

OVERCALLS OVER 1-BIDS	
MINIMUM SUIT BIDS	
Major : natural, wide range	
Minor : guarantees the suit + a major (over 1♣ : 44+ ; over 1♦♥ : 5m/4M ; over 1♠ : 54 either way)	
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	
NV ; V lvl 3 : weak	
V lvl 2 : 10-15	
Reopening : 12-15	
2-suiters : 1♣-2♦ : ♠ 7+ ; 1♦-2NT = ♠ 12+ ; 1M-2NT = ♣♦ 12+	
CUE-BIDS	
Equivalent of an "intermediate" jump overcall in a minor, usually no stopper	
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 ; 2♣ = balanced with ♠ stopper ; 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
Count, attitude	Count
Vs. suit	Count
Vs. NT	Count
Subsequent	Attitude
:	
SPECIFIC LEADS	
Vs. suit	Vs. NT
A	AK
K	AK, KQJ
Q	KQJ, KQ10, AKJ
J	KQ, QJ10
10	QJ, J109
9	(H)J10
High-low	(H)109
Low-high	Weak suit
	Even
	Odd
SIGNALLING (priority order)	
Over lead	Declarer's suit
1 Low encourages	Count
Suit 2 Count	S/P
3	Count
1 Low encourages	Smith (low OK)
NT 2 Count	Count
3	Lavinthal
Other : alarm-clock	
DOUBLES	
TAKE OUT DOUBLES	
11+ with classical pattern ; 16+ any pattern (also NT)	
Reopening : 9+ with classical pattern ; 16+ any pattern	
Responses : 1 st step negative ; other suit bids require either 6+ HCP or rebiddable suit	
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	
GENERAL APPROACH	
Strong Diamond, Catchall club (no 5-card major)	
Specialized 2-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)	
2♠ = minor 1-suiter, 7-8 playing tricks	
2NT = 55+ minors 10-14 HCP	
3NT = weak minor preempt	
4♣/♦ = Namyats	
OVERCALLS	
Notjump minor = minor + major	
1NT : always 5+ minor & stopper, not always balanced	
Cue-bid : equivalent of intermediate jump in minor	
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 INT, 2♣, 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) 2♥/♠ strong, good suit (2-6 HCP by PH) 3♣ semi-preemptive	Over 1♥ : completion shows 3 (4 if weak) ; ISA up to 15 HCP, 1-2 cards (in both cases : 2♣ marionnette & 2♦ G/F) Jump completion = 15-17 SP ; dbl jump 20+ 2NT = raise 18-19 SP ;	Transfers over Dbl T/O Dbl (of 1♦ : 44+ M ; of 1♥ : seldom 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 INT : 5+ controls 2♦ 0-3 HCP with 6-card major 2SA balanced 8-11 (facultative, hence to protect) 3♣ 0-3 HCP 7-cards ; 3♥/♠ 3-5 HCP 7-cards	1♠-1♥ → 1♠ = 4+ (INT relay, 2♣ = 3♣ weak) INT 18/21 ; 2♣ NF 6 cards 2♣♥ 5+ cards, not 4♣, NF 2NT / 3x natural G/F 1♠-1♣ → natural 1♠-NTA → natural, exc. 2♣ = ♣ or NT 1♠-2♣ : natural, exc. 2♦ asks 4-card major	Competitive jumps = 2-suiters (Roman over minor, Copenhagen over major)
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 INT NF but does include weak raise Other 2/1's G/F unless repeated 2SA balanced G/F raise ; 3y = F/J (usually G/T) 1♥-2♣ F/J (G/T) or natural strong, 6 cards	Over INT rebid : 2♣ marionnette, 2♣ G/F Trial bids in help-suit	T/O Dbl Rubensohl Nonforcing free bids
1♠		5	4♦				
INT			4♦	15-17(18) PH natural 5M, 5m422, 6m322 OK	(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 : 4♣ BW ♥ agreed ; 4♦ BW ♠ agreed		
2♠	X			Minor 1-suiter 7-8 tricks, 10-16 HCP	2SA strong relay ; 3♣ P/C		
2NT	X			55+ minors 10-14 H			
3x		6		Preempt			
3NT	X			Weak minor preempt			
4♣	X			Strong 4♥	4♣ strong, asks outside A		
4♦	X			Strong 4♠	4♥ strong, asks outside A		
4♥/♠		7		Preempt			
4NT	X			Freak in minors			
SLAM BIDDING							
BW 4NT (5 keys) only if known fit after showing strong suit (e.g. jump shift) Suitwood 4♣♦ if known fit or jump in forcing situation Cue-bids, splinters, some fit-jumps Fast-arrival, especially after 1♦ opening							