<b>DEFENSIVE AND COMPETITIVE BIDD</b> <b>VERCALLS</b> (style ; Responses ; <sup>1</sup> / <sub>2</sub> Level ; Reopenin	
tyle : natural, can be light 7+H	5/
<b>esponses :</b> New suit F1, weak jump raises.	
<b>eopening :</b> no jump usually shows 7-13(14) HCP	
T : 1NT 9-13, 2NT 17-19	
/O Doubles General Style	
an be light if shaped	
eopening 8+ according to shape	
T Overcalls	
<sup>nd</sup> position : 15-18 HCP, 4 <sup>th</sup> position: 9-13 HCP	
esponses : Stayman and Transfers	
UMP Overcalls	
tyle : natural and weak according to vul. 1 & 2 + major	s
nusual NT : two lower suits	
irect cue-bid : two-suiter except 1 + 2+ natural	
ump cue bid : asks for stopper, except 1 & 3 & shows 4	+ 🔶
esponses : natural F1, cue-bid asks	
S 1NT OPENING	
S Strong NT	
f = 5+m, 4M or strong, 2 + both majors, 2 + 1 major, 2	<b>v</b> /
♥/♠, 4+m, 2NT both minors	
S Weak NT	
14+ HCP, 2. both majors, 2x Transfer.	
fter X, 2 <sup>nd</sup> X is always T/O.	
S PREEMPTS	
<b>tyle :</b> T/O double, natural overcalls.	-
wer a weak 2M, cue bid shows both minors, $4m = 5M'$	5m
esponses : New suit F1, 2NT asks	
S ARTIFICIAL STRONG OPENING	
S Strong 1.	T
shows opening values and majors, 1-level natural, 1N	
oth minors, 2NT both majors, 2 and 3-level nat preemp	ns
• 1M Pass 1NT : cue bid	
2x : natural NF	
VER OPPONENTS T/O DOUBLE	
X=10+ HCP, next X are penalty.	1
fter 1M X, we play transfers, 2NT invitational with a 4 ard fit, and fit showing jumps at the 3 and 4 level in mi	
	nor

LEADS AND SIGNALS										
OPENING LEADS STYLE										
		Lead		In Partner's suit						
Suit	Suit		3/5		3/5					
NT		4th best		3/5						
Subsequent		Attitude		count						
Other : lead 2nd from xxxx, 2 <sup>nd</sup> , 3 <sup>rd</sup> or 4 <sup>th</sup> from six cards										
VS suits contracts, may lead K from AKx(x) and a sg aside.										
LEADS										
Lead		Suit		NT						
Ace		x(x)		Ask for attitude						
King		, KQ(x)			count/unblock					
Queen	QJ(x), Qx			Ask for attitude						
Jack		J10(x), Jx		(H)J10x						
10		, (H)109(x)	)	(H)109x(x), H10x						
9	/	HH9x		9x, 9xx,						
Hi-x		xSxx, HxSx			x, xSxx(x)					
Low-x		, HxS, Hx>		HxxS, HxxSx,						
SIGNALS I										
	Р	artner's lead	Declare	er's lead	Discarding					
1	S	Std count Std co		count	Std count					
2 Suit	H	High enc S/		/ <b>P</b>	High enc					
3		S/P			S/P					
1		Std count Std c			Std count					
2 NT	H	8		/ <b>P</b>	High enc					
3		S/P			S/P					
Signals including Trumps: Upside down count, and echo often shows an ability to ruff.										
TAKE OUT DOUBLES										
Style : can be light if shaped Responses : natural, cue-bid shows strength Reopening : 8+, according to shape										
<b>Kopening</b> . or, according to snape										
<b>Responder's doubles :</b> $1m \ 1 \checkmark X : 4+ \bigstar, 1 \bigstar : 0-3 \bigstar$ $1 \bigstar 1 \bigstar X : 4+ \blacktriangledown, 1 \bigstar : 4+ \bigstar, 1 \bigstar : no major$										
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES										

 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

 Take Out Doubles, Responsive Doubles, Game-try Doubles

 LIGHTNER

## **CONVENTION CARD**

Category : Green
NCBO : France
Event : Any
Players : Thomas & Michel Bessis
· · · · · · · · · · · · · · · · · · ·
SYSTEM SUMMARY
GENERAL APPROCH AND STYLE
5-Card Major, Better Minor
2. Game Forcing any hand
2♦ Semi forcing but not strong in ♥
2 weak
2♥ : VUL strong, NV both majors weak (3-8 HCP)
1NT Opening : 15-17
2 over 1 Responses : F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings
3NT solid minor no Ace or King aside
2♥ NV both majors weak (3-8 HCP)
Commetition hide
Competitive bids See responder's doubles.
VS 1NT opening
vs mit opening
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
INTORTAGE THAT DOLY I THE LESE WHERE
Many fit showing jump bids. 3 <sup>rd</sup> and 4 <sup>th</sup> suit F1.
$3^{ra}$ and $4^{m}$ suit F1.
$3^{ra}$ and $4^{th}$ suit F1.
3 <sup>rd</sup> and 4 <sup>th</sup> suit F1. Psychics : rare

Opening	Tick if artificial	Minimum number of cards	Negative X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.		3	7♥	11-23 HCP, better minor	2♦ : invitational ♦ + ♣ 2♥ : 5+♠ 4+♥ 4-9 HCP	See take out doubles. 2 way check-back after 1m 1M 1NT	Fit showing jumps. 1♣ 2♦ good ♣ raise
1 ♦		3	7♥	11-23 HCP, better minor	2♥ : 5+♠ 4+♥ 4-9 HCP 3♣ : invitational ♣ + ♦	Same as above. No inverted minors.	Same as above 1 ♦ 3♣ good ♦ raise
1♥		5	7	10-21 HCP	2	After overcall : 2NT inv+ raise Fit showing jumps, splinter	Reversed Drury Fit showing jumps
1 🛦		5	7♥	10-21 HCP	Same as above. 3♥ : natural inv	Same as above	Same as above
1NT			7 🖤	15-17 HCP bal or semi-bal 5M or 6m possible	<ul> <li>2♣ Stayman, Transfers.</li> <li>3♦ : optional Stayman</li> <li>3♥ : Strong in ♠</li> <li>3♠ : both minors bal 13+</li> <li>4♣ and 4♦ both majors</li> </ul>	After overcall : Rubensohl	
2•	Х	0	7♥	GF any hand 9+-10 playing tricks or 24+ bal	2 • relay	Natural	
2 🔶	Х	0	7 💙	8-9 playing tricks or 22-23 bal	2♥ relay	Natural	
2♥		5/4		VUL 8-81/2 playing tricks in ♥ NV 4+4+ ♥/♠ 4-8 HCP	VUL Natural and F1 NV 2NT ask, 3 inv in one Major, 3 Natural F1	Natural	Always strong in 4th
2		6		Weak 2 in 🔺	2NT ask features, new suit F1	2 2NT 3x values in x, 4x splinter	
2NT			7 💙	20-21 bal or semi bal	Stayman, Transfers		
3♣/♦		6		PRE agressive NV/V	Natural		
3♥/♠		6		PRE agressive NV/V	Natural		
3NT	х			Solid minor no Ace or King aside	4. P/C, 4. ask, $4 \checkmark / \clubsuit$ to play		Can be stronger in 3 <sup>rd</sup> seat
4x		7		PRE			
4NT	X			Both minors according to vul			
5♣/♦		7					
				<b>DNVENTIONS</b> 0, 5NT 2 key cards and a void, 6x : 1			