DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				
1 level lead directing, seldom 4 card suit.	Lead		'artner's Suit	CATEGORY: GREEN	
2 level sound	Suit 1/3/5		5		
	NT 2/4	2/4		PLAYERS: Alèxia Jou - Marc Marot	
	Subseq 1/3/5	1/3/	5		
	Other:	•			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15/17	Lead Vs. Suit		NT		
Reopening 11-14			Q, Ax	1♦=4+, 5 cards major, SAYC	
	King KQ, Kx	KQ)J		
	Queen QJ, Qx		0, QJ9		
	Jack J10, KJ10		KJ10, AJ10		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 109, H109	H10			
2-3 weak	9 9x				
2NT Michaels	9 9x 9x Hi-X xx xx Lo-X xxx or xxxxx SIGNALS IN ORDER OF PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels cue bid	1 Attitude	Count	Attitude		
Jump cue bid asks for stopper	Suit 2				
	3				
	1 Attitude	count	Attitude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				
Natural	3				
	Signals (including Trumps): U	JDA			
	Low enc and standard count				
		DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Sty	vle; Responses; Reop	ening)		
Natural	Takeout doubles, natural resp				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠				SPECIAL FORCING PASS SEQUENCES	
Natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			In game forcing situation	
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES	
Redouble = 10+ penalty interest (creates a forcing pass) until 2NT				IVII ORIANI NOTES	
				PSYCHICS: rare	
	l			2 O 2 Carrott Init	

	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NEG .DB L THR U						
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		2	4S	No 5+ major.	Check back, Roudinesco	2D= min 2cards, 2H=min 3cards, 2S=max 3cards, 2NT max 2cards			
1♦		4	4S	4+	Check back, Roudinesco	Same			
1♥		5	4S	Natural 11-22 hcp	Roudinesco	Same			
1•		5	4S	Natural 11-22 hcp	Roudinesco	Same			
INT			4S	15-17	Stayman, 4 Transfers				
2♣	X	0	4S	Semiforcing. Single suiter 19-23 hcp or balanced 22-23 hcp	2D relay, other suit natural positive.				
2♦	X	0	4S	Multi. 6-10 with 5 major. Balanced 25-26. Monocolor minor	2♦-2♥= Pass/correct 2♦-2ST = asking	3♣=minimum with ♥, 3♦=minimum with ♠, 3♥=maximum with ♠, 3♠= maximum with ♥			
2♥/2♠	X	6	4S	6-10hcp 5 cards major+5 cards minor	2NT = asking 3♣ = Pass/correct 3♥/3♠ = Barrage 3♠/4♠/4♥=Splinter	3♣=minimum with ♣, 3♦=minimum with ♦, 3♥=maximum with ♣, 3♠= maximum with ♦			
2NT			4S	20-21 balanced. Possible 5card major	Puppet stayam, transfers	After Stayman, 3D at least 1 major, 3H 5cards, 3S 5cards and 3NT no majors			
3♣		7	4S	Preemptive	Natural	"			
3♦		7	4S	Preemptive	Natural				
3♥		7	4S	Preemptive	Natural				
3♠		7	4S	Preemptive	Natural				
3NT	X	7	4S	Gambling	4c pass or correct				
4 ♠		8	4S	Preemptive	Natural				
4♦		8	4S	Preemptive	Natural				
4♥		8	4S	Preemptive	Natural				
4 ♠		8		Preemptive	Natural				
5♣		9		Preemptive	Natural	HIGH LEVEL BIDDING			
5♦		9		Preemptive	Natural	4NT 5 aces Blackwood 1430			
5♥		9		Preemptive	Natural	5NT asks for the only king that have, or the only king that haven't			
5♠		9		Preemptive	Natural				