CONVENTION CARD
FRANCE (JUNIORS)

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GENERAL APPROACH AND STYLE

5 CARDS MAJOR, 1♦ 4 cards except 4432
2♥ AND 2♠ : WEAK
OVER 1♥(♠) : 3♥(♠) : preempt

1NT opening : 15 - 17 HCP
2 over 1 Response : 10^{+} HCP, forcing one round

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ : STRONG IN ANY SUIT OR 22-23 BAL. (OR SEMI BAL.).
2♦ : GAME FORCING . ACES RESPONSES.
2♥ and 2♠ : 4-10 HCP, 6 CARDS.
1♣(♦) - 2♣(♦) : 4♥ + 5♠ , 5-9 HCP

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

- Two suiters
- Vs two suiters and weak two
- Vs 2NT (two lowest suiters)

SPECIAL FORCING PASS SEQUENCES

- Some competitive sequences, when Double is negative if partner is short.
- When Pass is forcing, bid is weaker than Pass then bid.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

- After X, jump in new suit preemt if minor opening, fit limit natural if Major opening
- After Pass, jump in new suit nat. with fit, forcing one round.
- 3rd and 4th suit forcing one round
- Opening in 3rd position could be weak and in 4 cards in majors

PSYCHICS

seldom

DEFENSE AND COMPETITIVES BIDS

OVERCALLS :

STYLE : natural
Responses : natural ; weak jumps raises.
Jump new suit : natural + fit, forcing one round ; Jump cue bid : good raise
IN BAL. POS. : nat. shows less than good opening hand.

1NT OVERCALL

OVERCALL: 16-18 HCP
IN BAL. POS.: 9-13 HCP.
Responses : Stayman and Transfer
After 1m – 1M : : 6 in the cheapest and 4 in the other

JUMP OVERCALL

ONE SUIT : weak
1♦ 3♣ : two suit ♠♣ / 1♣ 3♣ : : two suit ♠ ♦
UNUSUAL 2 NT : 2 lowest suiters

DIRECT CUE-BID AND JUMP CUE-BID

DIRECT CUE-BID: 1♠ 2♠/1♥2♥ twosuiters : other M and ♣
1♣ 3♣ : : two suit ♠ ♦

VS NT

Landy / DBLE : ♥ and a minor / 2♦ : ♠ and a minor
in bal. pos. Landy/ DBL : ♣ and a M / 2♦ : ♦ and a M
2) VS WEAK NT : Transfers / DBLE = 14HCP+ responses transfers
3) VS 1NT OVERCALL : 2♣ : both majors if opening of 1♣/1♦, Transfers; double: > 9H

VS PREEMPTS

Take out doubles. Two suiters .
VS WEAK TWO : Cue-bid = both min. ; 4m = 5m + 5 in other maj.
2NT : 16-19 (13-16 in bal.pos.). Then Stayman and transfers;
Double: take out.

VS ARTIFICIAL 1♣ OPENING

-Double : take out for majors; 1♦, 1♥(♠): : natural with values ; 1NT : both min.; 2NT : both majors; 2♦, 2♥(♠): nat, weak
- 1♣ - Pass - 1♦ - Double : take out for maj; 1NT:both min.;2NT:both maj
- 1♣ - Pass - 1♥ - Double : hearts and values; 1NT : both min.; 2NT : both majors; 2♥ : 6 hearts, less values than X.
- 1♣ - 1♠ - Passe – 1NT : cue bid with fit (other bids are natural)

OVER OPPONENTS'TAKE OUT DOUBLE

Over 1♥(♠): Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In partner's suit
Suit	3rd and 5th; 2nd from 4 small cards	3rd and 5th
NT	4th best	3rd and 5th, except in ♣ : 4th best
Subs	NT :small encouraging SUIT : high-low even	3rd and 5th

Other : vs Suit : A**K**x(x) with a singleton in another suit
vs slams in NT : 3rd and 5th; 2nd from 4 small cards

LEADS

	Vs. Suit	Vs. NT
Ace	AKxx; AKQ(x); AKJ(x);A(x)	AKx(x);AQ10(x); A(x);AKJ(x);
King	AK; KQ(x); K(x); AK(x)+	AKQ(x); KQJx;KQ10x; Kx
Queen	QJx(x); Q'x)	AQJ(x);KQ(x); QJ10(x); QJ9(x)
Jack	AJ10x; KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)
10	A109(x);K109(x);Q109(x)	K109(x) ; Q109(x) ; 10(9)x
9	9x	9(x)(x)
Hi-x	H**x**x; x**x**xx; **x**x; **x**	**x**x; **x**xx; x**x**xx(x)(x)
Lo-x	**x**; xx**x**; H**x**x; xxxx**x**; Hxxx**x**	H**x**x; Hxx**x**(x)(x); xxx**x**(x)(x)

SIGNALS IN ORDER OF PRIORITY

		Partner's lead	Declarer's lead	Discarding
	1	Count: H/L=E	Count: H/L=E	
Suit	2	Encour	Suit preference	Count: H/L=E
	3	Suit preference	Suit preference	Suit preference
	1	Count: H/L=E	Count: H/L=E	.
NT	2	or encourag.	or Smith Peter	Count: H/L=E
	3			Suit preference

SIGNALS (including trumps)

SIGNALS IN TRUMP SUIT : high low Even

DOUBLES

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

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

- Negatives doubles. Responsive doubles. - Double over fits and preempts.
- Informative and optionnal doubles. - Maximal overcall double.
- Lightner.

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1 ♣ 1 ♦		3 3	**12+ HCP;** **12+ HCP**	4♠ 4♠	1♣ - 1♥(♠) : may have longer ♦ 1♣ - 2♣ : Natural F1 1♦ - 2♦ : Natural F1	1m - 1M – splinters 1m - 1M – 4M : 18-19 balanced 1m – 1M – 3NT : fit 5422 or 4432 2♣ relay after 1NT rebid 1♦ - 2♣ - 2NT : 12-14 or 18-19 1X-1Y-1NT : 2♣ TRANSFER 2♦ GF	AFTER PASS : jump with fit AFTER OVERCALL : jump misfit and weak
1 ♥ 1 ♠		5 5	**12+ HCP** **12+ HCP**	4♠ 4♥	1♥ - 2♠ : 5 spades and 3 hearts 1♥ - 2NT : fit 3 cards 11-15 1♥ - 3♣ : Limit 6 cards 1♥ - 3♦ : Limit 6 cards 1♥-3♥: Limit 4 cards 1♠ the same above but 1♠ - 3♥ : Limit 6 cards	Splinters If fit forcing, 3NT : bad trumps If fit NF : 3nt = asking for controls 1♠ - 2♦ - 2♠ : shows 4+♥ 1♠ - 2♦ - 2♥ : denies 4♥ 1♥ - 2♣ - 2♥ : shows 4+♦ 1♥ - 2♣ - 2♦ : denies 4♦ 1♠ - 2♣ - 2♠ : 4+♥ (sinon 1♠2♣2♥)	AFTER PASS : **DRURY** AFTER OVERCALL : jump misfit and weak; 2NT: nat; cuebid: 4 trumps and values; no more Splinters; 1♥ - 1♠ - 3♥: 4 trumps, 8-10 HCP. AFTER DOUBLE: Truscott and super Trusc; XX: 11H+, any hand, fit or not; jump: nat + fit; other suit: less than 10 H.
1 NT			**15+-17+ HCP**	4♦	**2♣ : STAYMAN** . 4 responses . 2♦, 2♥, 2♠, 3♣ : TRANSFERS	Conventionnal developpements and relays	AFTER OVERCALL : Double responsive
2 ♣	x	0	**SEMI FORCING in any suit** **or** **22-23 balanced (odd shapes possible)**	4♦	2♦: relay .2♥ two suiter with hearts or 6 hearts. 2♠ two suiter with spades or 6 spades After 2♦: 4♣ : both major with controle ♣/ 4♦ : both major without controle ♣	Stayman and transfers on 2NT rebid.	2♣ - y - Double : nothing if y ≥4♦ if not: double is negative with some values.
2 ♦	x	0	**GAME FORCING**	4♥	2♥ : 0-10 HCP. 2♠ :Ace ♥or♠ ;3NT : 2 Aces 2NT : 10+ HCP or 2 Kings, bal. Hand. 3♣: Ace♣ ; 3♦ Ace♦ ; 3♥,3♠: RDxxxx without Aces or 2 aces	Stayman and transfers on 2NT rebid. Stayman and transfers on 3NT rebid.	2♦ - y - Double : nothing if y ≥ 4♦ if not: double is negative with values
2 ♥ 2 ♠		6	**4-11 HCP**		2NT : relay with fit New suit forcing except after double	2M - 2NT - 3x : honour in x 2M - 2NT - 4x : sg. or void in x	Penalty doubles
2 NT			**20-21 HCP**	4♥	**3♣ : Stayman** 4 responses 3♦, 3♥, 3♠, 4♣ : **TRANSFERS**	.	Negative Double ; overcall natural

3m		**7**	**Preempt**		New suit forcing	**SLAM APPROACH AND CONVENTIONS**
3M		**7**	**Preempt**		New suit forcing	- 4NT (sometimes 5NT) : 5 Keys Cards Blackwood .Then next suit asks for Queen of trump. Biddings after overcall on 4NT
3NT	**x**		**AKQxxxx any suit Preempt**		4♦ asking for controls (sg)	- 5NT : grand slam force
4m		**7/8**	**Preempt**			- Controls and cue-bids
4M	**x**	**7/8**	**Blackwood**			
4NT						