

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style: 1/1 natural 5+ cards 6/7+ HCP - 2/1 6 cards 10+ HCP Responses: new suit = forcing Responses: cue bid shows fit inv + if opp passes, 2NT is natural otherwise shows 3-4M inv + (also after a first pass) Responses: cuebid 3x = 4M inv + Reopening: natural 8/17
INT OVERCALL (2nd/4th Live; Responses; Reopening)
<u>Overcall</u> : 15-18, stopper <u>Reopening after 1m</u> : 9-13 - <u>Reopening after 1M</u> : 9-14 <u>Responses</u> : If the opening suit is a major, transfers (transfer in the opening suit = 4 in the other major, except on 1♠ : 2♥ for clubs and 2♠ is inv+ with 4♥) If the opening suit is a minor → stayman and transfer. If the n°3 overcalls, transfers from 2NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
3NT: Gambling Jump cue bid asking for stopper except 1♣ 3♣ 1♥ 3♣ : ♦ + ♠ 1♠ 3♣ : ♦ + ♥ 1m 2♦ : 5-5 Majors 2NT two lowest unbid suits 1♣ 3♣ natural Reopening: 2♥/♠ : natural 11-14, 6 cards 2NT : 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣ : natural 1♥/♠ 2♥/♠ : 5 in the other major + 5♣ Reopening – 1♣ P P 2♣: 5+♥ & 5+♦ 1m P P 2♦: 5+♥ & 5+♠ 1♥/♠ P P 2♥/♠: 5-card other major and 5-card minor
VS. NT (vs. Strong/Weak; Reopening;PH)
<u>Vs. Strong</u> : X = 5+m and 4M 2♣ = both majors 2♦ = 1 major 2M = 5M and 4+m 2NT: 5-5 minors Reopening : same as above <u>Vs weak NT</u> : X : any 14+ overcall / 12+ reopen 2♣ = both majors 3♦ : 5-5 Majors stronger than 2♣ Transfers 1NT X P Stayman 2♦/♥/♠ = natural non-forcing Transfers from 2NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♥ X P 2NT: weak or inv ♠ or GF w/ 4♠ and stopper or GF w/o 4♠ 2♠ X P 2NT: weak or GF w/ 4♥ and stopper or GF w/o 4♥ Cue bid – Two suits: 3♣ 4♣ = ♥ and ♦ 3♣♦ 4♦ = ♥ and ♠ 2M/3M 4m = 5 in the other major + 5 in the minor (forcing)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
1♣ X = majors 1NT = minors from 2♣ same as vs 1NT opening 2♣ X = majors 2NT = minors rest natural (jump preemptive)
OVER OPPONENTS' TAKE OUT DOUBLE
1/1: forcing XX: 10+ 2/1: 6 cards 7-11 1M X Transfers from 1NT 1m X jump: preempts 1M X 3x: 5 cards + fit 4th 4x: splinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd 5th	3rd 5th	
NT	4th best	3rd 5th	
Subseq	Attitude/ 3rd and 5th	Attitude/ 3rd and 5th	
Vs. 4+ NT contracts: 3rd 5th Vs. Suit & NT Xxxx lead if 3+card fit found			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK + anything	AK(xx) AKJx (att)	
King	AK KQ(xx) AKx(xx)+sing KQJ(xx)	KQJ(xx) AKJ10(x) KQ10(xx) (ask for unblocking)	
Queen	QJ(xx) Qx	KQ(x) KQ10x KQ9x AQJx QJx(x) QJ9x (att)	
Jack	J10(xx) KJ10(xx) Jx	J109 J108 HJ10	
10	109(xx) Q109(xx) 10x	H109x AQ109 1097x 10xx	
9	9x	9xx H9x	
Hi-X	Xx	Xxx, xXxx(x)	
Lo-X	xx(xx)X HxXx HxX HxxxX	HxxX(x) HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	std count	high enc
Suit 2	std count	high enc	std count
3	suit preference	suit preference	suit preference
1	high enc	Smith's echo	high enc
NT 2	std count	std count	std count
3	suit preference	high enc	suit preference
Signals (including Trumps): Trump: reverse count or preferential (high card for high suit) Other Vs. suit : Std att on A/K lead with Axx or xxx in dummy Smith (high discouraging from op. leader ; high encouraging from partner)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles: sound 3-suiter style or 18HCP+ any Responses: natural, only cue bid is forcing at lowest level = max 7HCP 1m X P 2M = 4M 8-10 3M = 5M 8-10 Reopening: double either 3-suiter or 18+ any Responses: suit à lowest level ambiguous			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X P 1M 2x (Overcall) → X = positive hand with 3M or 18HCP+ any 1X P 1M X XX → X = all hands with 3M or 18HCP+ any 1♣ 1♦ X: 4/5♥ (1♥: 4/5♠ / 2♦-♥/3♦-♥ transfers with 6 cards) 1m 1♥ X: 4/5♠ (2♥/3♥ transfers with 6 cards)			
X on the opponent cue bid = in general negative for the one who bidded the suit, shows Ace or King in partner's suit on the other side			

CONVENTION CARD
Champions Cup
PLAYERS: CANONNE Marion - LELEU Anaïs 
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Better minor (1♣ with 3-3, 1♦ with 4-4 or+) 5-card major 1NT (14)15-17 (can be with 5M or 6m; K singleton possible) Preempts: Vul: constructive 5-9 (10) HCP Non vul 1st & 3rd: 3-8 HCP 2nd seat: constructive 5-9 (10) 2♣ : GF 2♦ : Strong any (20-23 or 8 tricks) 2♥/2♠ : weak two, 5 cards possible 2NT : 20-21 balanced 3NT : long minor AKQ (7 cards) without outside A or K
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids 2♥/2♠ : weak two
IMPORTANT NOTES
Light opening possible in 3rd seat according to vulnerability
RKCB 41-30 30-41 ERKCB Overcall on RKCB : X=0, P=1 ; X on RKCB : XX=0, P=1 To ask kings : economically and naturally
SPECIAL FORCING PASS SEQUENCES
Generally, Pass is forcing when the pair has shown +23 HCP And after a penalty XX No pass forcing after a mixed raise or 1M (-) 3m After a penalty X, XX will be take out (P can be forcing too)
PSYCHICS : RARE

OPE NING	tick if artificial	min cards	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	better minor (10)11-23	1♦/1♥/1♠ nat 1NT : 5-10 2♥ : 5+♠-4+♥ 5-9 2♠: weak 2♣ : GF with 4+♣ 2♦ fit club inv 3♣ weak	1♣ 1x 1y 2♣: weak ♦ or inv or few GF hands, 2♦: GF 1m 1M 2NT Transfers	Transfers (level 1, 2 and 3) after 1♦/♥ After Pass: 1♣ 2♠ = 4♣ and 5♠ inv
1♦		3	better minor (10)11-23	1♥/1♠: natural 1NT : 5-10 2♥ : 5+♠-4+♥ 5-9 2♠: weak 2♦ : GF with 4+♦ 3♣ fit diamond inv 3♦ weak	1♦ 1x 1y 2♣: weak ♦ or inv or few GF hands, 2♦: GF 1m 1M 2NT Transfers	Transfers after (level 1, 2 and 3) 1♥ After Pass: 1♦ 2♠ = 4♦ and 5♠ inv
1♥		5 (4)	5+♥ (10)11-23	1NT : up to 11 (weak raise possible) 2m : GF (2♦ with 5+cards except 4441♣) 2NT : GF 4♥ 3♣ : inv 4♥ 3♦ : inv 3♥ 3NT : 12-14 bal 4♥ 3♠/4m: splinter ♠/m	1M 2x 2NT : 12-14 with stoppers 1M 2SA 3♣ : description of minimum hand / 6M / Short / 5-5 / 15+ bal 1M 1NT 2NT : GF 1M 1NT 3x : 5-5 GF	overall: 2NT 4/3♥ inv+ cuebid 4♥ GF 1♥ X 2♦: fit 8-10 HCP 2♥: fit 5-7 HCP Jumps after overcall = 5x + 4+♥ Passed hand: 2♣ and 2NT show fit
1♠		5 (4)	5+♠ (10)11-23	1NT : up to 11 2m : GF (2♦/2♥ with 5 cards except 2♦ with 4441♣) 2NT : GF 4♠ 3♣ : inv 4♠ 3♦ : inv 3♠ 3NT : 12-14 bal 4♠ 3♥ : inv 6♥ 4x: splinter x	1♥ 1♠ 1NT 2♣: weak ♦ or inv, 2♦: GF 1♠ 1NT 2♣ 2♦ : 5♥ or ♦	overall: 2NT 4/3♠ inv+ cuebid 4♠ GF 1♠ X 2♥: fit 8-10 HCP 2♠: fit 5-7HCP Jumps after overcall = 5+x + 4+♠ Passed hand: 2♣ and 2NT show fit
INT		2 (1)	15-17 bal / semi-bal (5M or 6m or A/K singleton possible	2♣ : stayman 2♦ and 2♥ : transfers 2♠ : transfer ♣ 3♣ : transfer ♦ 3♦ : inv with 6♦ and HH 3M : slam try, natural 4♣ : 5-4minors 2-2 slam try or + 4♦ : 5♥-5♠ 4M : to play	2NT GF after M transfer After transfer to minor, 3M = shortness other Major	Overall: Transfers from 2NT
2♣	x	0	GF	2♦ : relay		2/3 overcall: pass = negative 4M+ overcall : X = negative
2♦	x	0	(19)20-23 or 8 tricks	2♥ : relay 2♠ : 5 cards with HH 3m : 6 cards with HH 4m : AKQxxx		
2♥/♠		5	weak, 5 or 6 ♥/♠ 3-10	2NT : strong relay		penalty double
2♥/♠		6	In 4th seat : 6 cards 10-12			
2NT		2 (1)	20-21 bal / semi-bal (5M or 6m or K singleton possible	3♣ stayman 3♦/3♥/3♠/4♣ transfers 4♦ : 5♥-5♠	After transfers, 3M/4m : fit / 3NT : no fit	X take out or optional (on 4x)
3♣		6/7	preempt	New suit forcing		penalty double
3♦		6/7	preempt	New suit forcing		penalty double
3♥		6/7	preempt	New suit from 5♣: asking bid, forcing		penalty double
3♠		6/7	preempt	New suit from 5♣: asking bid, forcing		penalty double
3NT	x	7	AKQ 7th in a minor	4+♣ pass or correct 4♦ GF relay		penalty double
4♣/♦		(6)7	preempt	New suit from 5♣: asking bid, forcing		penalty double
4♥/♠		(6)7	preempt	New suit from 5♣: asking bid, forcing		penalty double