

OVERCALLS OVER 1-BIDS
MINIMUM SUIT BIDS
Major : natural, wide range
Minor : guarantees the suit + a major (over 1♣ : 44+ ; over 1♦♥/ : 5+m/4M ; over 1♠ : usually 5+m/4M)
Reopening : natural, wide range
MINIMUM NOTRUMP BIDS
2 nd seat : 5+ in minor, opening values, stopper, not always balanced
4th live : unbid suits, 5+ in lowest
Reopening : natural, 11-14 (minor) or 12-15 (major)
JUMP OVERCALLS
2M NV 5-11 ; 2M V 10-15 : 1♣-2♦ & 1♦-3♣ 9-14
Reopening : 12-15
2NT = 2 lowest (constructive)
CUE-BIDS
Over major : equivalent of at least an "intermediate" jump overcall in a minor, usually no stopper
Over minor : 55 majors, wide range
Reopening : strong, unsuited to T/O Dbl
VS. NT OPENINGS
Dbl = 4♥ & 5+ any suit (but over weak NT by unpassed hand : 14+)
2♣ = 4♠ & 5+ any suit (also 5♠+4♥ vs. weak NT)
2♦ = long major
2♥/♠ = 5 cards & 4+ minor (55 V)
2SA = minors
VS. PREEMPTS
Vs. weak 2 : natural ; cue asks stopper ; 4m = 2-suiter m/AM
Vs. Multi : Dbl = T/O of spades ; suit natural ; 4m = m + ♥
2NT = balanced with both stoppers
VS. FORCING CLUB (strong or not)
1♦ and 2♣ two-suited (general rule) ; 2♦ = majors ; 2NT = minors
1NT = long minor
REACTING TO T/O DOUBLES
1♣-X-1♦♥/♠ = Transfers
1M-X-2♣ = constructive raise

LEADS AND CARDING			
LEADS : GENERAL STYLE			
	Neutral suit	Partner's suit	
Vs. suit	Count, attitude	Count	
Vs. NT	Count, attitude	Count	
Subsequent	Attitude		
SPECIFIC LEADS			
	Vs. suit	Vs. NT	
A	AK	AK	
K	AK, KQJ	KQJ, KQ10, AKJ	
Q	KQ, QJ10	QJ	
J	QJ, J109	(H)J10	
10	J10, 1098	(H)109	
9	109 or weak suit	Weak suit	
High-low	Even	Even	
Low-high	Odd	Odd	
SIGNALLING (priority order)			
	Over lead	Declarer's suit	Discarding
1	Low encourages	Count	Odd encourages
Suit 2	Count	S/P	Even = S/P
3			Count
1	Low encourages	Smith (low = OK)	Odd encourages
NT 2	Count	Count	Even = S/P
3		Lavinthal	Count
Other : alarm-clock			
DOUBLES			
TAKE OUT DOUBLES			
11+ with classical pattern ; 16+ any pattern (also balanced)			
Reopening : 9+ with classical pattern ; 15+ any pattern			
Responses : over direct : Herbert : 1 st step negative ; 1/1 = 6+ HCP or Hxxxx 2/1 = 7+ HCP or Hxxxxx ; over reopening : classical			
OTHER DOUBLES AND REDOUBLES			
Most low-level doubles are for take-out : support doubles, responsive, maximum-overcall etc. ; exceptions : after our 2- and 3-bids ; a 2/1 ; a redouble ; a strong relay ; a positive NT bid			
Rosenkranz over Dbl or cue			
Optional doubles after our 1♦ opening			

CONVENTION CARD
CATEGORY : Blue
PLAYERS : MARECHAL Nicole 2500 GOTTSCHEINER Alain 1166 PIRET Gilles 7069
GENERAL APPROACH
Strong Diamond, Catchall club (no 5-card major)
Specialized 2- and 3-bids
OPENING BIDS AND OTHER FREQUENT BIDS WHICH MAY NECESSITATE DEFENSIVE AGREEMENT
OPENING BIDS
1♣ = (11)12-17(18) HCP, no 5-card major Responses : T-Walsh
1♦ = 18+ HCP, any pattern, or 8½+ tricks with long major Responses : control-showing
2♣ = (15)16/17(18) HCP, 54+ minors or 1444
2♦ = Multi (weak ♥/♠; 8½-9 tricks ♣/♦ w/o 19 HCP; 22-23 NT)
2♥ = 5♥/4♠ (5-10 HCP NV ; 8-12 HCP V/4th)
2NT, 3♣♦♥ = Transfers (preempt or strong freakish)
2♠ = 55+ minors 10-14 HCP
OVERCALLS
Nonjump minor = minor + major
1 NT : always 5+ minor & stopper, not always balanced
Cue-bid : equivalent of intermediate jump in minor (not over ♦)
FORCING PASSES
Nothing unusual
OTHER
General limit style (excepted after 2/1)
PSYCHICS none

OPENING	ARTIF?	MIN CARDS	NEG DBL UP TO				
				DESCRIPTION	ANSWERS	FURTHER BIDDING	COMPETITIVE BIDDING
1♣	X		4♥	11-17(18) HCP No 5-card major (see also exceptions : opening 1NT, 2♣)	1♦ Transfer ♥ ; 1♥ Transfer ♠ (may be light) 1♠ = no major, 5-11 HCP, may be more if balanced 2♣/♦ 5+ cards G/F (6 cards 8-11 by PH), no major 2♥/♠ strong, good suit (2-6 HCP by PH) 3♣/♦ semi-preemptive	Over 1♦/♥ : completion shows 3 (/4 if weak) ; 1SA up to 15 HCP, 1-2 cards (in both cases : 2♣ marionnette & 2♦ G/F) Jump completion = 15-17 SP 2NT = strongest raise	Transfers over Dbl / 1♦ 1♠ over 1♥ : 4+ Rubensohl over 1♥ & higher Nonforcing free bids
1♦	X		OPTIO NAL !	18+ PH, any pattern (or 8½ tricks with long major)	1♥ negative 0-6 1♠ 6+ HCP, fewer than 4 controls 2M (5 cards) or 2♣ (else) : 4 controls 1NT : 5+ controls 2♦ 0-3 HCP with 6-card major 2SA balanced 8-11 (facultative, to protect) 3♣/♦ 0-3 HCP 7-cards ; 3♥/♠ 3-5 HCP 7-cards	1♦-1♥ → 1♠ = 4+ (1NT relay, 2♣ = 3♠ weak) 1NT 18/21 ; 2♠ NF 6 cards 2♣♦♥ 5+ cards, not 4♠, NF 2NT / 3x natural G/F 1♦-1♠ → natural 1♦-1NT → natural, exc. 2♣ = ♣ or NT 1♦-2♣ : natural, exc. 2♦ asks 4-card major	Transfers ; weak jumps
1♥		5	4♦	(10)11-17(18) HCP 5+ cards	2♣ Drury-like relay (natural or 11+ NT or limit raise) ; 2♦ response ambiguous with 2AM G/F relay 1NT NF but does include weak raise Other 2/1's G/F unless repeated 2NT balanced G/F raise ; 3y = F/J (usually G/T) 1♥-2♠ F/J (G/T) or natural strong, 6 cards	Over 1NT rebid : 2♣ marionnette, 2♦ G/F Trial bids in help-suit	T/O Dbl Rubensohl Nonforcing free bids
1♠		5	4♦				
1NT			4♦	15-17(18) PH natural 5M, 5m422, 6m322 OK Occasional Spl H	(garbage) 3-step Stayman 2♦♥♠3♣ = Transfers 3♦ G/T 6 cards 3M both minors + fragment M	Smolen 2♠+3♦ = G/F 55 minors	T/O Dbl Rubensohl
2♣	X	4		(15)16-17(18) PH 54+ minors or 1444	2♦ relay (not necessarily strong), else natural	Over 2♦ : 2♥ = 3-suited ; 2♠ = 5♣ ; 2NT = 5♦ ; 3♣ = 55	
2♦	X			Multi : - weak ♥ or ♠ - 8½-9 tricks ♣ or ♦ (fewer than 19 HCP) - 22-23 (semi-)balanced (occasional Spl H)	2♥/♠ to play facing that suit 2SA relay (3♣ = max weak 2 ; 3♦ = min weak 2♥ ; 3♥ = min weak 2♠ ; 3♠ = Acol ♣ ; 3NT = Acol ♦)		
2♥	X	5		5+♥ & 4+♠ 5-10 H NV ; 8-12 H V	Natural NF excepted : 2NT relay ; 4♣ BW ♥ agreed ; 4♦ BW ♠ agreed	Over 2NT : 3♣ min ; 3♦ max 45 ; 3♥ 46 : 3♠ max 55	
2♠	X			55+ minors 10-14 HCP	2NT relay	Over 2NT : 3♣ min ; 3♦ short ♥ ; 3♥ short ♠	
2NT / 3♣ 3♦/♥	X	6		Transfer : pre-empt or strong 65	As over normal preempt	SLAM BIDDING	
3♠	X			Semi-solid ♣ or solid ♦		BW 4NT (5 keys) only if known fit of after showing strong suit (e.g. jump shift)	
3NT	X			Weak 4-bid In minor		Specialized NT facing limited hand (PH, preempt, any response over 1♦ exc. 1NT) : 0,1,1+Q,-2,2+Q	
4-bids		7		Namyats	1 st step general S/T	Suitwood 4♠/♦ if known fit or jump in forcing situation	
4NT	X			Freak in minors		Cue-bids, splinters, some fit-jumps Fast-arrival, especially after 1♦ opening	