


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: 1/1 natural 5+ cards 6/7+ HCP - 2/1 6 cards 10+ HCP Responses: new suit = forcing Responses: if opp passes, 2♣ shows fit inv + if opp passes, 2NT is natural otherwise shows 3-4M inv + (also after a first pass) Responses: cuebid 3x = 4M inv + Reopening: natural 8/17
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
<u>Overcall</u> : 15-18, stopper <u>Reopening after 1m</u> : 10-13 - <u>Reopening after 1M</u> : 10-16 <u>Responses</u> : If the opening suit is a major, everything is transfer (transfer in the opening suit = 4 in the other major. except on the ♠ : 2♥ for clubs and 2♠ is inv+ with 4♥). If the opening suit is a minor, then stayman and transfer. If the n°3 overcalls, transfers from 2NT.
JUMP OVERCALLS (Style; Responses; Unusual NT)
3NT: Gambling Jump cue bid asking for stopper except 1♣ 3♣ 1♥ 3♣ : ♦ + ♠ 1♠ 3♣ : ♦ + ♥ 1m 2♦ : 5-5 Majors 2NT two lowest unbid suits 1♣ 3♣ natural Reopening: 2♥/♠ : natural 11-14, 6 cards 2NT : 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣ : natural 1♥/♠ 2♥/♠ : 5 in the other major + 5♣ Reopening – 1♣ P P 2♣: 5+♥ & 5+♦ 1m P P 2♦: 5+♥ & 5+♠ 1♥/♠ P P 2♥/♠: both minors 1♥/♠ P P 3♣/♦: 5♠/♥-5♣/♦
VS. NT (vs. Strong/Weak; Reopening;PH)
<u>Vs. Strong</u> : X = 5+m and 4M or 6+♦ 2♣ = both majors 2♦ = 1 major 2M = 5M and 4+m 2NT: 5-5 minors Reopening : 2♣ = majors 2NT = minors other = natural X = take out <u>Vs weak NT</u> : Same except 2♦ : 1 Major or 5M-5m strong and X : any 14+ overcall / 12+ reopen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M X P 2NT: 8/11 or 4 in the other major and 11+ Cue bid – Two suits: 3♣ 4♣ = ♥ and ♦ 3♠/♦ 4♦ = ♥ and ♠ 2M 4m = 5 in the other major + 5 in the minor (forcing)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
1♣ X = majors 1NT = minors from 2♣ same as vs 1NT opening 2♣ X = majors 2NT = minors rest natural (jump preemptive)
OVER OPPONENTS' TAKE OUT DOUBLE
1/1: forcing XX: 10+ 2/1: 6 cards 7-11 1M X Transfers from 1NT 1m X jump: preempts 1M X 3x: 5 cards + fit 4th 4x: splinter

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd 5th	3rd 5th	
NT	4th best	3rd 5th	
Subseq	Attitude/ 3rd and 5th	Attitude/ 3rd and 5th	
Vs. 4+ NT contracts: 3rd 5th Vs. Suit & NT Xxxx lead if 3+card fit found Vs. Suit: Against 5+ contracts/ and after opp opening/overcall of 3+ (preempts) : King lead promises Ace or Queen - Ace lead denies the King			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK + anything	AK(xx) AKJx (att)	
King	AK KQ(xx) AKx(xx)+sing KQJ(xx)	KQJ(xx) AKJ10(x) KQ10(xx) (ask for unblocking)	
Queen	QJ(xx) Qx	KQ(x) KQ10x KQ9x AQJx QJx(x) QJ9x (att)	
Jack	J10(xx) KJ10(xx) Jx	J109 J108 HJ10	
10	109(xx) Q109(xx) 10x	H109x AQ109 1097x 10xx	
9	9x	9xx H9x	
Hi-X	Xx	Xxx, xXxx(x)	
Lo-X	xx(xx)X HxXx HxX HxxxX	HxxX(x) HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	std count	high enc
Suit 2	std count	high enc	std count
3		suit preference	suit preference
1	high enc	smith's echo high	high enc
NT 2	std count	std count	std count
3		high enc	suit preference
Signals (including Trumps): reverse count or preferential (high card for high suit) possible if need be Other Vs. suit : Std att on A/K lead with Axx or xxx in dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles: sound 3-suiter style or 18HCP+ any Responses: natural, only cue bid is forcing at lowest level = max 7HCP 1m X P 2M = 4M 8-10 3M = 5M 8-10 Reopening: double either 3-suiter or 18+ any Responses: suit à lowest level ambiguous			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X P 1M 2x (Overcall) → X = positive hand with 3M or 18HCP+ any 1X P 1M X XX → X = all hands with 3M or 18HCP+ any			
1♣ 1♦ X: 4 or 5♥ 1m 1♥ X: 4 or 5♠ (2♦/♥ and 3♦/♥ transfers)			
X on the opponent cue bid = in general negatïf I if bidded the suit, shows Ace or King in partner's suit			

W B F CONVENTION CARD
Team French Women
PLAYERS: LELEU Anaïs - KUREK-BEAULIEU Margaux

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Better minor (1♣ with 3-3, 1♦ with 4-4 or+) 5-card major 1NT 15-17 (can be with 5M; or 6m; A or K singleton possible) <u>Preempts</u> : Vul: constructive 5-9 (10) HCP Non vul 1st & 3rd: 3-8 HCP 2nd seat: constructive 5-9 (10) 2♦ : 18-19 balanced 2♥/2♠ : weak two, 5 cards possible (if only 5M, then 5M-4m) 2♣ : GF any or 20-21 balanced 2NT : 22-23 balanced 3NT : long minor AKQ (7 cards) without outside A or K Others : preempts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bids 2♦ : 18-19 balanced 2♥/2♠ : weak two
IMPORTANT NOTES
Light opening possible in 3rd seat according to vulnerability In 3rd seat: preempts may be weaker
RKCB 41-30 30-41 ERKCB Overcall on RKCB : X=0, P=1 ; X on RKCB : XX=0, P=1 To ask kings : economically and naturally
2♣ Stayman on 1NT = all the inv. hands with 4M or GF with 4 cards in a Major and short in the other Major or both Majors 4-4, otherwise 2NT puppet stayman or 3♦ stayman 4333
SPECIAL FORCING PASS SEQUENCES
Generally, Pass is forcing when the pair has shown +23 HCP And after a penalty XX No pass forcing after a mixed raise or 1M (-) 2NT After a penalty X, XX will be take out (P can be forcing too)
PSYCHICS : RARE

OPE NIN G	tick if artific ial	min cards	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	better minor (10)11-23	1♦/1♥/1♠ nat 1NT : 5-10 2♣ : 4+ GF 2♥ : 5+♠-4+♥ 5-9 2♠: weak 2♦ fit club inv 3♣ weak	1♣ 1x 1y 2♣: weak ♦ or inv or some GF hands, 2♦: GF 1♣ 1M 2M → Trial bids in short suit	transfers (level 1, 2 and 3) after 1♦/♥ After Pass: 1♣ 1M 1SA 2♦ : inv After Pass: 1♣ 2♠ = 4♣ and 5♠ inv
1♦		3	better minor (10)11-23	1♥/1♠ : natural 1NT : 5-10 2♣ : GF 2♦ : GF 4+ 2♥ : 5+♠-4+♥ 5-9 2♠ : 6+♣ inv 3♣ fit diamond inv 3♦ weak	1♦ 1x 1y 2♣: weak ♦ or inv or some GF hands, 2♦: GF 1♦ 1M 2M → Trial bids in short suit	transfers after (level 1, 2 and 3) 1♥ After Pass: 1♦ 1M 1SA 2♣ : inv After Pass: 1♦ 2♠ = 4♦ and 5♠ inv
1♥		5 (4)	5+♥ (10)11-23	1NT : up to 11 (weak raise possible) 2m : GF (2♦ with 5+cards except 4441♣) 2♠/3m : inv 6 cards 2NT : 10-14, 3/4♥ 3♠: any splinter (→ 3NT relay) 3NT/4m: strong splinter ♠/m	On 1♠/1NT, 2♣ : gazzilli 1♥ 1♠ 1NT 2♣: weak ♦ or inv, 2♦: GF Over 2NT, 3♣ relay 1♥ 2♥ → Trial bids in short suit except 2♠	overall: 2NT 4/3♥ inv+ cuebid 4♥ GF 1♥ X transfer from 1NT o/w 2♦: fit 8-10 HCP 2♥: fit 5-7 HCP After Pass 2♣ and 2NT show fit
1♠		5 (4)	5+♠ (10)11-23	1NT : up to 11 2m : GF (2♦/2♥ with 5 cards except 2♦ with 4441♣) 2NT : 10-14, 3/4♠ 3NT : any splinter (→ 4♣ relay) 4x: strong splinter x	on 1NT, 2♣ : gazzilli 1♠ 2♥ 2NT = 3♥ or 18-19 with 2♥ Over 2NT, 3♣ relay 1♠ 2♠ → Trial bids in short suit except 3♥	overall: 2NT 4/3♠ inv+ cuebid 4♠ GF 1♠ X transfer from 1NT o/w 2♥: fit 8-10 HCP 2♠: fit 5-7HCP After Pass 2♣ and 2NT show fit
INT		2 (1)	15-17 bal (can be with 5M; or 6m) A/K singleton possible	2♣ : stayman all inv hands, or GF hand with 4M and short in the other Major, or GF hands with both Majors 4-4(+) 2NT : puppet stayman 3♦ stayman 4♥/♠ 333 2♦ and 2♥ : transfers 3♠ : transfer ♦ 2♠ : inv NT or ♣ 3M : minors, shortness M 4♣ : 5♥-5♠ 4♦/4♥ transfers	2NT GF after M transfer Over 2NT Puppet stayman : 3♣ no 5M 3♦/3♥ : 5♥/♠ 3♠/3NT : 6♣/♦ Over 2♠ : 2NT minimum 3♣ maximum After transfer to minor, 3x = shortness except 1NT 2♠ 2NT 3♦: 5-5 & 1NT 2♠ 3♣ 3♦: 5-5 or 0/1 ♦	rubensohl: transfer GF if the weak bid is available
2♣	x		GF any or 20-21 balanced	2♦ : relay 2M : to play if 2♣ is 20-21 2NT+: transfer	2♣ 2♦ 2♥ : nat or 24+bal (relay 2♠)	2/3 overcall: pass = negative 4 overcall : X = negative
2♦	x	2 (1)	18-19	2♥ : transfer with 4+♠ or slam 6♣/♦ 2♠ : transfer NT / can be 6♣/♦ GF or 4+♥ GF 2NT : ♣ weak or ♥ weak or slam 3♣ : stayman 3♦ : 5♠ + 4♥ 3♥/♠ : 5431 3SA : 5♥+5♠ slam 4♣ : 5♥+5♠ GF 4♦/4♥ : transfer ♥/♠	On 3♣, 3♦ : 4 cards major and 3♥ : 3♥	X P : transfer for XX XX : 4-4 major weak 2♥/♠ : to play 2NT and after : system on
2♥/♠		5	weak, 5 or 6 ♥/♠ 3-10	2NT : strong relay	2M 2NT 3♣ : only 5 cards in the major or ♣ values	penalty double
2♥/♠		6	In 4th seat : strong 2M (below GF)	2♥ 3♠/4♣/♦ : splinter 2♠ 4m/4♥ : splinter		
2NT		2 (1)	22-23 bal (can be with 5M; or 6m) A/K singleton possible	3♣ stayman puppet 3♦/3♥ transfer 3♠ = minors (1 or 2) 4♣ : 5♥-5♠ 4♦/4♥ transfer	3M on 3♦/3♥ with fit on 3♠, 3NT mandatory → 4♣/♦ : slam nat 4M : 5-5 min with short M	X take out or optional (on 4x)
3♣		6/7	preempt	3♦: relay forcing rest natural forcing	on 3♦ : 3♥ mandatory → then 3x/4x : choose between two contrats	penalty double
3♦		6/7	preempt	3♥ : relay forcing rest natural forcing except 3♦ - 4♣ : ♥ forcing	on 3♥ : 3♠ mandatory → then 3x/4x : choose between two contrats	penalty double
3♥		6/7	preempt	4♣ : ask new suit from 5♣: asking bid, forcing	on 4♣ : 4M= bad suit	penalty double
3♠		6/7	preempt	4♣ : ask new suit from 5♣: asking bid, forcing	on 4♣ : 4M= bad suit	penalty double
3NT	x	7	AKQ 7th in a minor	4+♣ pass or correct 4♦ GF relay		penalty double
4♣/♦		(6)7	preempt	new suit from 5♣: asking bid, forcing		penalty double
4♥/♠		(6)7	preempt	new suit from 5♣: asking bid, forcing		penalty double