

NOTE 1 : ART 2NT after partner's DBL

1M DBL 2M 2NT or 2M DBL P 2NT or 2D (MULTY) DBL P/2S 2NT or 2D(MULTY) p 2H p p DBL p 2NT

In all these sequences 2NT is ART and responses are :

3C = normal DBL with 4 cards in OM

3D = max DBL (15+) w/o 4 cards in OM

3OM = 16+ hcp w 5+ cards in OM

CUE = 16+ hcp w 4 cards in OM w/o stop

3NT = 16+ hcp w 4 cards in OM and stop

4NT = 20+ hcp w 4 cards in OM and stop

Note 2: TRF responses over 1M opening and partner's DBL

1H DBL P 1S = TRF for C

1NT = Nat. 7-10 HCP

2C = TRF for D

2D = TRF for S 4S 0-6 or 11+ HCP or or 5S 0-5 or 10+HCP

2H = TRF for S 4S 7-8 HCP or 5S 6-7 HCP

2S = 4S 9-10 HCP or 5S 8-9 HCP

2NT/3C/3D = nat.

1S DBL P 1NT = TRF for C

2C = TRF for D

2D = TRF for H 0-6 or 11+ hcp

2H = 4+H 7-10 HCP

2NT/3C/3D = Nat.

NOTE 3 : REOPENING

1X p p DBL = 8-11 HCP or 16+ HCP some personal choices not conventioned it can be happen

1X p p 1NT = 12-15 HCP Bal. or semi Bal.w or w/o stop

1X p p 1y = Nat. less than 16 HCP

1C p p 2C = 5+D 5+M; 1C p p 2D = 5+H 5+S; 1C p p 3C = asks for C stop

1D p p 2D = 5+H 5+S; 1D p p 2NT = 5+C 5+M; 1D p p 3D = asks for D stop

1H p p 2H = 5+S 5+m; 1H p p 2NT = 5+C 5+D; 1H p p 3H = asks for H stop

1S p p 2S = 5+H 5+m; 1S p p 2NT = 5+C 5+D; 1S p p 3S = asks for S stop

NOTE 4 : CANAPE' OVERCALLS (BROWN STICKER)

Vs 1C or 1D opening whe overcall the 2nd better suit normally 3+cards with 5+ in an other suit

never the opener's suit. Sometimes we are obliged to bid a two cards suit if we have disribution

like 5-2-2 and 4 cards in the suit of the opening bid or 6-2-2 and 3 cards in the suits of the opening bid.

Developpements:

1C 1D p :

1H = NF to know the 5 cards suit of the partner, 1S = nat F1, 1NT = nat constructive, 2C = positive relè,

2D = 5+D NF, 2H/S = nat good suit NF, 2NT = pre in both Ms (partner has 5M), 3C = game try in D,

3D = pre 5+D, 3NT = pre in both Ms.

1C 1H p :

1S = NF to know the 5 cards suit of the partner, 1NT = nat constructive, 2C = positive relè,

2D = Nat NF, 2H = 5+H NF, 2S = nat good suit NF, 2NT = pre in D and S, 3C = game try in H,

3H = pre with 5+H, 3NT = pre in D and S.

1C 1S p :

1NT = to know the 5 cards suit of the partner, 2C = positive relè, 2D = Nat NF, 2H = Nat NF, 2S = 5+S NF,

2NT = pre in D and H, 3C = game try in S, 3S = pre with 5+S, 3NT = pre in D and H.

If opponent DBL the overcall Pass shows 4 cards, RDBL = to Know the longer suit, other bid are the same.

Over 1D same developpements.

NOTE 5 : RESPONSES AFTER AN OVERCALL

AT ONE LEVEL (1H 1S is the only position)

If opponent pass 1NT is constructive 9-12, new suit at level 2 is NF, cue is F1 normally with 3 cards support or with any Fg hand, 2NT is limit or

better 4 cards support, Jumped cue is 4+cards support unbal weak but better than pre, simple and jump raise are pre. If opponent DBL all bidding are

transfert natural or lead directing with support.

AT 2 LEVEL (not 1D 2C SEE canapè overcalls)

After 2C overcall responses are TRF. After 2D overcall responses are TRF but vs 1S opening and 2D overcall 2H response it is nat. After 2H 2S overcall responses are TRF.

In any case if RHO DBL all responses are TRF showing suit or lead directing + support.

NOTE 6 : 1NT OVERCALL (BROWN STICKER)

Vs 1C and 1D opening 1NT shows or nat. 15-17 balanced or weak 6-11 with 6H or 6S.

Responses are 2C relay 2D/2H TRF. Over 2C 2D shows weak M, 2H 2S 2NT show 15 or 16 bad 3C 3H 3S show MAX.

Over TRF the aggressor bid his suit only with 0/1 card in partner's suit.

Vs 1H and 1S opening 1NT shows 15-17 Bal. and responses are nat. cue is Stayman.

NOTE 7 : TWO SUITER OVERCALLS

1H 2H = 5+S 5+C; 1H 2NT = 5+D 5+S; 1H 3C = 5+C 5+D; 1H 3H = 5+C 5+D FG or solid m asking for stop. 1S 2S = 5+H 5+C; 1S 2NT= 5+D 5+H; 1S 3C = 5+C 5+D; 1S 3S 5+C 5+D FG or solid m asking for stop.

Two suiter overcalls normally shows opening values. Where it is possible 2NT is ART to know length and strength. CUE is always FG with support in one of the suits. Jump supports are PRE.

NOTE 8 : JUMP OVERCALLS (BROWN STICKER VS 1C 1D)

1C/1D 2D = 6+H or 6+S 12-15 HCP; 1C/1D 2H = 5+H 5+S 6-15 HCP depending on VUL;

1C 2S = 5+H 5+S 15+ or PRE in C or D; 1D 2S = 5+H 5+S 15+ or PRE in C PRE in D it is possible only if 1D is ART.

1H 2S = NV vs VUL can be very weak, NV vs NV or VUL vs VUL is weak 7-11 hcp, VUL vs NV is 12-15. 1H/S 3D = PRE in D

NOTE 9 : BLACKWOOD

If BW is used directly on partner's opening responses are 0-3 1-4 2 2+K of Trump (opening)

If BW is used later, the King of trump (opener's suit) is one Ace and response are 0-3 1-4 2 2+Q of trump.

NOTE 10 : FORCING PASS SEQUENCES

After a FG sequence and an opponent's bidding at high level:

DBL shows a minimum not interesting hand normally w/o control in the suit

New bidding shows a minimum interesting UNBAL hand normally w control in the suit

PASS is forcing with MAX hand normally w control in the suit.

Other forcing pass SEE 12

NOTE 11 : JOSEPHINE

We use rarely JOSEPHINE, normally at 5NT level

if C is trump suit responses are 6C 0 or 1 top H 6NT = 2 top H, 7C 3 top H

if D is trump suit responses are 6C 0 or Q, 6D K or A, 6NT = 2 top H, 7D 3 top H

if H is trump suit responses are 6C 0 or Q, 6H = K or A, 6H = K or A longer than promises, 6NT = 2 top H, 7H 3 top H

if S is trump suit responses are 6C 0 top H, 6D = Q, 6H=K or A, 6S = K or A longer than promises, 6NT=2 top H, 7S 3 top H

NOTE 12 : INVERTED DBLS

After a partner RDBL or after DBL vs 1NT or after a penalty DBL (when we are sure to have more HCP than opponents)

or after an opening and a sure positive partner's response when RHO bid something :

DBL shows 2 or 3 cards in opponent's suit

New suit shows minimum hand UNBAL normally with short in opponent's suit

Pass if forcing and it shows either 4+ cards in opponent's suit (Penalty pass) or MAX hand UNBAL with short in opponent's suit.

When we are not sure to have more points than opponents we play direct penalty DBL

Example : 1H 2C p p DBL (reopening) P P (transformed) 2D in this case the pass over 2C it doesn't promise HCP but it can happen with a weak hand with a lot of C so now all the DBLS are penalty and the pass are not forcing.

NOTE 13 : 1C OPENING

11-23 HCP 5+C or 4-4-1-4 or any FG or

1st 2nd NV 13-16 HCP Bal, 3rd = 12-14 HCP BAL other 15-17 HCP Bal.

NOTE 14 : 2C RESPONSE OVER 1C OPENING

Opener bid always 2D except with a FG hand

Pass = very weak with 5+D

2H = 5+D 5+H FG

2S = 5+D 5+S FG

2NT = 6+ solid C w or w/o outside H

3C = 6+ solid D w or w/o outside H

3D = 6+ solid H w or w/o outside H

3H = 6+ solid S w or w/o outside H

3S = 7+ solid m w/o outside H

3NT = 7+ solid M w/o outside H

NOTE 15 : RESPONSES AFTER 1C OPENING AND RHO OVERCALL

1C 1D DBL = 8+HCP 4H or weak 5+H, 1H = 8+HCP 4S or weak 5+S, 1S = 8+HCP no Ms, 2C = 9+HCP 5+C, 2D = 5+H 9+HCP,

2H = 9+HCP 5+S, 2S = 4S 5+C 8-11 HCP, 2NT = 7-10 HCP 5H 5S, 3C = 8-11 4H 5+C

1C 1H DBL = 8+HCP 4S or weak 5+S, 1S = 8+HCP no 4S, 2C = 5+D 9+HCP, 2D = 9+HCP 5+C, 2H = 5+S 9+HCP, 2S = 4S 5+D 8-11 HCP, 2NT = 5D 5S 7-10 HCP, 3C = 4S 5+C 8-11 HCP.

1C 1S DBL = 8+HCP 4H or weak 5+H, 2C = 5+D 9+HCP, 2D = 5+H 9+HCP, 2H = 4H 5+D 8-11 HCP, 2S = 9+HCP no Ms or 5+C,
2NT = 7-10 HCP 5D 5H, 3C = 4H 5+C 8-11 HCP.
1NT is always nat 7-10 with stop. 2NT is always two suited 5+/5+ 7-10 hcp in remaining suit

NOTE 16 : 1C DEVELOPPEMENTS

1C P 1D P 1H = UNBAL 11-16 HCP with 3H or max bal with 4H or 14-15 4H 5C

1S = relay F1 ---> 1NT = 4-3-1-5 11-14 HCP

2C = 3H 6+C 11-16 HCP

2D = 1-3-4-5 11-16 HCP

2H = MAX bal with 4H

2S = 4-3-1-5 15-17

3C = 3H 6+ good C 14-16

3H = 4H 5+C 14-15

1NT = to play

2C = to play

2D = FG relay ---> 2H = 1-3-4-5 11-16 HCP

2S = 4-3-1-5 11-16 HCP

2NT = 4H bal

3C = 3H 6+C 11-16 HCP

3H = 4H 5+C 14-15 HCP

2H = 5+H weak

We use normally 1S relay with invitational hand or when we have no other bidding

1C P 1H P 1S = UNBAL 11-16 HCP with 3S or max bal with 4S or 14-15 4S 5C

1NT = relay F1 ---> 2C = 3S 6+C 11-16 HCP

2D = 3-1-4-5 11-16 HCP

2H = 3-4-1-5 11-13 HCP

2S = MAX bal with 4S

3C = 3S 6+ good C 14-16 HCP

3S = 4S 5+C 14-15

2C = to play

2D = FG relay ---> 2H = 3-1-4-5 11-16 HCP

2S = 3-4-1-5 11-16 HCP

2NT = MAX bal with 4S

3C = 3S 6+C 11-16 HCP

3S = 4S 5+C 14-15

2H = 5+H weak

2S = 5+S weak

We use normally 1NT relay with invitational hand or when we have no other bidding

1C p 1D p 1NT

2C TRF D weak hand with longer D or any FG or more with 5+H

2D TRF H weak or limit hand with 5+H

2H TRF S limit or + with 4H 4S

2S TRF 2NT longer m FG

2NT limit BAL

3C longer C limit

3D longer D limit

3H 1-4-4-4 FG if 1NT 15-17 HCP limit if 1NT is 12-15

1C p 1D p 1NT p 2C p 2D --> 2H = 5+H 4+S FG or more

2S = 5+H 4+C FG or more

2NT = 5+H one suited hand FG or more

3C = 5H 4D FG

3D = 6H 4D or 5H 5D FG or more

3H = 2-5-4-2 S/T

3S = 3-5-4-1 S/T

3NT= 1-5-4-3 S/T

4C = 1-5-4-3 S/T++

Following note 16

1C p 1H p 1NT SEE above changing H and S

1C p 1H p 2C

2D = relay ----> 2H = 5+C 4H or 5+C 4D 11-14 HCP or 6+C 14-16 HCP

2S = Hx S

2NT= stop D stop H 6+C 11-13

3C = 6+C not 2 outside stop 11-13

3D = 5+C 4D 15-16

2H = 5+S 4+H NF

2S = 5+S S/O

2NT= limit

3C = limit

3D = 5+S 5+D limit

3H = 5+S 5+H FG

3S = 6+S FG

1C p 1S p 1NT

2C = S/O, 2D = S/O, 2H = TRF S, 2S = TRF 2NT, 2NT=limit, 3C = 6C limit w/o sing., 3D = 6D limit w/o sing., 3H = ms sing H FG, 3S = ms sing S FG

1C 1S 1NT 2H 2S ----> 2NT = ms limit

3C = 6C + any sing limit

3D = 6C sing D FG

3H = 6C sing H FG

3S = 6C sing S FG

1C 1S 1NT 2S 2NT----> 3C = 6D sing C limit

3D = 6D sing M limit

3H = 6D sing C FG

3S = 6D sing H FG

3NT = 6D sing S FG

1C p 1x 2D = any FG

2H is obliged ----> 2NT = 23+HCP Bal.

3C = asking for aces

3D = two suiter same colour

3H = two suiter same range

3S = two suiter different colour and range longer lower

3NT = two suiter different colour and range longer higher

1C p 1NT p ----> 2C = one suited or trisuit hand 11+

2D = any 11-15 HCP 5+C UNBAL or 11+ HCP 5+C 4D

2H = BAL 12-14 or 13-16 or 15-17 depending on position and VUL

2S = 5+C 4+H 16+ HCP

2NT= 5+C 4+D 16+ HCP

3C = 5+C 4+S 16-18 HCP

3D = 6+C 4+S 16+ HCP

3H = 4-2-2-5 19+ HCP

3S = 4-3-1-5 19+ HCP

3NT= 4-1-3-5 19-20 HCP

4C = 4-1-3-5 21+ HCP

NOTE 17: 1D DEVELOPPEMENTS

1D P 1H P 1NT = STRONG BAL. (16)17-19 or 18-19 HCP SEE 1C 1H 1NT

1D P 1S P 1NT = STRONG BAL. (16)17-19 or 18-19 HCP SEE 1C 1D 1NT

1D P 1H P 1S = 4+D 4H 11-16 HCP

1D P 1S P 2C = 5+D w or w/o C --> 2S = GF relay to knows distribution

1D p 1S p 2D = 5+D 4S 11-16 HCP

1D P 1NT p 2C = one suited or trisuit hand 11+HCP

2D = any 11-15 HCP UNBAL

2H = BAL

2S = 5+D 4+H 16+ HCP

2NT= 5+D 4+C 16+ HCP

3C = 5D 4S 16-18 HCP

3D = 6+D 4+S 16+ HCP

3H = 4-2-5-2 19+ HCP

3S = 4-3-5-1 19+ HCP

3NT= 4-1-5-3 19-20 HCP

4C = 4-1-5-3 21+HCP

With 11-15 HCP hand the developpements are the same with two different range of HCP 11-13 and 14-15.

1D P 1NT P 2C --> 2D = STAY

2H = 5+C

2S = 5+D

1D p 1NT P 2H --> 2S = relay to know strenght and distribution

1D P 2C P 2D = PASS 2+C with UNBAL hand

2D = 5+D 0-1 C

2H = Strong nat. or values UNBAL hand

2S = Strong nat. or values UNBAL hand

2NT= (16)17-19 or 18-19 HCP BAL.

3C = nat. NF

NOTE 18: 1H DEVELOPPEMENTS

1H P 1S P 1NT = 5+H 4S or 3-5-2-3 11-15 HCP

2C = nat. or any 16-18 HCP --> 2D = 8+HCP relay other weak

2D = Nat. can be 3rd 11-15 HCP

2H = Nat. 13-16 HCP

2S = 5+H 4+S 19+ HCP

2NT = 5+H 4+C 19+HCP

3C = 5H 4D 19+HCP

3D = 5+H 5+D or 6H 4D 19+HCP

3H = 6+H good suit 15-16 HCP

3S = 6H 5S good suits 11-15 HCP

3NT = 5H BAL 19+ HCP

1H P 1NT P 2C = nat. or any 16-18 HCP --> 2D = 8+HCP relay other weak

2D = Nat. can be 3rd 11-15 HCP

2H = Nat. 13-16 HCP

2S = 3+S 11-13 HCP

2NT = 5+H 4+C 19+HCP

3C = 5H 4D 19+HCP

3D = 5+H 5+D or 6H 4D 19+HCP

3H = 6+H good suit 15-16 HCP

3S = 4S 14-15 HCP

3NT = 5H 2S BAL 19+ HCP

1H P 2C P 2D = any 11-15 HCP UNBAL

2H = 5+H 4+S 11+ HCP

2S = 5+H 4+C 16+ HCP

2NT= 5+H onesuited hand 11+ HCP

3C = 5H 4D 16-18 HCP

3D = 5H 5D or 6H 4D 16+ HCP

3H = 2-5-4-2 19+ HCP
3S = 3-5-4-1 19+ HCP
3NT= 1-5-4-3 19-20 HCP
4C = 1-5-4-3 21+HCP

With 11-15 HCP hand the developpements are the same with two different range of HCP 11-13 and 14-15.

1H P 2D = at least 3 cards support better than 2H

1H P 2D P 2H = asks for pass with 3 cards support and 9-11 HCP, 2S=GF relay, other long suit Tryal bid

1H P 2D P 2H Pass = 9-11 HCP BAL.

2S = 4+H limit or better
2NT = 3H 5S 9-11 HCP
3C = 3H 5C 9-11 HCP
3D = 3H 5D 9-11 HCP
3H = 4+H UNBAL 5-7 HCP
3S = 4+H Void in S
3NT = 4+H Void in C
4C = 4+H Void in D

1H P 2D P 2S 2NT = 3H 9-11 HCP Bal.

3C = 4+H limit or better
3D = 3H 5any 9-11 HCP
3H = 4+H + any sing limit
3S = 4+H + any sing S/T
3NT = 4+H Void in C
4C = 4+H Void in D
4D = 4+H Void in S

NOTE 19 : 1S DEVELOPPEMENTS

All the developpements are similar to 1H opening.

1S P 2D = TRF xH at least limit hand with 5+H

1S P 2D P 2H = 2 cards in H normal hand or 3H 11-12 HCP

2S = 5+S short in H
2NT= FG relay
3C = 5S 5C 11-15 HCP
3D = 5S 5D 11-15 HCP
3H = 3H 13-15 HCP or 4H 11-12 HCP
3S = 5S 5C 16+ HCP
3NT= 5S 5D 16-18 HCP

NOTE 20 : 1NT DEVELOPPEMENTS

Over all 1NT opening we play the same developpements

STAYMAN is NF with only 3 responses

2D is TRF x H but we use this TRF with special hands at least FG with S

2H is always TRF x S

When we use 2D/H TRF a longer m with limit hand is possible

If opponents DBL our 1NT opening PASS = the opener must RDBL or bid 5m

New Suit is nat NF

RDBL = penalty and after we use INVERTED DBL SEE 12

after 1NT DBL P P RDBL P we bid the lower suit with 4-4 if we pass we want to paly

1NT RDBL but we are not sure to penalize opponents.

NOTE 21: 2C OPENING

Over 2C we use to bid 2D relay only with positive hands.

2H and 2S are to play. 3H and 3S are PRE. 4H and 4S may be weak or strong.

2NT is natural strong BAL. 3C and 3D are Nat. INV but NF.

NOTE 22 : 2D OPENING

Over 2D we use to bid 2NT relay only with positive hands.

2H and 2S are P/C MULTY standard.

3C shows an FG hand with at least 5 cards in one m.

3D shows an FG hand with at least 5 cards in one M.

3H and 3S are P/C MULTY standard.

NOTE 23: 2H OPENING

2NT is positive relè and responses are 3C/D = minimum 3H/S = maximum with C/D

2S = Nat F1, 3C is P/C, 3D = nat inv, 3H = pre

NOTE 24: 2S OPENING

See 2H opening

NOTE 25 : 2NT OPENING

Over 2NT 3C is P/C but can be a very strong hand w/o support in one m

3D it is a relay to know if opener has 3cards in a M.

3H and 3S are nat. FG. 3NT is to play.

4C and 4D are P/C PRE.

NOTE 26 : OVERCALL VS 1NT OPENING

If 1NT is up to 15 HCP our defence is

DBL = T/O at least same HCP than opener

2C = Ms at least 4 4 depending on VUL.

2D = 6H/6S or very strong two suiter M+m

2H = 5+H 4+m

2S = 5+S 4+m

2NT= 5+C 5+D

If 1NT is more than 15 and we are NV our defence is

DBL = Ms at least 4 4 or 5+D and 4M

2C = 5+C and 4M

2D = 6H/S or very strong two suiter M+m

2H = 5+H 4+m

2S = 5+S 4+m

If 1NT is more than 15 and we are VUL our defence is

DBL = Ms at least 4 4

2C = 4+C and 5M

2D = 4+D and 5M

2H = NAT.

2S = NAT.
