

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS				CONVENTION CARD FRANCE																												
OVERCALLS	OPENING LEADS STYLE						Veronique BESSIS - Michel BESSIS																										
STYLE: natural Responses: natural, weak jumps raises. Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. IN LAST POS: nat. shows less than good opening hand.	<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd and 5th, 2nd from 4 small cards</td> <td>3rd and 5th</td> </tr> <tr> <td>NT</td> <td>4th best</td> <td>3rd and 5th, except in 1♣ : 4th best</td> </tr> <tr> <td>Subs</td> <td>NT : 4th best SUIT : high-low even</td> <td>3rd and 5th</td> </tr> </tbody> </table>			Lead	In partner's suit	Suit			3 rd and 5 th , 2 nd from 4 small cards	3 rd and 5 th	NT	4 th best	3 rd and 5 th , except in 1♣ : 4 th best	Subs	NT : 4 th best SUIT : high-low even	3 rd and 5 th			GENERAL APPROACH AND STYLE ➤ 5 CARDS MAJOR ➤ 1♦ : 4 cards except 4432 ➤ 1m – 2m : nat, GF ➤ 2♥/2♠ : 6♥/♠ weak ➤ 2♣ : game forcing ➤ 2♦ : strong any shape 1NT opening : 15 - 17 HCP 2 over 1 : game forcing														
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	Vs. Suit	Vs. NT																															
Ace	AKxx; AKQ(x); AKJ(x);A(x)	AKx(x);AQ10(x); A(x);AKJ(x);																															
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10	A109(x);K109(x);Q109(x)	K109(x) ; Q109(x) ; 10(9)x																															
9	9x	9(x)(x)																															
Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxx(x)(x)																															
Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxx(x)(x)																															
JUMP OVERCALL	SIGNALS IN ORDER OF PRIORITY				SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE ➤ VS Two suiters. ➤ VS MULTI. ➤ VS 2NT (two lowest suiters) and Cue-bid.																												
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suites.	<table border="1"> <thead> <tr> <th></th> <th>Partner's lead</th> <th>Declarer's lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td rowspan="3">Count: H/L=E High encouraging</td> </tr> <tr> <td>2 Encouraging</td> <td>Suit preference</td> </tr> <tr> <td>3 Suit preference</td> <td>Suit preference</td> </tr> <tr> <td rowspan="3">NT</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td rowspan="3">Count: H/L=E High encouraging</td> </tr> <tr> <td>2 Encouraging</td> <td></td> </tr> <tr> <td>3</td> <td></td> </tr> </tbody> </table>							Partner's lead	Declarer's lead	Discarding	Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging	Suit preference	3 Suit preference	Suit preference	NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging		3		SPECIAL FORCING PASS SEQUENCES ➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid.						
	Partner's lead	Declarer's lead	Discarding																														
Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging																														
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DIRECT CUE-BID AND JUMP CUE-BID	SIGNALS (including trumps)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE ➤ After X, jump in new suit: preempt if minor opening (jump in a minor natural with fit), natural with fit if Major opening. ➤ After Pass, jump in new suit nat. with fit, forcing one round. (but not minors fit and not 3♣ in 1M) ➤ 3 rd and 4 th suit one round forcing. ➤ Opening in 3 rd position can be weak																												
DIRECT CUE-BID: 1♥/♠ 2♥/♠ : other M and ♣. 1♥/♠ 2NT: minors. 1♠/♥ 3♣ : other M and ♦. 1♣/♦ 2♦ : majors. 1♣/♦ 2NT/3♣/♦ : ♦/♣ and ♥/♠	SIGNALS IN TRUMP SUIT: suit preference <h2 style="text-align: center;">DOUBLES</h2>																																
VS NT	TAKE-OUT DOUBLE																																
1) VS STRONG NT: X: 4M + 5 in a minor. 2♣ : LANDY - 2♦ : 6 in a major (multi). 2♥/♠ : 5♥/♠ and 4m. IN BAL POS: same.	STYLE: can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. IN BAL POS: 8+ Pts. Responses: Idem.																																
2) VS WEAK NT: LANDY - Transfers - DBLE = 14HCP + responses stayman / transfers.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES - Négatives doubles. Responsive doubles. - Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.																																
3) VS 1NT OVERCALL: 2♣ : both majors if opening of 1♣/1♦ - Transfers - double: > 9H.																																	
VS PREEMPTS																																	
Take out doubles - Two suiters. VS WEAK TWO: Cue-bid = both min/ask stop; 4m = 5m + 5 in other M. 2NT: 16-19 + responses stayman and transfers. VS MULTI : 2♥/2♠/3♣/3♦ : nat - 3♥/♠ : nat stronger - 4♣/♦ : 5♥ + 5♣/♦. 2NT: 16-19 + responses stayman and transfers – X : take out on ♠																																	
VS ARTIFICIAL 1♣ OPENING																																	
1) Double: take out for majors. 1♦/1♥/1♠/2♣ : natural with values. 1NT: both m. 2NT: both M. 2♦/2♥/2♠ : nat, weak.																																	
2) 1♣ Pass 1♦ : X -> take out for M - 1NT -> both m - 2NT -> both M.																																	
3) 1♣ Pass 1♥ : X -> ♥ and values - 1NT -> both m - 2NT -> both M. 2♥ : 6♥, less values than X.																																	
OVER OPPONENTS TAKE OUT DOUBLE																																	
Over 1♥/♠: Truscott and super Truscott																																	

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3 3	12+ HCP; 12+ HCP	4♠ 4♠	1m - 2m : 5+m, GF 1♣ - 1♥/♠: may have longer ♦ 1♦/♣ - 2♥: 4+♥/5+♠ (4-9) 1♦/♣ - 2♠ : 6♠ weak 1♣ - 2♦ : 10/11 with 5+♣ 1♦ - 3♣: 10/11 with 5+♦	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 (4+4M22) t 1m - 1M - 3NT: 18-19 bal + fit 2♣ limit relay after 1NT rebid 2♦ game forcing relay after 1NT rebid 1♦ - 2♣ - 2NT: 12-14 or 18-19	AFTER PASS: jump with fit (except 1m - 2♥ and 1♦ - 3♣ and 1♣ - 2♦ still limit fit) AFTER OVERCALL: jump misfit and weak, after 1♣ 1♦ X = ♥; 1♥ = ♠; 1♠ = no ♠; 1♦ 1♥ X = ♠ and 1♠ = no ♠
1♥ 1♠		5 5	12+ HCP 12+ HCP	4♠ 4♥	1♥ - 2♠: limit 5+♠/3♥ 1♥ - 2NT: fit 4 cards 14+, balanced 1♥ - 3♣: fit 4 cards 10/11 1♥ - 3♦: fit 3 cards 10-15 1♥ - 3♥: weak 1♥ - 3♠/4♣/4♦: Splinters 1♠ the same above but: 1♠ - 3♥: Limit 6+♥	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls	1) AFTER PASS: DRURY 1M - 2♠ and 2NT : fit 4 cards+1sing, 3♣: natural 2) AFTER OVERCALL: jumps natural - 2NT: fit limit and + Cue-bid: 4 trumps and values - no more Splinters 3) AFTER DOUBLE: Truscott and super Truscott XX: 10H+, any hand fit or not jump: nat + fit other suit: less than 10 H (no fit)
1NT			15+-17+ HCP	4♦	2♣: STAYMAN 4 responses 2♦/2♥/2♠/2NT: TRANSFERS 3♣ : PUPPET STAYMAN 4♣/4♦ : majors	Conventional developments and relays	AFTER OVERCALL: Double responsive
2♣	x	0	GAME FORCING	4♦	2♦ : relay	Stayman and transfers on 2NT rebid	2♣ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♦	x	0	Strong any shape		2♥ : relay	Stayman and transfers on 2NT rebid	2♦ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♥ 2♠		6	5-10 HCP		2NT: relay ask for strength New suit forcing		
2NT			20-21 HCP	4♥	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣: TRANSFERS 4♦ : majors 4♥, 4♠ : minors	Rectification of transfers with fit	Negative Double Overcall natural
3m 3M 3NT 4m 4M 4NT	x x	7 7 7 7/8 7/8	Preempt Preempt AKQxxx pree Preempt Preempt 6/5 minors pree		New suit forcing New suit forcing 4♦ asking for controls (sg)	SLAM APPROACH AND CONVENTIONS	
						<ul style="list-style-type: none"> ➤ 4NT (sometimes 5NT): 5 Keys Cards Blackwood (41 / 30), then next suit asks for Queen of trump. Biddings after overcall on 4NT : X -> 0/3, Pass -> 1/4 ➤ 5NT : grand slam force ➤ Controls and cue-bids 	