

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
Style: Aggressive. New suit: F1; jump raise = pre-empt; Jumps suit = fit bid. Cue-bid = forcing.
Reopening: D=14+H ou 9+H 3-suiter
Opponent overcall over 1♥/♠: jump raise = pre-empt,
Jump suit = fit bid, cue-bid = fit, new suit= F1. opponent overcall over 1♣/♦: 3♣/♦ limit, new suit = F1, cue-bid: strong, interrogative
INT OVERCALL
2nd seat: 15-18H - Answers same as over 1NT opening
Reopening: 11-14H (2NT = 18 - 19H) - Answers: same than over 1NT opening
1NT opening (1♣) - pass - (1♥) 1NT- = 6♦/4♠ 2♣ = 5♦/5♠
JUMP OVERCALLS
Pre-empt except : 1♣-2♦ (see special bids)
(1X) - 2NT = 2-suiter (see special bids)
Reopening : good 6 card suit, 12-14H; 2NT = bal, 18-19H
DIRECT AND JUMP CUE BIDS
(1♣)-2♣: natural, others : 2-suiter (see special bids.)
(1X) - 3X : Asking for stopper in X to play 3NT
Reopening: 2 suiter over 1♣/♦: ♥+♠, over 1♥/♠: ♠/♥ + minor
VS NT
Multi-Landy
2♣ = both majors; 2♦ = 1 major (6 cards)
2♥/♠ = 5+ in the major & 4+ in a minor
2NT= both minors; D = 5+m & 4M against strong NT ou 14+H against weak NT. 4th seat : same
VS. PREEMPTS
Takeout D up to 3♣; (2♥/♠) - 4m = 2-suiter ♠/♥ + m
(2M) - 3M = 2-suiter ♣ + ♦;
(2M) - 2NT = 16-18H → 3♣ = puppet Stayman + Transfers
Against 2♦ Multi: D = 13-16H bal. or 17+H, 2♥/♠ = nat., 3m = nat. 12+H
Passed hand : D = takeout, 2NT = both minors, 3X = 9-12H
AGAINST ARTIFICIAL STRONG OPENINGS
OVER OPPONENT'S TAKEOUT DOUBLE
Over 1M: Truscott, Jump raise = pre-empt; 1X = F1; 2NT = 4 card fit, 11+S, jump suit = fit bid; 2x = NF over 1m: Truscott, 1x = F1, 2x = NF, jumps suit = fit bid

LEADS AND SIGNALS			
OPENING LEAD STYLE			
	Lead	In partner's suit	
Suit	3rd/5th, A from AK		
NT	4th, AQ attit; K unblock	3rd/5th	
Subseq	Attitude	3rd/low	
Other	3rd from 6 cards vs. Trump contracts		
LEADS			
	Suit	NT	
Ace	AKx(+)	AKxx(+), attitude	
King	AK, KQx(+)	Unblock / count	
Queen	KQ, QJx(+)	KQ(10/9)x, QJ(10/9)x	
Jack	x, J10(+), KJ10(+)	J10(9/8)(+), (A/K)J10(+)	
10	10(x), 109(+), (K/Q)109(+)	(A/K/Q)109(+), 1098(+)	
9	9x		
Hi- x	Xx	xXX, xXXX	
Low x	(H/x)xX(+), (H/x)xxxX	HxxX(+), xxxXx(+), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit. 1	Low positive	Low even	Low positive
2	Low even		Low even
3			
NT. 1	Low positive	Low even	Low positive
2	Low even		Low even
3			
(SIGNALS INCLUDING TRUMPS)			
UDCA. Attitude			
DOUBLES			
TAKEOUT DOUBLES			
Style: solid			
Answers: 1NT= 8-11H, Jump= 8-10H, Dbl Jump =8-10H, 5 cards			
Cue-bid: only forcing bid, not auto-forcing			
SPECIAL ARTIFICIAL & COMP DOUBLES / REDOUBLE			
Support double and redouble; "max. Overcall dbl"; responsive double up to 3♣; generalized spoutnik up to 4♠;			
(1M) - D - (2/3M) - D : denies 4 cards in OM			
1m - (1♥) - D = 4 cards in ♠; 1♠ = 5 cards;			
1♣ - (1♦) - D = 4 cards ♥, 1♥ = 5 cards ♥			
(1X) - 1/2Y - (2/3X) - D = takeout			
(1X) - 1/2Y - (2/3Z) - D = Takeout			

CONVENTION CARD	
Category Green	
Players	Sybil Bragadir (8854) - Laurence Duc (5256)
Country	Switzerland
Date	09.02.24
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5th major, better minor	
1NT forcing over 1♥ and 1♠	
1♥/♠ - 2NT: 4-card fit, game forcing	
Drury fit over 1M in 3rd and 4th seat (reply 2M = weakness)	
4th suit forcing	
1NT opening: 15-17H (5-card major possible)	
2 over 1: game	
Roudi (2♠ = fit max)	
SPECIAL BIDS	
2♣ semi-forcing	
2♦ game forcing	
2♥/♠: weak - 6 cards	
Splinters	
Rebensohl	
Michael's cue-bids	
1♣ - 2♦ = ♥/♠, 2NT = ♦/♥	
1♦ - 2♦ = ♥/♠, 2NT = ♣/♥	
1♥ - 2♥ = m/♠, 2NT = ♣/♦	
1♠ - 2♠ = m/♥, 2NT = ♣/♦	
Bergen Raises (3♣ = 11-12S, 3♦ = 6-10S)	
After 1NT - (D) : Transfers	
After 1X - (1NT) : Landik or transfers	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT	
M = Major, m = minor, OM = other maj., om = other min.	
F1 = Forcing 1 round, NF = Non Forcing, GF = game forcing	
HH: high honor, D = Double, RD = Redouble	
PSYCHICS	
Rare	

OPENING	ARTIF ?	MIN. NB OF CARDS	TAKE OUT D UP TO	DESCRIPTION	ANSWERS	SUBSEQUENT AUCTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		3	3♣	11-22H	2♣ = (4)5+♣, 11+S, no 4-card major 3♣ = 5+♣, 6-10S no 4-card major 2♥/♠ = 5♣ et 4♥ (3-5H / 6-9H) 3♥/♠ = splinter fit ♣ 3NT/5♣ = to play 4♣ = BW (answer 41-30)	1♣ - 1♥/♠ - 4♣ = 6♣ + 4♥/♠, -14-16H 1♣ - 2♣ - 3x = splinter; 1♣ - 1♥/♠ - INT - 2NT = transfer for 3♣ 1♣ - 1♥/♠ - INT - 2♣ = Roudi (min-min/max-max) 1♣ - 1♥/♠ - 2NT - 3♣ = checkback	After D : Jump = fit bid System "on" after overcall
1♦		3	3♦	11-22H	2♦ = (4)5+♦, 11+S, no 4-card major 3♦ = 5+♦, 6-10S no 4-card major	Same as above	Same as above
1♥/♠		5	3♥/♠	11-22H	1NT = forcing, 6-15H, 2 over 1 = GF; 2♥/♠ = 3♥/♠, 8-10S; 3/4♥/♠ = Preempt; 2NT = 4-card fit, 13+S 3♣/♠ = Bergen (4-cartes 11-12/6-10S) 3NT = ? 3♠/4♠/4♣ = splinters	1♥ - 1♠ - 1NT - 2♣ = Roudi 1♥/♠ - INT - 2♥/♠ = 3+cartes (4522 ou 5422: 2♣) 1♥/♠ - 2♥/♠ - 2NT = general trial bid 1♥ - 2♥ - 2♣/3♣/♠ = Trial bid, asking for support in that suit 1♠ - 2♠ - 3♣/♥/♠ = Trial bid, asking for support in that suit 1♥ - 2♥ - 3♠/4♠/♠ = void 1♠ - 2♠ - 4♣/♠/♥ = void	2♣ = Drury fit (→ 2♥/♠ weak) 2NT = 4-card fit (→ 3♣ = relay) INT semi-forcing
1 NT				15-17H balanced 5-card major possible	2♣ = Stayman (may hide invitational hand); 3♣ = Puppet 2♥/♠/NT = Transfers 4♣ = 5/5 majors, no slam interest 4♥/♠ = Transfers, no slam interest 3♥/♠ = 6 cartes, slam interest 4♠ = minors, no slam interest 4NT = Quantitative 5NT = Quantitative	1NT - 2♣ - 2NT = 4-4 majors (→ 3♥/♠ transfers) 1NT - 2♣ - 2♦ - 3♥/♠ = Smolen 1NT - 2♣/NT - 3♣/♦/♠/♥ = stopper 1NT - 3♣ - 3♦ = no 5-card major; 3♥/♠ = 5 cards	Over opponents' overcall, Rebenshol "slow" -(2X)-D=-8H; -(3X)-D = Takeout All transfers after penalty double inc. Redouble
2♣	√			Semi-forcing	2♦ = Relay	2♣ - 2♦ - 2NT : See 2NT 2♣ - 2♦ - 4♥/♠ : 8.5/9 tricks	
2♦	√			GF	Italian Controls 2♥ = 0 or 1	2♦ - 2X - 2NT : See 2NT	
2♥/♠		6		6-10H non vul., 8-11H vul.	2NT = relay, 3♥/♠ = continuation of preempt new suit = forcing	2♥/♠ - 2NT - 3X = max., A/K in X; 3♥/♠ = min.; 3NT = ARDxxx; 4X = max. single X 2♥ - 2NT - 4♣/♥/♠ = max., single ♣/♥/♠ 2♠ - 2NT - 4♣/♥/♠ = max., single ♣/♥/♠	4th seat : nice suit, 12-14H
2 NT				20-21H balanced	3♣ = puppet stayman 3♥/♠ = Transfers GF (except over 2NT opening) 3NT = 5♣/4♥ 4♣ = 5/5 majors, no slam interest 4♥/♠ = Transfers, no slam interest 4♠ = minors, no slam interest 4/5 NT = 5♣/4♥ Quantitative	2NT - 3♣ - 3♦ = 1 4 card major; 2NT - 3♣ - 3♥/♠ = 5 cards; 2NT - 3♥/♠ - 3♥/♠ = no fit 2NT - 3♣ - 3NT - 4♣/♠ = 6 cards in ♣/♠, slam interest 2NT - 3♣ - 3NT - 4♥/♠ = 5♣+4♦ / 5♦+4♣, slam interest 2NT - 3♣ - 3NT - 4♣/♥/♠ - 4NT = not interested	
3m		6		preempt - Aggressive green against red	new suit = natural or cue, F1	High Level Bidding	
3M		6		preempt - Aggressive green against red	new suit = natural or cue, F1	RKCB; 5♣ = 1/4 5♦ = 0/3, 5♥ = 2 w/o Q, 5♠ = 2 awith Q, 5NT = 2 + void, 6X = 1 with void in X; over 5♣/♦ : cheapest bid (except trump) = asks for Queen of trump (→ cheapest trump contract = negative). 5NT after RKCB = invitational for 7 / asking for Kings (we name the 1st K we have) 4th suit forcing; cue-bids; DOPI, ROPI; splinters	
3NT	√		solid 7-card minor, no A/K annex	4♣ = pass or correct 4♦ = asks for single (4NT = single♦)			
4m		7		preempt - Aggressive green against red	4M = natural, NF		
4M		(7)8		Preempt or Gambling	new suit: cue		
4NT	√			Both minors 6-5 or 6-6			