

DEFENSE AND COMPETITIVES BIDS	LEADS AND SIGNALS				CONVENTION CARD FRANCE FRANCK MULTON J.C. QUANTIN
OVERCALLS :	OPENING LEADS STYLE				SYSTEM SUMMARY
STYLE : natural Responses : natural ; weak jumps raises. New suit : forcing if n°3 pass. Jump new suit : natural 10-12 IN BAL. POS. : nat. shows less than good opening hand.	Lead		In partner's suit		
	Suit	3 rd and 5 th		3 rd and 5 th	
	NT	4 th best		3 rd and 5 th	
	Subs	small encouraging		3 rd and 5 th	
INT OVERCALL	LEADS				
OVERCALL : 15-18 HCP IN BAL. POS.: 9-13 HCP. Responses : Stayman and Transfers		Vs. Suit		Vs. NT	
	Ace	AKx(x)		AKx(x); AKJ;AK10	
	King	AK; KQ(x)		THREE HONOURS at least	
	Queen	QJx(x)		AQJ(x); KQ(x); QJ10(x); QJ9(x)	
JUMP OVERCALL	Jack	KJ10(x); J10(x)		AJ10(x); KJ10(x);J109(x);J108(x)	
ONE SUIT : weak 2 SUITERS : Michaels UNUSUAL 2 NT : 2 lowest suiters	10	109x; H109x		H109x ; 1098x	
	9	9(x)		9xx ; 109xx ; 109x	
	Hi-x	EVEN NUMBER		xx; xxx; xxxx; Hxx	
	Lo-x	ODD NUMBER		Hxx; Hxxx(x)(x); xxxx(x)(x)	
DIRECT CUE-BID AND JUMP CUE-BID	SIGNALS IN ORDER OF PRIORITY				
DIRECT CUE-BID: 2 suiters , except 1♣ 2♣ JUMP CUE-BID : over 1♣ (♦) : natural ; over 1♥(♠) : asking for stopper		Partner's lead	Declarer's lead	Discarding	
		1	Count: H/L=E	Count: H/L=E	
	Suit	2	Encour or suit pref	Suit preference	
		3	Suit preference	Suit preference	
VS NT		1	Count: H/L=E	Count: H/L=E	
2♣ : Landy 1) VS STRONG NT : Double : 3 suiters, short in a minor or strong hand 2) VS WEAK NT : Transfers IDEM IN BAL.POS. VS INT OVERCALL : After 1♣ (♦) opening : 2♣ = Majors 2NT : cue bid with fit or two-suiters	NT	2	Encourag.	Encourag;	
		3			
	SIGNALS (including trumps)				
	SIGNALS IN TRUMP SUIT : Reverse count or suit pref.				
VS PREEMPTS	DOUBLES				
Take out double Natural and two suiters	TAKE-OUT DOUBLE				
	STYLE : can be light if shaped Responses : natural and limit. Cue-bid forcing one round IN BAL.POS.: 8 Pts and + Responses : Idem				
VS ARTIFICIAL 1♣ OPENING	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
- Double : ♣ + Major; 1♦ : both maj.; 1NT : both min.; 2♣ = ♦ + Major	- Negatives doubles. Responsive doubles.				
	- Informative and optional doubles.				
OVER OPPONENTS TAKE OUT DOUBLE	- Maximal overcall double.				
One over one forcing. TRUSCOTT : Idem maj and min	- Double over fits and preempts.				
	- Lightner.				
	- 1♣ 1♦ D : no four cards major suit				
	- 1♣ 1♥ D : no four spades				
	SPECIAL FORCING PASS SEQUENCES				
	AFTER 2♦ OPENING				
	LOGICAL SEQUENCES				
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	1♣ 1♥ 2♠ WEAK				
	1♣ 1♥ PASS 2♠ 10-12 H 6 CARDS JUMPS SHIFT NATURAL AND PROPOSITIONAL				
	PSYCHICS				
	Rare				
	OPENING IN THIRD POSITION CAN BE WEAK				
	SPECIAL BIDS THAT MAY REQUIRE DEFENSE				
	2♥ and 2♠ : 4-10 HCP, 6 CARDS.				
	3SA GAMBLING : SOLID MINOR WITHOUT OUTSIDE STOPPER				
	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE				
	1NT opening : 15+ - 17 HCP				
	2 over 1 Response : 10+ HCP, forcing one round				
	GENERAL APPROACH AND STYLE				
	5 CARDS MAJOR - BETTER MINOR				
	2♥ AND 2♠ : WEAK				

	A R T	NUMBER OF CARDS	DESCRIPTION	X Negative thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣		3	11 ⁺ HCP Natural	4♠	Natural . 2NT limit .	Splinters Third and fourth suit forcing 2♣ after 1NT rebid : relay (7)	AFTER PASS : Jumps natural + fit AFTER OVERCALL : Jumps natural + fit in passed hand ; weak and natural over competition
1♦		3	Same scheme than 1♣ opening				
1♥		5	11 ⁺ HCP	4♠	2NT : 11-15 3 cards support or 4333 (1) (2) 3NT : 12-14 4 cards support bal. 4♣, 4♦ : Splinters	Fourth suit forcing 2♣ relay after 1♥-1♠-1NT (8) (9)	AFTER PASS : DRURY (11) 2SA : 4 trumps + a short, limit Jump : natural + fit, forcing AFTER OVERCALL : Jumps natural + fit
1♠		5	Same scheme than 1♦ opening				
1 NT			15-17 HCP 5 cards in major and 6 cards in minor possible	3♠	2♣ : STAYMAN . (3) 2♦, 2♥, 2♠, 3♣ : TRANSFERS 2NT : invitational 4♦ : both majors at least 5-5		AFTER OVERCALL : Double negative Rubenshol
2♣	x	0	20-23 any suit or 22-23 balanced	4♥	2♦ : relay (4) 2♥, 2♠, 3♣, 3♦ : good suit, positive hand	Stayman and transfers on 2NT rebid. 2♣-2♦- : 3♣ = 6♥+4♠ (6) 3♦ = 6♠+4♥	Negative Doubles
2♦	x	0	GAME FORCING	4♥	2♥ : 0-7 HCP. 2♠ : Ace ♥ or Ace ♠ 2NT : 8 ⁺ HCP or 2 Kings, bal. hand. 3♣, 3♦ : Ace ♣, Ace ♦ 3♥, 3♠, 3NT : 2 Aces CRM	Stayman and transfers on 2NT rebid. (5)	Over competition : natural responses
2♥		6	4-10 HCP Usually 6 cards		2NT : relay New suit forcing	2M - 2NT - 3x : honour in x 2M - 2NT - 4x : sing. or void in x 2M - 2NT - 3x - 3M : not forcing	Penalty doubles
2♠							
2 NT			20-21 HCP	4♥	3♣ : STAYMAN 4♦ : at least 5-5 major (6) 3♦, 3♥, 3♠, 4♣ : TRANSFERS 4♥ (♠) : ♣-♦ short in ♥ (♠)	2NT - 3♣ - 3♦ - 3♥ : 5♠+4♥ (8) 3♠ : 5♥+4♠	Negative Double
3m		7	Preempt		New suit forcing	SLAM APPROACH AND CONVENTIONS - 4NT (sometimes 5NT) : 5 Keys Cards Blackwood .Then next suit asks for Queen of trump. - Josephine (10) - 5NT : grand slam force - Controls and cue-bids	
3M		7	Preempt		New suit forcing		
3NT	x	7/8	ARDxxxx in ♣ or ♦		4♦ asking for short		
4m		7/8	Preempt				
4M		7/8	Preempt				

	<p>1♣ 4♦ and 1♦ 4♣ = BW KC</p> <p>If competition over BW :</p> <p>a) if opponent's suit is inferior rank than our trump : X = Penalty, Pass = no ace, encouraging, 1st step = 1 Ace, 2nd step = 2 Aces .</p> <p>b) if opponent's suit is superior rank than our trump : X = no ace or penalty, Pass = 1 Ace, 1st step = 2 Aces</p>
(11)	<p>Drury :</p> <p>2♦ : relay, weak or strong, no natural bid</p> <p>rebid of the suit : 6 cards, minimum</p> <p>1♠ 2♣ 2♥ = Not forcing</p> <p>2♣ follow by 2NT = ♣ + NT</p> <p>3♣ = ♣ + ♣</p> <p>2NT = 4 trumps + shortage Then same scheme than 3NT after major opening</p>