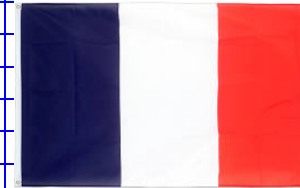


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE		
nat; 5+ cards, 8/17 hcp		Lead	In Partner's Suit
Responses : natural ; weak jumps raises.	Suit	3+5=even ;low=odd	3+5=even ;low=odd
New suit : forcing if n°3 pass 1/1	NT	2 nd/4th	2 nd/4th
New suit :no forcing if n°3 pass 2/1	Subseq	ATT	3+5=even ;low=odd
IN BAL. POS. : nat. shows less than good opening hand.	Other :	K10x(+),J10,J10x(+)	J10x(+),J10K10x(+)(A/K)J10x(+)
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	10	H109x(+),109x(+)	H109x(+),109x(+)
Vs strong Landy / DBLE: 2♣= landy ; 2♦/♥/♠=nat;2NT=♣/♦	9	9x	9xx,9x
VS WEAK NT : Transfers / DBLE = 14HCP+ responses nat. Landy	Grosse	HxXx,xXxx, Xx,xXXXxx	Xxx,xXxx,xXxxx,HXx
VS 1NT OVERCALL : next suit non forcing dble is penalty 1m1Nt2m (Show)	Petite	Xxx,xXxx,xXxxx,HXx	4th best, xxxXx
JUMP OVERCALLS (Style; Responses; Unusual NT)	SIGNALS IN ORDER OF PRIORITY		
1-Suit: Weak or 2 suiters		Partners Lead	Declarer's Lead
2-Suit:			Discarding
2NT = 2 lowest unbid suit 4NT =minors	Suit:1st	Count : HL= E	Count : HL= E
	2ème		Hi=ENCRG
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	3ème		Count : HL= E
1M3M= Ask for Stopper M.	NT	Count : HL= E	S/P
1m2D = Majors	1er	Count : HL= E	S/P
	2ème	ENCRG	Hi=ENCRG
VS.NT (vs. Strong = average range HP >14/ vs. weak = average range HP <=14)	3ème		Count : HL= E
vs strong : X= Minor /major, 2♣=□♥/♠,4+/4+,2♦ Multi 2♥/♠=5major and 4+ minor	Signals (including Trumps): Ability to ruff		
	After preempt or when low contract double : odd nu		
vs weak : X=14+, 2♣:= majors,2♦/2♥/2♠/3♣ = trans, 2NT=♣/♦, 3♦:♥+♠GF	Suit preference		
	DOUBLES		
	TAKEOUT DOUBLES (Style; Responses; Reopening)		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Take out double : sound, 3-suiter style or 18+ Hcp, any distribution		
t/o double, new suit= natural	Responses : natural, only cue-bid is forcing		
cue bid=2 suiters	Reopening : double either 3-suiter or 13+Hcp		
WK 2M): 4♣=OM+♠, 4♦=OM+♥			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
1□♣(strong)= X=♥/♠4+/4+,1♦/♥/♠=nat,1NT=♣+♦	1♣-(1♦)-DBL: 4♥+		
Jump= pre	1m-(1♥)-DBL: 4♠+		
	1m-(1♠)-DBL suggests 4+♥, 8+ HCP		
OVER OPPONENTS' TAKE OUT DOUBLE			
1 over 1 = forcing, 2 over 1 = not forcing			
redouble= 10+			
Fit jumps = wk			
2NT=Limit raise			

CONVENTION CARD



FRANCE SENIOR TEAM Philippe SOULET Michel LEBEL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♥/♠ = 5 cards 1♣/♦ = 3 + cards
 1NT = (14) 15/17 bal hand 2NT = 20/21 bal hand
 2♦ = strong or weak in heart
 2♣ = forcing game
 2♥ = weak or strong in ♠
 2♠ = weak In 5♠ and 4/5 minor

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT = Solid major no outside stopper
 4NT = minors

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Opening third might be light
 Psychiques : rare

OPENING	artificiel	Nbre mini	négatif double	DESCRIPTION	RESPONSES	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11/23HCP	1♣ - 2♣ : ♦ weak or strong Response = transfer	1♣ - 1♦ - 1SA no maj. 1♣ -1♠-1SA-2♣ double 2 1min/maj/2SA/3♣relay to3♦	1♣ 1♦ X : 4cards ♥+ 1♣ 1♥ X : 4 cards ♠+
1♦		3	4♥	11/23HCP	1♦- 2♦ : 5♠+/4♥+weak hand	1min/maj/2SA/3♣ RELAY to 3♦	same
1♥		5	4♦	11/23HCP	1♥3♥ : 4 cards, weak 1♥ 2SA : 4 cards fg 1♥ 3SA : 4 cards 12s+ 4/3/3 1♥ 2♠ : 3♥ and 5♠ invit	1♥ 2♥ 2SA : invitation 1♥ 2♥ 3X: nat bid invitation	2♣ drury (rép 2♦=weak) 2SA : 4 cards raise invitational + singleton, → 3♣= asking singleton
1♠		5	4♥	Idem	idem	idem	idem
1SA			3♠	15/17 bal (maj 5,min 6 possible)	Stayman 4 answers Transfer (2♦, 2♥, 2♠, 3♣) 3♦ invitation with 2 top cards 4♣ : two suit. min.strong, 4♦ : two suit maj.	1SA 2♣ 2♦ 3♥/♠ = 4♥/♠ + 5♠/♥ 1SA 2♣ 2♥ 3♥ Not forcing 1SA 2♣ 2♦ 2♠ 5 cards invitational after transfer min : 3♥/♠ = rev singl ♠/♥ 3SA = singl other min.	Suit overcall : Rubensohl (* : 8 HP +) same after 1♠-1SA-2♣ Overcall = X one suit or two suit : no change Overcall = two wuit known: X = penalty in at least one suit ; cue-bid = stop ; 2SA Rubensohl.
2♣		0	4♥	forcing game	2♦ : relay 0/7 HP 2♥ : 8HP +	2♣ - 2♦ - 3SA : two suit maj. strong 2♣ - 2♦ - 2SA : Stayman + Transfer (all bid but 3SA = fit)	
2♦		0		strong or weak in heart	2♥= pass or continue with strong 2♠ = forcing one round natuall 2SA = strong relay		
2♥		5/4		Weak or strong in ♠	2♠/3♠= pass or continue with strong 2SA= strong relay 3♣/3♦ = natural forcing one round		
2♠		5/6		Weak 5maj and 4/5 minor	2Nt = relais strong 3♣ = passe or correct		
2SA				20-21H, maj 5 ^{ème} possible	Stayman 4 paliers Texas (3♦, 3♥, 3♠)	2SA 3♣ 3♠ 4♣ = fit ♠, chelem. 2SA 3♣ 3♥ 3♠ = fit ♥, chelem. 2SA 3♣ 3♠ 4♥= ♣ nat 1min/maj/2SA/3♣ RELAIS 3♦ OBLIG	2SA 3♣ 3SA 4♣/4♦:transf. (manche ou chelem) 2SA 3♣ 3SA 4♥/4♠: "envie" de chelem
3♣/3♦		6/7		PREMPT (4-9 HCP), more constructive if V			
3♥/3♠		6/7		PREMPT (4-9 HCP)			
3SA		7/8		Solid major			
4♣/4♦		7/8		PREMPT			
4♥/4♠		7/8		PREMPT			
4SA				Two suit minor at least 6/5			

SLAM APPROACH AND CONVENTIONS

Blackwood 5 keys 30/41/2 , If overcall after BW : X= penalty , Pass= even , Next bid = odd. Next bid after responses to Blackwood = asking queen trump → return in suit trump = no queen trump
Splinters (7-11 HP) 4♥ 4♠: for play, 4♥ 5♣/♦ = asking bid

