


<b>DEFENSIVE &amp; COMPETITIVE BIDDINGS</b>	
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)	
Natural style,	
All new suit is forcing (some exceptions if 4 players bidding)	
Responses : New suit (level 1 and level 2) = FI	
Jumpshift = fit + good suit      direct jump raises = preempts	
If player in seat 3 bids, 2SA is with fit	
<b>INT OVERCALL</b> (2nd/4th Live; Responses; Reopening)	
INT 16-18	
Responses : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers (transfer in the opponent suit is Stayman)	
Reopenings : 9-15 on 1 major (9-13 on minor); 2NT : 17-19	
<b>JUMP OVERCALLS</b> (Style; responses; Unusual NT))	
Level 3 : weak except 1 ♥/♠ 3 ♣ = 5+ ♦ and 5+ ♠/♥	
1 ♣/♦ 2 ♦ : both majors 5+/5+	
2SA : 2 lowest unbid suit	
1 ♣ 3 ♣ : weak ; 1 ♣ 2 ♣ : natural with opening hand	
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses; Reopen)	
1 ♣ 2 ♣ = 5+ ♠ and 5+ ♥      1 ♣/♦ 2 ♦ = 5+ ♥ and 5+ ♠	
1 ♥ 2 ♥ = 5+ ♠ and 5+ ♣      1 ♠ 2 ♠ = 5+ ♥ and 5+ ♣	
Jump cue-bids asking for stopper (except 1 ♣-3 ♣ : natural)	
<b>VS. NT</b> (vs. Strong / weak; Reopening; PH)	
vs. <i>Strong</i> :	
Double = 5+m4M(+) ; 2 ♣ asking for majors (2 ♦ asks for the longest) ; 2 ♦ = One 6+ major (♥ or ♠) / 2 ♠ = 5 ♥/♠ and 4+ m ,	
2NT = 5+ ♣ and 5+ ♦	
vs. <i>Weak</i> : X= 14+ ; 2 ♣ for majors ; 2 ♦, 2 ♥, 2 ♠, 3 ♣ = Transfers	
2NT = 5+ ♣ + 5+ ♦      3 ♦ = 5+ ♥ and 5+ ♠ Strong	
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)	
Take out double	
<b>Vs 2 Weak opening</b> : 4 ♣/♦ = ♣/♦ + other major; 4M = both minors defensive ; 4NT = both minors offensive	
<b>VS. Michael's cue-bid</b>	
Double is punitive in one or both suits (except after 1NT 2 ♣)	
First cue-bid = fit, forcing for one round	
Second cue-bid = last suit invitational (5 or 6 cards)	

<b>LEADS AND SIGNALS</b>		
<b>OPENING LEADS STYLE</b>		
	<b>Lead</b>	<b>In partner's suit</b>
<b>vs TRUMP</b>	3rd – 5th	3rd – 5th
<b>vs NO-TRUMP</b>	4th best	3rd – 5th
<b>During the play</b>	Small encouraging behind dummy 3rd – 5th	Hi-low is even
<b>LEADS</b>		
<b>CARD</b>	<b>vs TRUMP</b>	<b>vs NO TRUMP</b>
As	AK(x)+; AKQ(x); AKJ(x); A(x)	AKx(x);AQ10(x); A(x);AKJ(x); (asking for signal)
King	AK; KQ(x); K(x);	KQJxx; AKJ10(x) (asking to unblock)
Queen	QJx(x); Q(x)	AQJ(x);AQ10(x);KQ(x)+;KQ10x QJ10(x); QJ9(x)
Jack	KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)
10	K109(x);Q109(x); 109(x)+; 10(x)	A109(x) ; K109(x) ; Q109(x) ; 109xx
9	9(x)	9(x)(x), H9x
High	Hxxx; xxxx; xx; x	xx; xxx; xxxxx(x)(x)
Low	x; xx; Hxx; xxxxx; Hxxxx	Hxx ; Hxxx(x)+
<b>SIGNALS</b>		
Depending on situations : Count (high-low is even) / Smith / High = encourage		
<b>Other</b>		
If xxx in dummy, high is encouraging on a honor lead from the partner in trump		
<b>SMITH</b> : When we play an high in the declarer suit, that's mean there special thing about the lead's suit. It's the contrary for the person on lead (a high is a warning).		
With Hxx on the lead, we may choose to lead the smallest or the second one		
<b>Take-out doubles</b>		
<i>Take out double</i> : sound, (2)3-suiter style or 18+ Hcp, any distribution		
Responses : natural, only cue-bid is forcing.		

<b>CONVENTION CARD</b>	
	
Donatella HALFON	Marion CANONNE
<b>Base System and General Style</b>	
Major 5 <sup>th</sup> , 2/1 Game Forcing, Better Minor	
<b>2 ♣ Strong, 2 ♦ GF, 2 ♥/♠ weak</b>	
Natural, 5 cards major	
Best minor (1 ♦ 3 cards only with 4 ♠ + 4 ♥ + 3 ♦ + 2 ♣)	
1NT Opening : (14)15 -17, balanced (6m or 5M possible)	
2 ♣ Strong any artificial, 2 ♦ GF artificial any hands	
2M (♥/♠): weak, 6 cards (can be aggressive according to vul & position)	
Blackwood 5 keys 41-30 (excepting exclusion BW)	
Double 2	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
3NT : Solid suit minor with 7 or 8 cards	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
In 3 <sup>rd</sup> seat, preempts are often weaker	
Frequent high opening in 3 <sup>rd</sup> seat according to vulnerability	
Psychics : rare	

# BIDDINGS & DEVELOPMENTS

Opening	Tick if artificial	Minimum number of cards	X T/O until	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	10+	1♣ - 1♥/♠ : can have more ♦ 1♣ - 2♣ : 5+♠ + 4+♥, 5-9 1♣ - 2♦ : artificial, invitational (9-11) with at least 5♣ (1♣ - 3♣ : weak)	1m - 1M - splinters 1m - 1M - 3NT : with fit (4M), 18-19 4333 or 4432 1♣ 1♠ 2♣/ = 5/6 ♥ 5-9 1♦ - 2♣ - 2NT : 12-14 or 18-19H (transfers after) 1m - 1M - 2NT - ? => transfers	Jump = 5+ in suit and 4+ trumps
1♦		3	4♠	10+	1♦ - 3♣ : artificial, invitational (9-11) with at least 5♦ (1♦ - 3♦ : weak) 1♦ - 2♦ : 5+♠ + 4+♥, 5-9H 1♦ 1♠ 2♣ = 5+♥ 8-10 1♦ 2♣ 2♦ = 5+♥ 8-10	1m - 1M - 1NT : 2♣ relay for 2♦ ; 2♦ relay GF 1x - 1SA : can have 11 1m - 2M : 6 cards and a very strong hand (slam interest) After T/O : 2NT is weak with the fit ; 3m is invitational	
1♥		5	4♠	9+	1♥ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter	1M - 2x - 2SA : 12-14 with stoppers (or semi stoppers) in the 2 others colors / OR 18-19 balanced After overcall : - Jumps = 5+ in suit and 4+ trumps - Splinters in the opponent's color(s) - 2NT : 3(4) cards in trumps, invitational & more - Cue-bid in level 3 : GF, 4 trumps	<b>Drury promises fit</b>  1♠ - 2NT : 4 cards in trumps with a singleton (3♣ relay)  1♥ - 2♠ : 4 cards in trumps with a singleton , 2NT relay 1♥ - 2NT : 5♥/4♠
1♠		5	4♥	9+	1♠ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3♥ : 6 cards, invitational 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter	After T/O - Truscott - XX : 11 + (redouble is penalty) - Jump = 5+ in suit and 4+ trumps	
1NT			4♦	(14)15 - 17	2♣ : Stayman (5 responses) 2♦ /♥/♠ : Transfers 1NT - 3♦/♥/♠ : natural 6 cards +, for slam 1NT - 4♣ : both minors 5-4 14-16H 1NT - 4♦ : both majors 5+/5+	After overcall : T/O : Lebensolth (transfers) 1NT - 2♣ - 2♦ - 4♣ /♦ : 6-4 in majors (6♥/♠)	If Stayman is double : XX = to play 2♦ = 4 cards in ♥ 2♥ = 4 cards in ♠ 2♠ = 5 cards in ♥ 2NT = 5 cards in ♠ 3♣ = both majors 4-4
2♣	x	0	4♦	Strong any	2♦ : relay 2M : at least 5 cards with 2 honors 2NT : 22-23 3x : at least 7 cards with 2 honors	2♣ - 2♦ - 3♥ : 6♥-4♠ 2♣ - 2♦ - 3♠ : 6♠-4♥	
2♦	x	0		Game forcing	2♥ : relay artificial, weak or balanced hands 2♠ : 1 Ace in major 2SA : 8+ (or 2 Kings), balanced 3m : As in minor 3M : at least 6 cards with 2 honors 3NT : 2 Aces	If opponents bid - Bidding is natural - X = values without a natural color to announce - Pass = weak and balanced hand, or weak but unbalanced if a color is announced after on T/O	
2♥		6 (5)		Weak	2NT : relay	2M - 2NT - 3x : values	
2♠		6 (5)		Weak	A new color is forcing for one round, also after T/O	2M - 2nT - 4x : shortness	
2NT			4♥	19+ - 21	3♣ : stayman ( <b>don't guarantee 4 cards in a major</b> ) 3♦ /♥/♠ : Transfers 4♣ : Transfert ♦, with a slam interest 4♦ : both majors 5+5+ 4♥ : 5-4 in minors, shortness ♥, slam interest 4♠ : 5♣-4♦, shortness ♠, slam interest 4NT : 5♦-4♣, shortness, slam interest		
3♣/3♦		7 (6)		Weak (aggressive according to vuln & position)	A new color is forcing		
3♥/3♠		7 (6)		Weak (aggressive according to vuln & position)			
3NT	x			1 suit minor AKQxxxx	4/5♣ pass or correct 4♦ relay asking the shortness		
4♣/4♦		8(7)		Weak			
4♥/4♠		8(7)		Weak			
4NT	x			Both minors			
5♣/5♦				Weak			