

<b>COMPETITIVE BIDDING</b>	
<b>Natural Overcall and Answers</b>	
Overcalls : 10 <sup>+</sup> H or good suit / Jump overcalls : preempt <ul style="list-style-type: none"> <li>- Fit jump : preempt</li> <li>- Cue-bid = 11+, not promise a fit</li> <li>- New jump suit : naturel + fit</li> <li>- New suit : forcing</li> </ul>	
Reopening : 8-13H / Cue-bid = 12+	
<b>With 2 suits</b>	
1m – 2♦ = ♥/♠ 1♣ – 2NT = ♦/♥ 1♣ – 3♣ = ♦/♠ 1♦ – 2NT = ♣/♥ 1♦ – 3♦ = ♣/♠	1M – 2NT = ♣/♦ 1♥ – 2♥ = ♣/♠ 1♥ – 3♣ = ♦/♠ 1♠ – 2♠ = ♣/♥ 1♠ – 3♣ = ♦/♥
<b>Vs strong NT</b>	
X : 5+ cards minor and 4 cards major <b>OR</b> 6+ minor 2♣ : Majors, 5/4+ 2♦ : Multi : one major, or strong with 5 majors 4 minor 2♥/2♠ : 5 cards + a minor 2NT : Minors	
<b>Vs weak NT</b>	
Same as vs strong NT, except double = 14+ Answers : naturel at level 2, transfers answers at level 3 (2NT = clubs) with good hand.	
<b>Vs preempt</b>	
X : T/O. Answer : 2NT = 8+	2M – 4♣/♦ : M' + m 3♣ – 4♣ : ♦/♥ 3m – 4♦ : ♥/♠
<b>Vs Michael's cue-bid</b>	
T/O double / Pass then double is penalty Vs majors : penalty X Cue-bid are GF, and naturel bid are NF. Lowest cue-bid = lowest suit / highest cue-bid = highest suit	

<b>LEADS AND SIGNALS</b>		
Vs Suits	Lead : 3 <sup>rd</sup> -5 <sup>th</sup> Switch : 3 <sup>rd</sup> -5 <sup>th</sup>	
Vs NT	Lead : 4 <sup>th</sup> best Switch : 4 <sup>th</sup> best	Lead in Partner's suit : 3 <sup>rd</sup> -5 <sup>th</sup>
<b>Leads</b>		
	<u><b>VS NT</b></u>	<u><b>VS suit</b></u>
A	<b>Ax ; AKx ; AKVx</b>	<b>Ax ; AK(H)(x)</b>
K	Asking for unblock	<b>KQ(x) ; AK ;</b> We lead K with A if we have a singleton.
Q	(A) <b>QJ(x), KQx, KQ10x</b>	<b>Qx ; QJ(x)</b>
J	(A)(K) <b>J10(x)</b>	<b>Jx ; J10(x) ; KJ10(x)</b>
10	(A)(K)(Q) <b>109(x)</b>	<b>10x ; K109(x) ; Q109(x)</b>
high-x	<b>xx ; xxx ; xxxxx ; xxx ; Hxx</b>	<b>xx ; xxx ; Hxxx ; xxxxxx ; Hxxxx</b>
low-x	<b>Hxxx(x) ; HHxx(x)</b>	<b>xxx ; Hxx ; xxxxx ; Hxxxx</b>
<b>Signalisation</b>		
	<u><b>VS NT</b></u>	<u><b>VS Trump</b></u>
Ace-lead	High = enc	1) Count, 2) High enc., 3) suit pref.
King-lead	1) Unblock, 2) count	1) count, 2) High = encourage
Queen-lead	High = enc	Count
Declarer suit	1) Smith, 2) Count	1) Count, 2) suit pref
Discard	1) Count, 2) High enc., 3) suit pref.	
Switch	1) Low encourage, 2) Count	
<b>Doubles</b>		
Many T/O doubles. Always double with 18+. Reopening double : 8+ / always double with 14+.		

<b>CONVENTIONS CARD</b>	
June 2023 France-Women	Puillet – Tartarin – Bessis
<b>GENERAL SYSTEM</b>	
<b>Base System</b>	
5th Major, Better minor, 2/1 GF 2♦ Strong et 2♣ GF	
<b>Strong opening</b>	
1NT : 15-17H	<ul style="list-style-type: none"> <li>- Semi-balanced</li> <li>- Maybe 5M/6m</li> <li>- Sometimes with singleton</li> </ul>
2NT : 20-21HL	
2♦ – (2x) – 2NT : 22-23HL 2♣ – (2x) – 2NT : 24 <sup>+</sup> HL	
<b>Special Biddings</b>	
2♣ : GF 2♦ : Strong 2M : Weak, with 5 or 6 cards. 3NT : gambling	
After opponent's overcall (1♦ or 1♥) , we play transfers.	
<b>Psychics</b>	
Very Rare Light opening in third seat.	

## BIDDING AND DEVELOPMENTS

Opening	Artificial	Min Cards	Description	Answers	Next Bidding	Changes After Overcall / Pass
1♣		3+	11+H 3 if (43)33 or 4432	1♣ - 1♦ : 2+ if weak (to pass over 1M) Inverted minor : 1m 2m = GF, no 4c major. Jump in other minor : limit raise 1m 3m weak : 6-10HL 1m 2♥ = 5♠ + 4♥ 4-9HL <u>even after pass</u> 1m 2♠ = limit naturel	<u>XYZ</u> : 1x 1y 1z ? 2♣ = limit / wk with ♦/♣ / GF 5332 2♦ = any GF hand 2♣ then 3♣ = to play 2♣ puis 2NT = limit with clubs	Transfers after 1♦ or 1♥ overcall : 1♠ : no major, 2♣ cue-bid, 3♠ Splinter (short in overcall)  1♣ (1♦) ? with ♥ :            1m (1♦/1♥) ? with ♠ : - X = 4-5 / 3♦ = 6+ invit    - 1♥ or X = 4-5 / 3♥ = 6+ invit - 2♦ = 6+ weak or strong    - 2♥ = 6+ weak or strong
1♦		3+	11+H 3 if (44)32		1♦ - 1M - 2♣ - 3♦ = limit	<u>After Pass</u> : - Interverted minor : 1m 2m : limit - New jump suit : naturel + fit
1♥		5+	11+H	2/1 GF, 1SA semi forcing New jump suit : naturel limit 1♠ - 4♥ Splinter	<u>XYZ</u> 1♥ - 1NT - 2♣ / 1♠ - 1NT - 2NT any strg 1♠ - 1NT - 2♣ - 2♦ = hearts + other	<u>After Pass</u> : P - 1M - 2♣ : fit + 11+ / Answer : 2M stop, 2♦ : limit / new suit : slam bid. P 1♥ 2♠ : 4441 // P 1♠ 2SA : 4441 <u>After X</u> : Truscott, splinters, new jump suit : naturel + fit <u>After overcall</u> : 2NT 3c limit+, 3M 4c limit, cue-bid 4c FM. New jump suit : naturel preempt, new jump suit at lvl 4 : naturel + fit 4NT RKCB
1♠		5+	11+H	2NT : 3c 11-15 / 3M : 4c limit / 3NT 4c 13-15 1M - 2NT - ? : 3M mini, 3NT try to play, 4M to play, 3♣ slam bid, other : naturel slam bid.	1♥ - 1♠ - 2♥ : - any bid lvl 3 : GF - 2NT : force relay to 3♣, then NF bid (3NT = choice between 3NT and 4♠)	
1NT			(14)15-17HL	2♣ : Stayman 4 answers, used when : unbal / limit / with 44+ maj / slam hand 3♣ Puppet Stayman, used when : bal with one 4c maj or any hands with 3c maj. Transfers 2♦ 2♥ 2♠* 2NT 2♠ : limit or ♣ (then : 2NT mini and 3♣ maxi) 3♦/♥/♠ : naturel slam bids 4♣ : majors / 4♦/♥ transfers ♥/♠	After a minor transfer, we bid the major shortness. 3NT shows sht in other minor. 2NT is forcing after a transfer. Natural answers.	<u>Rubensohl</u> <u>After X</u> : When X isn't penalty, nothing change. After a normal penalty double : XX SOS, other naturel. If the double is penalty with one long suit : -> Stayman and transfers, P is F and XX shows a minor <u>If our Stayman is doubled or 2♦ overcall</u> : Transfers : X/2♦ = 4♥, 2♥ = 4♠, 2♠ = 5♥, 2NT = 5♠. > The rectification denies a fit and a stopper.
2♣	X	0+	Any GF	2♦ relay Other : naturel, HHxxxx and nothing else.	2♣ - 2♦ - 3M = long ♦ and 4M 2♣ - 2♦ - 3♣ - 3♦ = ask for a 4M.	X is encouraging. Pass show weak hand. Overs 4♥ and more : Pass is encouraging and X is weak.
2♦	X	0+	Strong : 22-23 bal One strong suit	2♥ relay Other : naturel, HHxxxx and nothing else.		Double is always penalty
2♥		5+	Weak 2 with 5 or 6 cards	2NT strong relay	2M 2NT 3♣ = 5 cards, 3♦ asks ; 3M mini	Double is always penalty
2♠		5+				
2NT			(19)20-21H	Rectification shows fit. And 3NT denies it. Then : 4♣ = ♦, 4♦ = ♥, 4♥ (after transf ♠) = ♠, 4♠ = ♣ 4♥ : (31)45 / 4♠ : (31)54	<b>Slam bid</b>	
3m		6+	Preempt		RKBW 41/30, over exclusion RKBW 30/41	
3M		6+	Preempt	5m and 5♥ (for M') ask for cue-bid in this suit.	After a forcing 3M, 3NT is non serious. After a non-forcing 3M, we start cue-bid where we want (3♠ doesn't show the cue-bid but ask for it)	
3NT	X		Gambling	4/5♣ : P/C / 4♦ : ask singleton / 4M : To play	Next bidding after RKBW ask for the queen. We bid the suit's king to answer to 5NT.	
4x		7+	Preempt	Same as preempt level 3.		