

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural, usually in 5 cards.
New suit forcing
1m 2♦: majors, 1M 2M : M'+ m, 1M 2SA : minors
1x 3x (except clubs): ask for stopper for 3NT
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
(15)16-18 HCP, balanced. Stayman and transfers.
Reopening: Balancing, 9-13 HCP. Stayman and transfers.
Passed hands: showing 6/4 except over 1♠: 5♥ and 4m
If 1M opening, transfer to 2M is Stayman and 2♣ for ♦
<b>JUMP OVERCALLS (Style; Responses)</b>
Can be light according to vulnerability
Responses: 2NT asking, cue promises support
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
After pass 1♣ - 2♦: ♣ and ♦, invit
1♦ - 3♣: 5♣ 4♦+: invit
1♦ - 2♦ or 1♣ - 2♣ : 5♠ and 4♥
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT: X: 4M+5+m or 6m, 2♣: Landy, 2♦: 6M
2M: 5M+4+m, 2NT: ♣+♦, 3X: natural
In last seat: same but X can easily be transformed
Vs weak NT: X: 13+HCP, Landy and transfers
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O double
3M: minors 2M or 3M/4m: 5 other M + 5m
Natural NT bids
If 2M opening, transfer to 3M is Stayman and 3♣ for ♦
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Nothing special
1♣ - 1♦ 1NT: minors, X: majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1m X: XX values other natural
1M X: mixed-raise, Truscott

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and 5th	3rd and 5th	
NT	4th best	3rd and 5th	
Subsequent	Attitude	3rd and 5th	
LEADS			
Lead	Vs. Suit	Vs. NT	
As	<u>AKx(xx)</u>	<u>AKx(x)</u>	
King	<u>KQ(x), AK</u>	Three figures	
Queen	<u>QJ(x)</u>	<u>KQx, QJx, QJ10</u>	
Jack	<u>KJ10, J10(x...)</u>	<u>AJ10, KJ10, J10x, Jx</u>	
10	<u>K109, Q109, 10(x)</u>	<u>A109, K109, Q109, 10x</u>	
9	<u>9, 9x</u>	<u>9, 9x, 9xx</u>	
Hxxx	<u>Hxxx, 10xxx</u>	<u>Hxxx, 10xxx, 10xx</u>	
xxxx	<u>xxxx, xxxx</u> if fit expressed in the suit	<u>xxxx, xxxx</u> if fit expressed in the suit	
xxx	<u>xxx, Hxx</u>	<u>xxx, Hxx</u>	
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	Low enc	S/P	high enc
NT 3	S/P	S/P	S/P
<b>Signals including Trumps:</b> S/P or reverse count otherwise.			
After the dummy, <b>J denies</b> above, <b>10 promises</b>			
NT: <b>low</b> encouraging (lead or subs), high enc otherwise			
Trump: always <b>high</b> encouraging			
DOUBLES			
TAKE OUT DOUBLE			
<b>Style:</b> can be light if shaped			
<b>Responses:</b> natural, cue-bid shows strength			
<b>Balancing:</b> 7+, according to shape and vul			
SPECIAL DOUBLE			
Frequent T/O double situations, T/O until 4♥			
Maximum overcall double. Fit double: promises a good hand			
RESPONDER'S DOUBLE			
Game-try Doubles			
Transfers over 1♦/1♥ overcalls			



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Category : GREEN

SYSTEME SUMMARY
5 cards Major, 1♣ : 2+, 1♦ : 4+ unbal
1NT: 15/17
2♣ : 4/4+ majors or GF any
2♦ : 18/19 bal
2M : 6M weak
2NT : 22/23 bal
3NT : gambling with a full minor
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : 4/4 majors or GF any
2♦ : 18/19 bal
3NT: gambling with a full minor
IMPORTANT NOTES
<b>Psychics</b> : rarely

## OPENING BIDS AND DEVELOPPEMENTS

OPENING	TICK IF ARTIFICIAL	MIN NUMBER CARD	NEG. X THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	(10)12-23 HCP 2♣+, bal any, can hide 20/21 bal	1♦ can be artificial if 4/4 majors or nat invite, 2♣ : 5♠ + 4♥	Overcalls, doubles, transfers if overcall at 1♦/♥, if 1♠ overcall, 2♣: 5♥ 8/10 If 1NT overcall: transfers	Can be weak if good suit
1♦		4	4♥	(10)12-23 HCP 5♦+ or 4441 with 4♦	2♦: 5♠+ and 4♥+ 6/10 1M if 5M and 4m	Overcalls, doubles, transfers if overcall at 1♥, If 1♠ overcall, 2♦: 5♥ 8/10, If 1NT overcall: transfers	Can be weak if good suit
1♥		5	4♦	(10)12-23 HCP 5♥+, 4 possible in 3rd seat	2♠: Mixed-raise, 2NT: 11/13 3/4 fit support, 3♠: singleton any, 4♠: to play, 3NT/4♣/4♦: void, 3x: nat 9/11	Cue: GF 4 <sup>th</sup> fit, 2NT: 3 cards fit inv+ or 4 cards inv	Drury fit Jump shift shows support 2NT: 4♥+ singleton or void
1♠		5	4♥	(10)12-23 HCP 5♠+, 4 possible in 3rd seat	2NT: 11/13 3/4 fit support, 3NT: singleton any, 4♣/♦/♥: void, 3x: nat 9/11	Cue: GF 4 <sup>th</sup> fit, 2NT: 3 cards fit inv+	Drury fit Jump shift shows support 2NT: 4♠+ singleton or void
1NT			4♥	15/17, Bal or semi-bal, 5M or 6m, shortness possible	2♠: 8 bal or ♣, 2NT: ♦, 3♣: Puppet, 3♦: invit nat, 3M: 5+/4+ minors with shortness in M, 4♣/♦: majors	Rubensohl, X then X T/O, pass then X penalty	6/4 with other suits (6 the higher left) or 5♥ and 4m if over 1♠
2♣	X	0	4♥	4/4+ majors 6/10 or GF any	2♦: relay (can be strong) 2NT: minors	Lead doubles, X penalty	GF
2♦	X	2	2NT	18/19 bal	2♣: Stayman, 3M: shortness	Lead doubles, X penalty. Over 2NT: transfers	4 <sup>th</sup> seat: 6M 10/14 but bad suit
2♥		6	2♠	6M 6/10	2♠ on 2♥ and 2NT on 2♠: strong relay	X: penalty	4 <sup>th</sup> seat: not defined
2♠		6	2NT				
2NT			4♥	22/23 bal or semi-bal, 5M or 6m, shortness possible	Stayman + Transfers	Pass is forcing	Same
3♣/3♦		6	3♦	Pre	New suit forcing	X penalty if N <sup>o</sup> 2 overcalls	10/14
3♥/3♠		6					
3NT	X		4♣	Solid minor gambling	4♣: Pass or correct 4♦: slam interest	X penalty if N <sup>o</sup> 2 overcalls	Stronger in 3 <sup>rd</sup> or 4 <sup>th</sup> seat
4♣/4♦		6	4♦	Pre	4♥/♠: to play	X penalty if N <sup>o</sup> 2 overcalls	Not defined
4♥/4♠		6	4♠	Pre	5x: question of 1 <sup>st</sup> /2 <sup>nd</sup> round Cue	X penalty if N <sup>o</sup> 2 overcalls	To play
4NT	X		5♣	Both minors according to vul	5m: to play, 5M: round cue question	X penalty if N <sup>o</sup> 2 overcalls	Not defined
5♣/5♦		7	5♦	Pre	Same above	X penalty if N <sup>o</sup> 2 overcalls	To play

## HIGHT LEVEL BIDS AND SLAM CONVENTIONS

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