♥	passe
2♦	passe	3♠	naturel
1♦	passe	2♣	passe
2♦	passe	3♥ / 3♠	naturel
1♦	passe	1♥	passe
2♦	passe	4♣	splinter
1♣	passe	1♠	passe
2♣	passe	4♦ / 4♥	splinter
2♣	passe	2♦	passe
2♠	passe	4♣ / 4♦ / 4♥	
2♣	passe	2♦	passe

2♥ passe 3♠

1♠ passe 2♠ passe
2SA passe 4♣ /4♦ /4♥

1♣ passe 1♠ passe
2♠ passe 2SA passe
4♦ /4♥

ATTENTION

1♣ passe 1♥ passe
2♥ passe 2SA passe
4♣ splinter à Pique (idem pour 4♦ après l'ouverture d'1♦)

Résidus ou super forcing:

1♣ passe 1♠ passe
3♦ /3♥

1♦ passe 1♥ passe
2♠ peut cacher un super forcing, qui est la zone au dessus du splinter (19H au minimum)

1♣ passe 1♠ passe
2♠ passe 2SA passe
3♦ /3♥

1SA passe 2♣ passe

	2♥	passe	3♠ / 4♣ / 4♦	rencontre
ATTENTION	1SA 2SA	passe passe	2♣ 3♥ / 3♠ 3♣ / 3♦	passe NONFORCING forcing à ♥ / ♠
	1♦ 1♠ 2♣	passe passe trois cartes à cœur, 5/4/3/1	1♥ 1SA	passe passe 12/14 ou régulier 18/19H
	1♣ 1SA 2♥	passe passe passe	1♠ 2♦ 2♠ 2SA 3♣	passe passe résidu majeur régulier 17H et plus résidu mineur