

DEFENSE AND COMPETITIVE BIDS	LEADS AND SIGNALS				CONVENTION CARD																																				
OVERCALLS : STYLE : natural Responses : natural ; weak jump raises New suit : forcing Jump new suit : support showing ; jump cue-bid : good raise IN BAL.POS. : nat. shows less than good opening hand	OPENING LEADS AND STYLE				FRANCE Frederic VOLCKER Alain LEVY																																				
INT OVERCALL	<table border="1"> <tr><td></td><td>Lead</td><td colspan="2">In Partner's suit</td></tr> <tr><td>Suit</td><td>3rd and 5th</td><td colspan="2">3rd and 5th</td></tr> <tr><td>NT</td><td>4th best</td><td colspan="2">3rd and 5th, except in ♣ : 4th best</td></tr> <tr><td>Subs</td><td>Same</td><td colspan="2">3rd and 5th</td></tr> <tr><td>Other</td><td></td><td colspan="2"></td></tr> </table>		Lead	In Partner's suit		Suit	3 rd and 5 th	3 rd and 5 th		NT	4 th best	3 rd and 5 th , except in ♣ : 4 th best		Subs	Same	3 rd and 5 th		Other						SYSTEM SUMMARY GENERAL APPROACH AND STYLE																	
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OVERCALL : 16-18 HCP (After Pass : 6 in the cheapest and 4 in the other) IN BAL.POS. :9-13 HCP Responses : Stayman and Transfert	LEADS				5 CARDS MAJOR – BETTER MINOR 2♥ AND 2♠ : WEAK 1♦ MAY HAVE THREE CARDS WITH 4-4-3-2 1NT opening : 15 - 17 2 over 1 : 12 ⁺ HCP : Game forcing SPECIAL BIDS THAT MAY REQUIRE DEFENSE																																				
JUMP OVERCALL ONE SUIT : weak 2 SUITERS : 1♥/1♠ 3♣ : other major + ♦ 1♣/1♦ 2♦ : both majors UNUSUAL 2NT : 2 lowest suiters	<table border="1"> <tr><td></td><td>Vs Suit</td><td colspan="2">Vs NT</td></tr> <tr><td>Ace</td><td>AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)</td><td colspan="2">AKx(x) ; AQ10(x) ; A(x)</td></tr> <tr><td>King</td><td>AK ; KQ(x) ; K(x)</td><td colspan="2">AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx</td></tr> <tr><td>Queen</td><td>QJx(x) ; Q(x)</td><td colspan="2">AQJ(x) ; KQ(x) ; QJ10(x) ; QJ9(x)</td></tr> <tr><td>Jack</td><td>KJ10(x) ; J10(x) ; J(x)</td><td colspan="2">AJ10(x) ; KJ10(x) ; J109(x) ; j108(x)</td></tr> <tr><td>10</td><td>A109(x) ; K109(x) ; Q109(x) ; 109(x)</td><td colspan="2">K109(x) ; Q109(x) ; 109(x)</td></tr> <tr><td>9</td><td>9(x)</td><td colspan="2">9(x)(x)</td></tr> <tr><td>Hi-x</td><td>Hxxx ; xxxx ; xx ; x</td><td colspan="2">xx ; xxx ; xxxx(x)(x)</td></tr> <tr><td>Lo-X</td><td>X ; xxx ; Hxx ; xxxxx ; Hxxxx</td><td colspan="2">Hxx ; Hxxx(x)(x) ; xxx(x)(x)</td></tr> </table>		Vs Suit	Vs NT		Ace	AKx(x) ; AKQ(x) ; AKJ(x) ; A(x)	AKx(x) ; AQ10(x) ; A(x)		King	AK ; KQ(x) ; K(x)	AKQ(x) ; AKJ(x) ; KQJ(x) ; KQ10x ; Kx		Queen	QJx(x) ; Q(x)	AQJ(x) ; KQ(x) ; QJ10(x) ; QJ9(x)		Jack	KJ10(x) ; J10(x) ; J(x)	AJ10(x) ; KJ10(x) ; J109(x) ; j108(x)		10	A109(x) ; K109(x) ; Q109(x) ; 109(x)	K109(x) ; Q109(x) ; 109(x)		9	9(x)	9(x)(x)		Hi-x	Hxxx ; xxxx ; xx ; x	xx ; xxx ; xxxx(x)(x)		Lo-X	X ; xxx ; Hxx ; xxxxx ; Hxxxx	Hxx ; Hxxx(x)(x) ; xxx(x)(x)				SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♦ : GAME FORCING, 2♥ RELAY 2♣ : SEMI-FOR., OR GF IN HEARTS 2♥ and 2♠ : 6-10 HCP, 6 CARDS (OR 55/5 NV/V) 3NT : BAD PREEMPT IN ONE MINOR SUIT 4♣/♦ Namyats	
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DIRECT CUE-BID AND JUMP CUE-BID DIRECT CUE-BID : 2 suiters JUMP CUE-BID : asks for a stopper for NT over 1♥/♠ (nat.over 1♣/♦)	SIGNALS IN ORDER OF PRIORITY				SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE																																				
VS NT 2♣ :Landy→ 2♦ : no preference 1) VS STRONG NT : X Singleton Minor; 2♦:Multi 2♥/2♠ :MAJ/MIN.IN BAL.POS. :2♣ Landy ,2♦,2♥,2♠ NAT, strong double 2) VS WEAK NT : Transferts ; 3♦ :5♠+5♥, game forcing IN BAL.POS : 2♣ Landy ; Strong Double ; Transferts VS 1NT OVERCALL : 1♣/♦ 1SA 2♣/2♦ : both majors 2♦/♥/♠ : NAT; 2NT : cue-bid with fit	<table border="1"> <tr><td></td><td>Partner's lead</td><td>Declarer's lead</td><td>Discarding</td></tr> <tr><td>1</td><td>Count : H/L = E</td><td>Count : H/L = E</td><td>High encour ; Low disc.</td></tr> <tr><td>Suit 2</td><td>Encour. Or suit prefer.</td><td>Suit preference</td><td>Count H/L = E</td></tr> <tr><td>3</td><td>Suit preference</td><td>Suit preference</td><td>Suit preference</td></tr> <tr><td>1</td><td>Count : H/L = E</td><td>Count : H/L = E</td><td></td></tr> <tr><td>NT 2</td><td>Or encour.</td><td>Or Smith Peter</td><td>Count : H/L = E</td></tr> <tr><td>3</td><td></td><td></td><td>Suit preferene</td></tr> </table>		Partner's lead	Declarer's lead		Discarding	1	Count : H/L = E	Count : H/L = E	High encour ; Low disc.	Suit 2	Encour. Or suit prefer.	Suit preference	Count H/L = E	3	Suit preference	Suit preference	Suit preference	1	Count : H/L = E	Count : H/L = E		NT 2	Or encour.	Or Smith Peter	Count : H/L = E	3			Suit preferene			SPECIAL FORCING PASS SEQUENCES 1NT X : short in one Minor								
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VS PREEMPTS Take out doubles. Two suiters. VS WEAK TWO : Cue-bid = 5M ⁺ +5♣ 4♣ = 5M ⁺ +5♦ 2NT : 16-19 (13-16 in bal.pos.). Then Stay. Transferts	SIGNALS (including trumps)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																																				
VS ARTIFICIAL 1♣ OPENING Double : Take Out ; 1NT : both minors ; 2NT : both majors 1♣ Pass 1♦ Double : both maj. ; 1NT : both min. ; 2♦ : nat.	SIGNALS IN TRUMP SUIT : Reverse high low					3 rd and 4 th suit forcing one round After Pass, jump in new suit nat. with fit																																			
OVER OPPONENT'S TAKE OUT DOUBLE One over one forcing. Jump in a major on a major support TRUSCOTT : Strong raise in major, and in minor	DOUBLES				PSYCHICS Light opening bid in 3 rd																																				
	TAKE-OUT DOUBLE					Usual slam try in competitive bids When Pass is forcing, bid is weaker than Pass then bid																																			
	STYLE : Can be light if shaped				PSYCHICS																																				
	Responses : Natural and limit ? Cue-bid is forcing one round					PSYCHICS																																			
	IN BAL.POS. : 9 HCP and +. Responses : Idem				PSYCHICS																																				
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					PSYCHICS																																			
	Negative doubles, Responsive doubles, 1♣ 1♦ X hearts				PSYCHICS																																				
	and 1♦ 1♥ X spades					PSYCHICS																																			
	Maximal overcall double - Informative and optionnal doubles				PSYCHICS																																				
	Double over fits and preempts					PSYCHICS																																			
	Lightner				PSYCHICS																																				
	Double over two suiters shows values					PSYCHICS																																			
	Double from the opener : good hand with support				PSYCHICS																																				
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	A R T	Number of cards	DESCRIPTION	X Negative thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1 ♣ 1 ♦		3 3	10 ⁺ HCP : may have 3 ♣ and 4 ♦ (rare) 10 ⁺ HCP may have 4 ♦ 5 ♣	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 1m X: 4+ hearts 1m - 1 ♥ - X : 4+spades 1m 1 ♠ take out double 1 ♣ 1 ♦ 1 ♥ Spades
1 ♥ 1 ♠		5 5	10 ⁺ HCP 10 ⁺ HCP	4 ♠	1 ♥ , 3nt, 4 ♣, 4 ♦ : splinters 3 ♠ void 4M : preempt 2NT : ¾ M, 11-13 1 ♠ - ,4 ♣,4 ♦ , 4 ♥ ,: Splinters 3nt void 3M : encouraging ; 1 ♥ 2 ♠ 14/16 balanced 4 cards. 1SA semi forcing	2 ♣ ad 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
1NT			15 17 HCP	4 ♥	2 ♣ : Stayman 4 responses 2 ♦,2 ♥,2 ♠,2NT : Transferts. 3 ♣ 3 ♦ 3 ♥,3 ♠ : NAT. strong 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, or GF in hearts	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.	Stayman and transferts on 2NT rebid	Negative Doubles
2 ♥ 2 ♠		6	5-11 HCP Or 5/5 NV/V		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 ♣ /♦ 4M 4NT	X X	7 7/8 7/8	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. Then next suit asks for Queen trump Josephine 5NT : grand slam force Controls and cue-bids Askings bids	