

COMPETITIVE BIDDINGS		
Natural overcall		
All new suit is forcing. Overcall to 1M : with 11+HCP or 7-11 with a good suit. Cue-bid promises a fit. On the cue-bid, 2NT shows 4 cards, forcing. We play transfers in some sequences Note 1 1NT = 15-18 HCP. After our 1NT & 2NT natural : 2/3 ♣ always Stayman, and impossible transfers (Major opening) = 5/5 minor		
Reopening		
A suit up to 14HCP. 1NT : 9-13 / 2NT : 17-19		
2 suits biddings (direct cue-bid)		
Precised Michael's cue-bid + (1m) 3m = 5 ♠ + other minor. Reopen : (1m) P (P) 2♦ = majors / (1♣) P (P) 2♣ = red suits Over 2M / 3M or any direct fit , 4m = this minor + other major 5/5 (1♣) 2♣ = natural 6+ cards, 10+ HCP		
Against Preempt		
2NT : 16-18H => 3♣ stayman X : T/O, 2NT = 8+	3♣ – 4♣ : ♥ + ♦ 3m – 4♦ : ♥ + ♠ 2M/3M – 4♣/♦ : other maj + ♣/♦ If 2♦ multi : 3♥ = ♠+m, 3♠ = mm, 4m = ♥+m	
Vs strong 1NT (mini 14-16) same reopen	Vs weak 1NT (max 13-15) same reopen	After 1m P 1NT natural reopen
X : 5+m+4M OR 6+m	X : 14+HCP	T/O over the minor
2♣ = Majors at least 5/4, 2♦ asks for the longest		
2NT = minors / 3m natural (even after 1♦ opening)		
2♦ : One 6+ major or 5M + 4+m strong		6+ major, max 11HCP
2M = 5M + 4+m limited : 17HCP max vs strong, 15HCP vs weak		5+ major, 12+HCP
Against Michael's cue-bid		
Natural biddings, T/O double, 2NT shows fit if 1M opening. Cue-bid GF. 1 st cue : fit, 2 nd cue : last suit. Fit showing lvl 4.		

LEADS AND SIGNALS		
Only standard count : high-low = even ; 2nd from xxx, 3 rd from Hxx		
Vs Trump	Lead : High-low is even Switch : High-low = even / low encouraging	
Vs NT	Lead : 4 th best Switch : low enc. like 4 th best	Partner's suit : hi-low = even
Leads		
	VS NT	VS Trump
A	Ax ; AKx ; AKJx	Ax ; AK(H)(x) ;
K	Asking unblock	Kx ; AK ; KQ(H)(x)
Q	(A)QJ(x), KQx, KQ10x	Qx ; QJ(x)
J	(A)(K)J10(x)	Jx ; J10(x) ; KJ10(x)
10	(A)(K)(Q)109(x)	10x ; K109(x) ; Q109(x)
hi-x	xx ; xxx ; xxxxx ; xxx	Mostly: Hxx
low-x	Hxxx(x) ; Hhxx(x) S-times : Hxx	xxx ; Hxx ; xxxxx ; Hxxxx
Signalisation		
When ?	VS NT	VS Trump
Ace-lead	High = encourage	1) Count, 2) High enc., 3) suit pref.
King-lead	1) Unblock, 2) count	1) Count, 2) High enc., 3) suit pref.
Queen-lead	High = encourage	Count
Stiff A/K on dum	High = encourage	Suit preference
Declarer suit	1) Smith, 2) Count	(in trump) Suit preference
Discard	1) Count, 2) high enc, 3) suit pref.	
Switch	1) low enc. like 4 th	1) Count, 2) low encouraging
Special things		
Our smith : When we play an high in the declarer suit, that means there special thing about the lead's suit. Most of time : from leader high = I don't like the lead / from partner : high = I like		

CONVENTIONS CARDS	
July 2025 French Women Team	Puillet Carole Tartarin Anne-Laure
GENERAL SYSTEM	
Base System and General Style	
Major 5 th , 2/1 Game Forcing, Better Minor 2♣ GF, 2♦ Strong, 2♥/♠ weak	
Strong opening	
1NT : (14)15-17H, puppet 2NT : (19)20-21H 2♦ – 2♥ – 2NT : 22-23 2♣ – (2x) – 2NT : 24+	- Semi-balanced - Maybe 5M/6m - Sometimes with singleton
Special Biddings	
2♥ / 2♠ is weak with 5 or 6 cards 2♦ shows strong hands ; 22-23 bal or 8 playing tricks (14HCP at least)	
1♣ Pass 1♦ : sometimes 2 or 3 cards to pass over 1♥/♠ 1♣/♦ Pass 2♥ : 5+♠/4+♥ (4-9HCP)	
1M Pass 2♣ : GF 0+♣	
We play transfers in many competitive biddings Note 1	
Overcall over (1m) P (1NT) : 2♣ major, 2♦ 6+ cards major 11HCP max, 2M 5+ cards 12-18 HCP.	
Fit showing Note 2	
Precised Michael's cue-bid + (1m) 3m = 5 ♠ + other minor. Over 2M / 3M or any direct fit , 4m = this minor + other major 5/5	
Psychique : sometimes	

BIDDINGS & DEVELOPMENTS

Opening	Artificial	Nb cards	Description	X T/O until	Answers	Next biddings	After Pass / Overcall
1♣		3+ 4423 (43)33	11-23HCP	4♠	1♣ – 1♦ : sometimes 2 or 3 to pass 1♥/♠ 1♦ – 2♣ : GF 2♥ : 5 ⁺ ♠/4 ⁺ ♥ (4-9HCP) (even after pass) 2♠ = limit 6 cards (so 1♠ then 3♠ GF) 1m – 2m : natural GF, denies 4 cards major 1m – 3m : weak raise (5-9) 1♦ – 3♣ & 1♣ – 2♦ : artificial limit raise	XYZ 1x 1y 1z ? ; 2♣ artificial and 2♦ artificial GF The only minor fit which is NOT GF is 1♦ 1M 2♣ 3♦ 1m – 1M – 2M – 2NT : GF and 1m – 1M – 2M – 3♦ : invit 1m – 1x – 2NT – 3m' : check-back (promises 5 cards) 1m – 1M – 4M : 5422 / 3NT : NF bal raise 18-19HCP 1♣ – 1M – 2♦ – 2M' = weak hand or asks stopper	After Pass : Fit showing (except 2♥), 1m – 2m = invit After X : preempt, 2NT invit raise. After Overcall We play transfers Note 1 , 1m – (1x) – 3m : limit 1m – (1NT) – 2♣ : majors and 2♦/♥/♠/3♣ : Transfers 4NT = with jump size ask, over 4m' RKC, over 4M mm
1♦		3+ 3 if 4432	11-23HCP	4♠			
1♥		5+	11-23HCP	4♠	2/1 GF / 2♣ : GF 0+♣ / 2♦ : 5+♦ / 1NT : 4-11 maybe weak raise / good 2M / 2NT : 9-14 HCP 3 cards 3M : invit 4c / 3NT : Bal with 4c 11-13 HCP New jumped suit : limit natural Splinters (even 1♠ – 4♥)	XYZ even after an overcall 1M – 1NT – 2♣ = 2+ ♣ (if 5332 14HCP), NF 1♠ – 1NT – 2♣ – 2♦ = Hearts + 2♠ or 4+♣ 1♥ – 1NT – 2♠ / 1♠ – 1NT – 2NT : any strong, close to GF. 1♥ – 1♠ – 2♥ : - any bid lvl 3 : GF - 2NT : force relay to 3♣, then NF bid (3NT = choice between 3NT and 4♠)	After Pass : Drury / Fit showing / P 1M 2M+1 = 4441 After X : Transfers, fit showing but 2♠/3♥ = mixed raise After overcall : 2NT 3c limit+, 3M 4c limit, cue-bid 4c 14+HCP, 3NT (with jump) 4c 11-13HCP. New jump suit: natural preempt, fit showing lvl 4 4NT RKC / except over 4M overcall = mm 1M – (1NT) – 2x : transfers except 2M natural
1♠		5+	11-23HCP	4♠			
1NT			(14)15-17HL Puppet maybe 5maj/6min Sometimes with singl	4♠	2♣ : Stayman (unbal, limit, 2 maj, slam) 3♣ : Puppet (3 cards maj or bal 1 maj) 2♦/2♥ : Transfers / 3♦/3♥ : Slam Transfers 2♠ : invit or ♣ / 2NT : ♦ or 5/5mm weak 3♠ : slam bid with 44 or 54 minors 4♣ : majors / 4♦/4♥ : Transfers	After a minor transfer, we bid the shortness. 3NT shows a shortness in the other minor. 1NT – 2♠ – 2NT(mini)/3♣(maxi) – 3♦ = short or 5/5, 3♥ asking, then 3♠ = 5/5 minors and 3NT = short in ♦. 1NT – 2♦/♥ – 2♥/♠ – 2NT : GF with 4 cards in a minor. 1NT – 3♣ – 3♦ = no 5 th , 3♥/♠ = 5 cards	Rubensohl / After X : If X isn't penalty, nthg change. After a normal penalty double : XX SOS, other natural. If the double is penalty with one long suit : -> Stayman and transfers, P is F and XX shows a minor Overcall over our Stayman : <u>Transfers</u> after X or 2♦. Note 1 . Penalty after 2M
2♣	X	0+	Any GF : (23)24+ bal or 9+ playing tricks	4♠	2♦ : 5HCP or an Ace Other : natural 2♥ : 0-4HCP no Ace HHxxxx	2♣ – 2♦ – 3M : 5+♦ + 4+M 2♣ – 2♦ – 3♣ – 3♦ : relay asking a major	2♣ (2♦ => 4♦) X : 5+HCP or an ace 2♣ (4♥ and more) X : bad hand
2♦	X	0+	Strong : (21)22-23 bal or 8 playing tricks	/	2♥ : relay, other : naturel with HHxxxx		2♦ (2x) X and 2♦ (P) 2♥ (2x) X : penalty But 2♦ (2x) P (P) X : T/O
2♥/♠		5/6	Weak 2 with 5/6c	/	2NT strong relay, new suit is forcing	2M – 2NT – 3♣ = 5c / 3M = 6c mini / 3♦ = 6c maxi with top H outside / 3M' = 6c maxi with a short.	
2NT			(19)20-21H	4♠	Rectif with fit. If 3NT : re-transfers If fit : 3M+1 : a shortness. 3M+2 : which ? And 4 level bids : As or King in this suit. 4♥ : (31)45 / 4♠ : (31)54	<div style="text-align: center; color: red; font-weight: bold; margin-bottom: 10px;">Slam Biddings</div> <p>If 3M is forcing (slam bid), 3NT = non serious. If 3M is NF, we start cue-bid where we want (we promise jumped cue) and 3♠ asks for spade cue (3NT = yes)</p> <p>RKCB : 41-30. Except over exclusion RKCB 30/41. If there is an overcall over our RKCB we play C O P 1 (X = 0, P = 1) When we ask for the queen : we come back in the trump suit if we don't have. If we have, we bid the king's suit. 5NT asking for king. We answer the king's suit.</p> <p>4NT over a preempt asks for KC. Answers : 5♣ = no ace then 5♦ asks : 5♥ = no trump K, 5♠ K but no Q, 5NT = KQ Others answers : 5♦ = 1 ace no trump Q, 5♥ = 1 ace with the Q, 5♠ = 2 KC, 5NT = 2KC + Q</p>	
3m		6+	Preempt	/			
3M		6+		/	5♣/♦/♥ (for M') : asking cue-bid		
3NT	X		Gambling	/	4/5♣ : P/C / 4M : To play 4♦ : Asking for a short		
4x		7+	Preempt	/	Same as preempt at lvl 3.		

Note 1 Transfers in competitive biddings

After opponent overcalls with 1♦ or 1♥

1♣ (1♦) ?
X = 4-5♥ (maybe 6 if 4 Spades)
2♦ = 6+♥ weak or GF
3♦ = 6+♥ invit

1♣ (1♦/1♥) ?
1♥ = 4-5♠ (maybe 6 if 4 Hearts)
2♥ = 6+♠ weak or GF
3♥ = 6+♠ invit

Always after 1♦ or 1♥ overcall :
1♠ = no major, 8+
2♠ = minor raise GF
3♠ = Splinter (short in overcall)

After opponent overcalls with 1NT

1m – (1NT) – 2♣ : majors
1m – (1NT) – 2♦/♥/♠/3♣ : Transfers
1M – (1SA) – 2x : transfers except 2M is natural

After opponent overcalls with 3M

1m/1NT – (3♥) ? X = 4/5♠, 3♠ = 0/3♠, 4♥ = 6+♠.

1m/1NT – (3♠) ? 4♣ = ♦, 4♦ = ♥,
4♥ = ♥ + other, 4♠ = ♣

After opponent overcalls with X

1m (X) : system on, XX is penalty first

1M (X) : from 1NT (clubs) to 2M-1 = good raise
XX is penalty first

After we overcall with 1M

(1x) 1M (X) and (1m) 1♥ (1♠) :

From 1NT (clubs) to 2M-1 good raise.
Transfer to the opening suit is like a cue-bid and promises 3 cards in the overcall major.

After opponent overcalls over our Stayman

1NT – (P) – 2♣ – (X/2♦) : XX to play, 2♦/X = 4♥,
2♥ = 4♠, 2♠ = 5♥, 2NT = 5♠, cue = 4/4 maj.
=> The rectification denies fit & stopper.
1NT – (P) – 2♣ – (2M) : X penalty

1NT/2NT – (P) – 3♣ – (X) : XX to play,
3♦ : 4♥ or 5♥ without club stopper
3♥ : 4♠ or 5♠ without club stopper
3♠ : 5♥ + club stopper
3NT : 5♠ + club stopper
=> The rectification denies fit & stopper.

Note 2 Fit showing (4 cards raise + 5 cards in the bidding suit)

- Always when partner bids a major if : opponent double, if partner overcall or if passed hand. Except : 1♥ (X) 2♠ / 1♠ (X) 3♥ = Mixed raised. After a Michael's cue-bid, fit showing at lvl 4.
- Never when partner bids a minor except passed hand (except 2♥)