

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

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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

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NOTE 4 : CANAPE' OVERCALLS

Vs 1C/1D strong 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.

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NOTE 5 : RESPONSES AFTER AN OVERCALL

AT ONE LEVEL

If opponent pass New suit at one level F1 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 1C 2C majors)

After 2C overcall responses are nat but 2D is art asking. After 2D overcall responses are nat.

After 2H 2S overcall responses are TRF.

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

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NOTE 7 : TWO SUITER OVERCALLS

1C/1D 2D = 5+H 5+S; 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 knows lenght and strenght. CUE is always FG with support in one of the suits. Jump supports are PRE.

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NOTE 8 : JUMP OVERCALLS

1C/1D 2H/2S or 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

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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.

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NOTE 10 : FORCING PASS SEQUENCES

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

Pass saks parner to DBL w/o special hand and after a new bidding shows interest in slam

DBL shows interest in competition normally short in opponent's suit and a good hand

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

Other forcing pass SEE 12

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#### 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, 6D = 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

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#### 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)

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 D so now all the DBLS are penalty and the pass are not forcing.

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#### NOTE 13 : 1NT RESPONSE OVER 1C OPENING

Opener bid always 2C except with a very strong hand

Pass = very weak with 5+C

2D = very weak with 5+D

2H = very weak with 6+H

2S = very weak with 6+S

2NT = 5+D 5+other F.G.

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#### 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+S 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

Same developments after 1D overcall

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#### NOTE 16 : 1C DEVELOPPEMENTS

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

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

1NT = to play

2C = to play

2D = FG relay ---> 2H = 4H bal max

2S = 6C 3H

2NT= 1-3-4-5

3C = 4-3-1-5

2H = 5+H weak

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

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

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

2C = to play

2D = FG relay ---> 2H = 4S bal max

2S = 3S 6C

2NT= 1-3-4-5

3C = 4-3-1-5

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 limit

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 FG or more

3H = 5H 5D FG or more

3S = 5H 4D 4S

3NT= 5H 4D 4S forcing.

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

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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 limit

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 ms, 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

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1C p 1x 2D = any FG or 16+ 5+C 4+D or 16-18 6+C

2H is obliged ---> 2S = 5+C 4+D 16+

2NT = 23+HCP Bal.

3C = 16-18 6+c

3D = asking for aces

3H = two suiter lower

3S = two suiter midium

3NT = two suiter higer

NOTE 17: 1D DEVELOPPEMENTS

1D P 1H P 1NT = 5+D 4+C 11+ or 16-18 6+D never 3S

1D P 1S P 1NT = 5+D 4+C 11+ or 16-18 6+d never 3H

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

1D P 1H/S P 2C = 3cards support 11+

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

1D P 1NT p 2C = 5+D 4+C 11+ or 6+D 16-18 F1

2D = 5+D nat

2H = nat strong

2S = nat strong

2NT= 6+D 19+

3C = 5D 5C 14-16 HCP

3D = 6+D 14-16 HCP

3H = 6D 5H good suits not strong

3S = 6D 5S good suits not strong

3NT= to play

1D P 2C

2D = any 11-15 unbal

2H = one suited hand or tri suiter with 1C

2S = 5+D 4+H 16+ HCP or tri-suiter with 1S

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

3C = 5+D 4S 16+ HCP

3D = 6+D 4S 16+ HCP

3H = 6+D 5+S 16-18

3S = 4-4-4-1H 16+ HCP

3NT= 5D-4C-4S 16-18 HCP

4C = 5D-4C-4S 19+ HCP

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#### 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+H 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+ HCP

3D = 6H 4D 16+ HCP

3H = 5H 5D 16+ HCP

3S = 5H-4C-4D 16+ 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 = nat 5+D f1

1H P 2D P 2H = minimum not special distribution

2S = strong hand that wants explain after

2NT= max and asks

1H P 2S 2NT = any F.G. or tryal in C

3C = tryal in D

3D = tryal in S

3H = minimum to play

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#### NOTE 19 : 1S DEVELOPPEMENTS

All the developpements are similar to 1S opening.

1S P 2NT p 3C = any F.G. or tryal in C

3D = tryal in D

3H = tryal in H

3S = minimum to play

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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 with 4-4, bid 5m or pass with 4-3-3-3

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.

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NOTE 21: 2C OPENING

2C 2D = 4+H, 2H=4+S, 2S=force 2NT to shows interest in ms, 3C=5-4 Ms, 3D=4-4

Ms, 3H=1H ms, 3S=1S ms

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NOTE 22 : 2D OPENING

When 2D is weak 2 in D responses are nat

When 2D is weak 4+D 5+M 2H = p/c

2S = p/c interest in H

2NT = asking

3C = D support F.G.

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NOTE 23: 2H OPENING

When 2H is weak 2 in H responses are 2S = asks for singleton and strenght, 2NT = asks for S support

When 2H is weak 4+C 5+M responses are pass, 2S to play, 2NT = asking, 3C to play and 3D F.G. with C support

We can pass over 2H with all type of and or bid 2S to play either with S or supposing S in partner's hand

When the bidding goes 2H P P DBL P by the opener doesn't promise H

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NOTE 24: 2S OPENING

When 2S is weak 2 in S responses are 2NT = asks for singleton and strenght, 3C = asks for H support

When 2S is weak in H or S responses are pass, 2NT = asking, 3C asks for lenght in OM

We can pass over 2S with all type of and

When the bidding goes 2S P P DBL P by the opener doesn't promise S

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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

DBL = 4M 5+mor very strong 5+M