

Defensive and Competitive Bidding

Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Reponses: Jump Raise = Preemptive

Cue-Bid = Forcing raise

New Suit = Forcing - jump shift = fit

In Balancing Position: Same

Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 16 - 18

Responses: Bid as 1NT opening

4th Position = 9 - 13

Responses: Bid as 1NT opening

Jump Overcalls: (Style; responses; unusual NT)

Weak

Reopen: Cue = any good two suiter. 2NT = 19-21

Direct and Jump cue Bids (Style; responses; reopen)

Direct Cue Bid = Michaels

VS Strong NT : 2nd Position

2C Landy , 2D = 1 M 6ème, 2M = 5M + 4 or 5m X = 5m + 4M

4th Position : X = 2 M, other bid natural

VS Weak NT :

2 and 4th Position: X = 13 or + H balanced,

2 C = 2 M ,other bid Texas

Vs preempts (doubles, cue-Bids; jumps; NT bids

Take out doubles thru 4]

Vs Artificial Strong Openings

Over Opponents take out double

New suit Texas after opening 1 minor

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

Leads and Signals

Opening Leads - style

Lead	In Partner's Suit
Suit	Hi/lo = Even, lo/Hi = Odd
NT	4th 3rd / 5th
Other	2nd from 4 small

Leads Vs. Suit Vs. NT

Ace	AKx; Axxx(+)	AK; AKx(+)
King	AK; KQ109x	KQ; AKJ10(x); KQ109(+)
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);
Jack	J10(+); KJ10(+)	J10x(+); KJ10x(+)
10	109(+); H109(+)	10x, 109(+); H109x(+)

Signals in order of Priority

Partner's Lead : Hi/lo = E

Declarer's Lead : Hi/lo = E or no intelligence

Discarding : Hi = encouraging

Signals (including trumps):

Echo in trump suit shows ability to ruff

Echo in NT = Smith call

Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen: same as above

Special, artificial and competitive doubles/redoubles

Responsive Dbl: After T/O Dble thru 4]; after o/call

Repeat same suit dble by Neg doubler = Take out (See

Over minor Michaels: Major = stopper

Over Major Michaels: cue bid in opponents' major = limit raise or better

WORLD BRIDGE FEDERATION

Convention Card

Marlier - Lesguillier



System Summary

General approach and Style

Natural, 5-card Majors ->

1NT response = forcing, 2/1 = game forcing, 3/1 = 6 cards limit bid

1 Heart - 2 Spades = 4+ Spades and 3 Hearts, limit

Best Minor if 3.3

Raise minor 2/1 = Game forcing, 3/1 = préemptive, jump other minor limit

1 minor - 2 Hearts = weak with 5 Spades and 4+ Hearts

1 minor - 2 Spades = weak with 6 Spades

1NT Opening: 15 - 17

Special Bids that may require defence

2Clubs Opening = strong to Game or 22-23 balanced

2 Diamonds Opening = Weak 6 cards Major (6-10 H) or Strong two Majors

2 Hearts Opening = Weak 5 Hearts and 4+ Spades (6-10 HCP)

2 Spades Opening = Weak 5 Spades and 4+ in a minor (6-10 HCP)

3NT Opening = Strong opening of 4 Major

2NT Overcall = two lower unbid suits

Michaels Cue-bids

Rubensohl after 2-level overcall of 1NT

Special Forcing Pass Sequences

Important notes that don't fit elsewhere

Double Jump in new suit = Splinter if minor over major

Jump Cue Bid by Opener = Splinter raise

Psychics:

Rare

Opening	Tick if Artificial	Min. No.	Neg. Dbl. Thru'	Description	Responses	Subsequent Auction	Modifications over Competition
1C		3	4S	11 - 21 HCP	2C game forcing, 2D art limit raise 3C préemptive 2H = Weak, 5S and 4+H 2S = Weak 6 cards	After 1m - 1x - 1z : 2C forcing to 2D (weak D or art limit); 2D art game forcing; 3C weak	Texas after overcall
1D		3	4S	11 - 21 HCP	2D game forcing, 3C art limit raise 3D préemptive 2H = Weak, 5S and 4+H 2S = Weak 6 cards	After 1m - 1x - 1z : 2C forcing to 2D (weak D or art limit); 2D art game forcing; 3C weak	Texas after overcall
1H		5	4S	11 - 21 HCP	1NT forcing, 5-14 points , 2x game forcing, 2NT = FG with trump	After 1 NT : 2m perhaps 3 cards	After overcall : cue bid = fit 3ème, 2NT = fit 4ème Other jump = natural + fit 4ème
1S		5	4H	11 - 21 HCP	1NT forcing, 5-14 points , 2x game forcing, 2NT = FG with trump	After 1 NT : 2m perhaps 3 cards	After overcall : cue bid = fit 3ème, 2NT = fit 4ème Other jump = natural + fit 4ème
1NT			4H	15 - 17 balanced	2C stayman, 2D or 2H Texas, 2S limit or Texas C, 2NT Texas D, 3C puppet, 3D Strong M, 3M short	Over Stayman: rebids are Major invitational, minor forcing	After 1NT Pass 2C DBL : 2D = 4H, 2H = 4S, 2S = 5H, 2NT = 5S, 3C = 4-4M
2C	X		4H	Game forcing Or 22-23 Bal.	2 Diamonds always	2H game forcing H or Bal.	Natural
2D	X	6		6 - 10 HCP 6 H or 6 S	2M = Pass or correct 2NT asks for description	After 2NT: 3C = H min, 3D = S min 3H = S max, 3S = H max	After Dble opponent : Pass = accept to play 2D
2H		5		6 - 10 HCP , 5H and 4+S	2S stop, 3 m forcing 2NT asks for description		Natural
2S		5		6 - 10 HCP , 5S and 4+m	3 C = Pass or correct 2NT asks for description		Natural
2NT				20 - 21 balanced	Texas; Stayman		Natural , Dbl = Penalties
3m		6		Pre-emptive	Natural forcing	Slam Approach and Conventions (including all Slam-Interest Bids) After fit C and slam approach : 4NT = Ctrl S and 4S = Blackwood	
3H		6		Pre-emptive	Natural forcing		
3S		6		Pre-emptive	Natural. forcing		
3NT	X	7(6)		Strong 4M	4C ask for Texas M 4D ask for natural M		
4m		7		Pre-emptive	Natural		
4M		7		Pre-emptive	Natural		
4NT				Blackwood	41-30		