

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)

Natural, usually in 5 cards.

New suit forcing

### 1NT OVERCALL (2nd/4th Live; Responses; Reopening)

(15)16-18 HCP, balanced. Stayman and transfers.

Balancing, 10-13 HCP. Stayman and transfers.

In 4<sup>th</sup> seat: showing 6/4

### JUMP OVERCALLS (Style; Responses; Unusual NT)

weak

Michaels (two-suiters)

### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Nothing special

### VS. NT (vs. Strong/Weak; Reopening; PH)

Vs strong NT: X : 4M+5+m, 2♣ : Landy, 2♦ : 6M

2M : 5M+4+m, 2NT : ♣+♦, 3X : natural

Vs weak NT: X : 13+H or 14H 4/4 maj, Landy and transfers

### VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O double

2M/3M: minors 2M or 3M/4m: 5otherM+5m

Natural NT bids

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Nothing special

### OVER OPPONENTS' TAKEOUT DOUBLE

1m/double: XX values other natural

1M double: transfers

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
NT	4 <sup>th</sup> best	3 <sup>rd</sup> and 5 <sup>th</sup>
Subsequent	Attitude	3 <sup>rd</sup> and 5 <sup>th</sup>

### LEADS

Lead	Vs. Suit	Vs. NT
As	AKx(xx)	AKx(x)
King	KQ(x), AK	Three figures
Queen	QJ(x)	KQx, QJx, QJ10
Jack	KJ10, J10(x...)	AJ10, RJ10, J10x, Jx
10	K109, Q109, 10(x)	A109, K109, Q109, 10x
9	9, 9x	9, 9x, 9xx
Hi-X	987	987
Low-X	1084	1042

### SIGNALS IN ORDER PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Std count	Std count	Std count
Suit 2	High enc	S/P	High enc
Suit 3	S/P	S/P	S/P
NT 1	Std count	Std count	Std count
NT 2	High enc	S/P	High enc
NT 3	S/P	S/P	S/P

**Signals including Trumps:** Upside down count, and echo often shows an ability to ruff.

### TAKE OUT DOUBLE

**Style:** can be light if shaped

**Responses:** natural, cue-bid shows strength

**Balancing:** 8+, according to shape

### SPECIAL DOUBLE

Frequent T/O double situations.

Maximum overcall double.

### RESPONDER'S DOUBLE

Game-try Doubles



France

Aurèle Gallard - Romain Bloch  
or  
Esteban Vallet – Léo Rombaut

**Veldhoven 2023 WC**

## SYSTEME SUMMARY

5 cards Major, 1♦ usually 4 cards except with 4♠-4♥-3♦-2♣

1NT 15/17 2NT 20/21

2♣ : GF any

2♦ : multicolor

2M : 5M and 4+ m

3NT gambling

4NT minors

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT solid minor no Ace or King aside

2♣ GF any

2♦ multicolor

2M : 5M and 4+ m

3NT gambling

### IMPORTANT NOTES

Psychics : Rarely

## OPENING BIDS AND DEVELOPPEMENTS

OPENING	TICK IF ARTIFICIAL	MIN NUMBER CARD	NEG. X THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
<b>1♣</b>		3	4♥	10-23 HCP best minor 3♣+	Longest suit first	Interventions, doubles, transfers if overcall at 1D/H (1C (1D)) If 1NT overcall, transfers	Can be weak if good suit
<b>1♦</b>		3	4♥	10-23 HCP 3+D	Longest suit first	Interventions, doubles, transfers if overcall at 1H If 1NT overcall, transfers	Can be weak if good suit
<b>1♥</b>		5	4♦	10-23 HCP 5H+, 4 possible in 3rd seat	2NT : 11/12 3 fit, 3NT : 12/14 4 fit	Cue: GF 4 <sup>th</sup> fit, 2NT: 3 cards fit inv+	Drury fit Jump shift shows support 2NT: 4♥ + singleton or void
<b>1♠</b>		5	4♦	10-23 HCP 5S+, 4 possible in 3rd seat	2NT : 11/12 3 fit, 3NT : 12/14 4 fit	Cue: GF 4 <sup>th</sup> fit, 2NT: 3 cards fit inv+	Drury fit Jump shift shows support 2NT: 4♠ + singleton or void
<b>1NT</b>			4♥	(14)15-17 bal or semi-bal 5M or 6m, honor shortness possible	Stayman, transfers	Rubensohl, X then X T/0, pass then X takeout, 2NT GF after Major Transfer	6/4 with other suits (6 the higher left)
<b>2♣</b>	X	0		GF any	2D mandatory	Lead doubles	same
<b>2♦</b>	X	0		(5)6M weak or 22-23H balanced	Look at our paper	Lead doubles, X penalty	same
<b>2♥</b>		5		5♥ + 4m, weak	new suit is forcing except 2H-2S 3D: inv slam or game with fit, 2NT strong relay	X penalty	Nat 6H 11/14
<b>2♠</b>		5		5♠ + 4m, weak			
<b>2NT</b>				(19)20/21 bal or semi-bal, 5M or 6m, honor shortness possible	Stayman + Transfers	X T/0	Same
<b>3♣/3♦</b>		7		Pre aggressive NV	New suit forcing	X penalty if N°2 overcalls	10/14
<b>3♥/3♠</b>		7		Pre aggressive NV			
<b>3NT</b>	X			Solid minor no Ace or King aside	4♣ P/C, 4♦ ask, 4♥/♠ to play	X penalty if N°2 overcalls	Can be stronger in 3 <sup>rd</sup> or 4 <sup>th</sup> seat
<b>4♣/4♦</b>		8		Pre	4H/S : to play	X penalty if N°2 overcalls	Not used
<b>4♥/4♠</b>		8		Pre	5x: question of 1/2 <sup>nd</sup> round Cue	X penalty if N°2 overcalls	To play
<b>4NT</b>	X			Both minors according to vul	5m: to play, 5M: round cue question	X penalty if N°2 overcalls	Same
<b>5♣/5♦</b>		9		Pre	Same above	X penalty if N°2 overcalls	To play

## HIGHT LEVEL BIDS AND SLAM CONVENTIONS

Blackwood 5 keys 41-30, exclusion blackwood 30-41, BW kings: the lowest king first, then asking for the king of the suit of the bid