

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS			CONVENTION CARD FRANCE
OVERCALLS 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.	OPENING LEADS STYLE			
1NT OVERCALL OVERCALL: 16-18 HCP. IN LAST POS: 9-13 HCP. Responses: Stayman and Transfer. After Pass 1m Pass 1M: 6 in the cheapest and 4 in the other.	Lead		In partner's suit	
	Suit	3 rd and 5 th , 2 nd from 4 small cards	3 rd and 5 th	
JUMP OVERCALL ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suites.	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	
DIRECT CUE-BID AND JUMP CUE-BID DIRECT CUE-BID: 1♥/♠ 2♥/♠ : other M and ♣. 1♥/♠ 2NT: minors. 1♠/♥ 3♣: other M and ♦. 1♣/♦ 2♦: majors. 1♣/♦ 2NT/3♣/♦ : ♦/♣ and ♥/♠	Other : vs Suit : AKx(x) with a singleton in another suit vs slams in NT : 3 rd and 5 th , 2 nd from 4 small cards			
	LEADS			
VS NT 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. 2) VS WEAK NT: LANDY - Transfers - DBLE = 14HCP + responses stayman / transfers. 3) VS 1NT OVERCALL: 2♣: both majors if opening of 1♣/1♦ - Transfers - double: > 9H.	Vs. Suit		Vs. NT	
	Ace	AKxx; AKQ(x); AKJ(x); A(x)	AKx(x); AQ10(x); A(x); AKJ(x);	
	King	AK; KQ(x); K(x); AK(x)+sing	AKQ(x); KQJxx; KQ10xx; Kx	
	Queen	QJx(x); Q(x)	AQJ(x); KQ(x); QJ10(x); QJ9(x) KQ10x; KQJx	
	Jack	AJ10x; KJ10(x); J10x; J(x)	AJ10(x); KJ10(x); J109(x); J108(x)	
	10	A109(x); K109(x); Q109(x)	K109(x); Q109(x); 10(9)x	
	9	9x	9(x)(x)	
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 ♠	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)	
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.	SIGNALS IN ORDER OF PRIORITY			
	Suit	Partner's lead	Declarer's lead	Discarding
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	1	Count: H/L=E	Count: H/L=E	Count: H/L=E
	2	Encouraging	Suit preference	High encouraging
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	3	Suit preference	Suit preference	
	NT	1	Count: H/L=E	Count: H/L=E
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	2	Encouraging		High encouraging
	3			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	SIGNALS (including trumps)			
	SIGNALS IN TRUMP SUIT: suit preference			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	DOUBLES			
	TAKE-OUT DOUBLE			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	STYLE: can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. IN BAL POS: 8+ Pts. Responses: Idem.			
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	- Négatives doubles. Responsive doubles.			
	- Double over fits and preempts. - Informative and optional doubles. - Maximal overcall double. - LIGHTNER doubles.			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	GENERAL APPROACH AND STYLE			
	<ul style="list-style-type: none"> ➤ 5 CARDS MAJOR ➤ 1♦: 4 cards except 4432 ➤ 1m – 2m : nat, GF ➤ 2♥/2♠: 6♥/♠ weak ➤ 2♣ : game forcing ➤ 2♦ : strong any shape <p>1NT opening : 15 - 17 HCP 2 over 1 : game forcing</p>			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	Veronique BESSIS - Michel BESSIS			
	SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	➤ 1♠(♦) - 2♥: 4♥(+) + 5♠(+), 4-9 HCP			
	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	<ul style="list-style-type: none"> ➤ VS Two suiters. ➤ VS MULTI. ➤ VS 2NT (two lowest suiters) and Cue-bid. 			
	SPECIAL FORCING PASS SEQUENCES			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	<ul style="list-style-type: none"> ➤ Some competitive sequences, when Double is negative if partner is short. ➤ When Pass is forcing, bid is weaker than Pass then bid. 			
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENTS TAKE OUT DOUBLE Over 1♥/♠: Truscott and super Truscott	<ul style="list-style-type: none"> ➤ 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) ➤ 3rd and 4th suit one round forcing. ➤ Opening in 3rd position can be weak 			

	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 AKQxxxx 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 	