

DEFENSE AND COMPETITIVE BIDS	LEADS AND SIGNALS				CONVENTION CARD																				
<b>OVERCALLS :</b> STYLE : natural Responses : natural ; weak jump raises New suit : forcing Jump new suit : natural + fit, forcing one round ; jump cue-bid : good raise IN BAL.POS. : nat. shows less than good opening hand	<b>OPENING LEADS AND STYLE</b> <table border="1" data-bbox="770 188 1478 347"> <tr> <td></td> <td>Lead</td> <td colspan="2">In Partner's suit</td> </tr> <tr> <td>Suit</td> <td>3<sup>rd</sup> and 5<sup>th</sup></td> <td colspan="2">3<sup>rd</sup> and 5<sup>th</sup></td> </tr> <tr> <td>NT</td> <td>4<sup>th</sup> best</td> <td colspan="2">3<sup>rd</sup> and 5<sup>th</sup>, except in ♣ : 4<sup>th</sup> best</td> </tr> <tr> <td>Subs</td> <td>Same</td> <td colspan="2">3<sup>rd</sup> and 5<sup>th</sup></td> </tr> <tr> <td>Other</td> <td></td> <td colspan="2"></td> </tr> </table>					Lead	In Partner's suit		Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>		NT	4 <sup>th</sup> best	3 <sup>rd</sup> and 5 <sup>th</sup> , except in ♣ : 4 <sup>th</sup> best		Subs	Same	3 <sup>rd</sup> and 5 <sup>th</sup>		Other				<b>FRANCE</b>  <b>Bernard Cabanes et Alain LEVY</b>
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<b>INT OVERCALL</b>	<b>LEADS</b>				<b>SYSTEM SUMMARY</b>  <b>GENERAL APPROACH AND STYLE</b>																				
<b>OVERCALL : 16-18 HCP (After Pass : 6 in the cheapest and 4 in the other)</b> <b>IN BAL.POS. :9-13 HCP</b> Responses : Stayman and Transfert	<table border="1" data-bbox="770 411 1478 542"> <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> </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)	
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<b>JUMP OVERCALL</b> ONE SUIT : weak 2 SUITERS : 1♥/1♠ 3♣ : other major + ♦ 1♣ 2♦ : natural. UNUSUAL 2NT : 2 lowest suiters	<table border="1" data-bbox="770 542 1478 678"> <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) ; xxxx(x)(x)</td> </tr> </table>				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) ; xxxx(x)(x)		1NT opening : 15 - 17 2 over 1 : 11+ HCP : game forcing				
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<b>DIRECT CUE-BID AND JUMP CUE-BID</b> DIRECT CUE-BID : 2 suiters JUMP CUE-BID : asks for a stopper for NT over 1♥/♠ (nat.over 1♣/♦)	<b>SIGNALS IN ORDER OF PRIORITY</b> <table border="1" data-bbox="770 710 1478 742"> <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> </table>					Partner's lead	Declarer's lead	Discarding	1	Count : H/L = E	Count : H/L = E	High encour ; Low disc.	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>  2♦ : GM 2♣ : STRONG OR GM IN HEARTS. 2♥ and 2♠ : 6-10 HCP, 6 CARDS 3NT : strong preempt in one minor 4♣ /4♦ bad preempt.												
	Partner's lead	Declarer's lead	Discarding																						
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<b>VS NT</b> 2♣ :Landy→ 2♦ : no preference 1) VS STRONG NT : X :minor major; 2♦ :Multi 2♥/2♠ :♥/♠ + Minor. :2♣ Landy 2) VS WEAK NT : Transferts ; 3♦ 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" data-bbox="770 742 1478 869"> <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 rowspan="2">Count : H/L = E</td> </tr> <tr> <td>NT 2</td> <td>Or encour.</td> <td>Or Smith Peter</td> </tr> <tr> <td>3</td> <td></td> <td></td> <td>Suit preferene</td> </tr> </table>				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	Count : H/L = E	NT 2	Or encour.	Or Smith Peter	3			Suit preferene	<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>  Two suiters 1NT X : 5 minor 4 major	
Suit 2	Encour. Or suit prefer.	Suit preference	Count H/L = E																						
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<b>VS PREEMPTS</b> Take out doubles. Two suiters. VS WEAK TWO : Cue-bid = minors or ask for a stopper 4♣/4♦ = 5min+ 5Major 2NT : 16-19 (13-16 in bal.pos.). Then Stayman. Transferts	<b>SIGNALS (including trumps)</b> SIGNALS IN TRUMP SUIT : Reverse high low Vs NT :on As or Q lead, high is encouraging ; Behind dummy,10 is encouraging Smith Peter, reverse for the leader				<b>SPECIAL FORCING PASS SEQUENCES</b>  Usual slam try in competitive bids When Pass is forcing, bid is weaker than Pass then bid																				
<b>VS ARTIFICIAL 1♣ OPENING</b> Double : clubs and a major, 1♦ diamonds and a major ; 1NT : both minors ; 2NT : both majors 2♣/2♦/2♥/2♠ 1♣ Pass 1♦ Double : minor major ; 1NT : minors 2NT major	<b>DOUBLES</b> <b>TAKE-OUT DOUBLE</b> STYLE : Can be light if shaped					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>  3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round After Pass, jump in new suit nat. with fit																			
<b>OVER OPPONENT'S TAKE OUT DOUBLE</b> Transferts. 2NT strong raise 11/14. Jump in new suit : weak or good raise	Responses : Natural and limit ? Cue-bid is forcing one round IN BAL.POS. : 9 HCP and +. Responses : Idem				<b>PSYCHICS</b>  Light opening bid in 3 <sup>rd</sup>																				
	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b> Negative doubles, Responsive doubles, Rotatives doubles  Maximal overcall double - Informative and optionnal doubles  Take out Double over fits and preempts Lightner Double over two suiters shows values Double from the opener : good hand with support Double from the defense : good raise or take out																								

	A R T	Number of cards	DESCRIPTION	X Negative thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1 ♣		3	10+ HCP : may have 3 ♣ and 4 ♦ (rare)	4 ♠	1 ♣ - 1 ♥(♠) : may have longer ♦ Strong jump shift	1m – 1M – Fragment Bid. 1m – 1M – 3NT : 4M, 18-19 balanced 5/4	AFTER PASS : Jumps nat + fit AFTER OVERCALL : Jumps weak Rotative doubles. 1 ♣ 1 ♦ double 4/5 hearts. 1 ♣ 1 ♦ 1 ♥ 4/5 spades
1 ♦		3	10+ HCP		1 ♣-2 ♦ and 1 ♦-3 ♣ Limit Raises	1m – 1M-4m : 6m + 4M 2 ♣ relay after 1NT rebid 1 ♦ - 2 ♣ - 2NT : 12-14 or 18-19	
1 ♥		5	10+ HCP	4 ♠	1 ♥ -3 ♠ , 4 ♣, 4 ♦ : splinters 4M : preempt 3NT :13-14H 4+MAJ Bal. 2NT : 3/4M, 11-14 HCP 1 ♠ - ,4 ♣,4 ♦,4 ♥ : Splinters 3M : mixed raise; 3 ♣ 3 ♦ limit natural 1NT: 6/11 semiforcing	2 ♣ relay after 1NT rebid 1 ♥ - 1 ♠ - 3NT : BAL.18/19 If fit forcing , 3NT : good bad 1 ♠-1NT 2 ♣ 2 ♦ : ♥transfer	AFTER PASS : <b>DRURY FIT</b> 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 ♣ Puppet Stayman 3 ♦3 ♥,3 ♠ : NAT. strong 4 ♣(4 ♦) : both majors 6/5 ♥(♠)	1NT - 2 ♣ - 2 ♦ - 3 ♥ : 5 ♠+4 ♥ 1NT - 2 ♣ - 2 ♦ - 2 ♥/♠ : 7-8 H	AFTER OVERCALL : Double negative or Stayman  Transferts
2 ♣	X	0	GAME FORCING in hearts Or Strong 18/22.	4 ♠		Stayman and transferts on 2NT rebid	Negative Doubles  Natural overcall
2 ♦	X	0	Game forcing	4 ♥		Stayman and transferts on 2NT rebid	Negative Doubles
2 ♥ 2 ♠		6	5-11 HCP		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  X	7 7 7/8 7/8	Preempt Preempt Strong preempt in a minor suit bad preempt Preempt ♣/♦		New suit forcing  Asking bids at the 5 <sup>th</sup> level	<b>SLAM APPROACH AND CONVENTIONS</b> 4NT(sometimes 5NT) : 5 Keys Cards Blackwood. Then next suit asks for Queen trump Josephine 5NT : grand slam force Controls and cue-bids Asking bids	