


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>
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 = 4♥/♠ inv + Reopening: natural 8/17
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<u>Overall</u> : 15-18, good 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 <sup>o</sup> 3 overcalls, transfers from 2NT.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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♥/♠ : 5+♠ & 5+♦
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<u>Vs. Strong</u> : X = 5+m and 4M or 6+♦   2♣ = both majors   2♦ = 1 major   2♥/♠ = 5♥/♠ and 4+♣/♦   2NT: 5-5 minors <u>Reopening</u> : 2♣ = majors   2NT = minors   other = natural   X = take out <u>Vs weak NT</u> : Same except X : any 14+ overcall / 12+ reopen
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2♥/♠ X P 2NT: 8/11 or 4 in the other major and 11+ Cue bid – Two suits: 3♣ 4♣ = ♥ and ♦   3♣/♦ 4♦ = ♥ and ♠ 2♥/♠ 4♣/♦ = 5 in the other major + 5 in the minor (forcing)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣ X= majors   1NT= minors   rest natural (jump preemptive)
2♣ X= majors   2NT= minors   rest natural (jump preemptive)
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
1/1: forcing   XX: 10+ HCP   2/1: 6 cards 7-1   1♥/♠ X 2♦/:7-9 1m X jump: preempts   1♥/♠ X 3x: 5 cards + fit 4th   4x: splinter

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	std count	high enc
Suit 1	high enc	std count	high enc
2	std count		std count
3	std count		nothing
NT 2	high enc	smith's echo high	high enc
3	std count	std count	std count
Signals with Trumps: reverse count needed, or preferential (highcard for high suit) Other Vs. suit : Std att on A/K lead with Axx or xx(x) in dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles: sound 3-suiter style or 18HCP+ any Responses: natural, only cue bid is forcing   at lowest level = max 7HCP   1m X P 2♥/♠ = 4♥/♠ 8-10   3♥/♠ = 5♥/♠ 8-10 Reopening: double either 3-suiter or 18+ any Responses: suit à lowest level ambiguous			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1X P 1♥/♠ 2x (overcall) → X = positive hand with 3♥/♠ or 18HCP+ any 1X P 1♥/♠ X XX → X = all hands with 3♥/♠ 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 negatif if I bid the suit, shows Ace or King in partner's suit			

CONVENTION CARD
<b>Team French Women</b>
<b>LELEU Anaïs - KUREK-BEAULIEU Margaux</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Better minor (1♣ with 33m, 1♦ with 44 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♦ : 6♥ or 6♠ weak 2♥/2♠ : weak 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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels cue bids except 1♣ 2♣ : natural
2♦ : weak two (multi) 2♥/2♠ : weak 5M + 4m
<b>IMPORTANT NOTES</b>
Light opening possible in 3rd seat according to vulnerability In 3rd seat: preempts often 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 without exactly 3 in the other Major, otherwise 2NT puppet stayman or 3♦ stayman 4333
<b>SPECIAL FORCING PASS SEQUENCES</b>
Generally, Pass is forcing when the pair has shown +23 HCP And after a punitive XX
No pass forcing after a mixed raise or 1M (-) 2NT
<b>PSYCHICS : RARE</b>

Opening	Tick if artificial	Mini number of cards	X T/O until	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	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♣ 1M 1NT 2♣ : weak ♦ or inv, 2♦ : GF over 1♣ 1NT : 3♦ : 12-14   2♣ : 15-17 1♣ 1M 2M → Trial bids in short suit	transfers (level 1, 2 and 3) after 1♦/♥ After Pass: 1♣ 1♥/♠ 1SA 2♦ : inv
1♦		3	4♥	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♦ 1M 1NT 2♣ : weak ♦ or inv, 2♦ : GF 1♦ 1M 2M → Trial bids in short suit	transfers after (level 1, 2 and 3) 1♥ After Pass: 1♦ 1♥/♠ 1SA 2♣ : inv After Pass: 1♦ 2♠ = 6♣ weak
1♥		5 (4)	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 : 11/15, 3/4♥ 3♣ : unknown splinter   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♦ : raise 8-10 HCP   2♥ : fit 5-7 HCP
1♠		5 (4)	4♥	5+♠ (10)11-23	1NT : up to 11   2m : GF (2♦/2♥ with 5 cards) 2NT : 11/15, 3/4♠	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♥ : raise 8-10 HCP   2♠ : fit 5-7HCP
1NT		2 (1)	4♥	15-17 bal (can be with 5M; or 6m) A/K singleton possible	2♣ : stayman all inv hands, all GF hands with at least 1 4-card major except 4-3 in Majors 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		4x	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 overall: pass = negative 4 overall : X = negative
2♦	x	6		weak two (multi) ♥/♠ 3-10	2/3M : pass or correct   2NT GF relay 3♣ relay inv in both majors or forcing in the other major   4♣ / 4♦ : relays to play 4M	2♦ 2NT : 3♣ min   3♦ : max ♥   3♥ : max ♠ 2♦ 3♣ : 3♦(♥)   3♥(♠) 2♦ 4♣ 4♦/4♥ : transfer, 2♦ 4♦ 4♥/♠ : natural	overall 2♥/♠ X: pass or correct other overall : X penalty 4m: name your major (♣ texas/♦ nat)
2♦	x	6		In 4th seat : multi 10-12	Same responses as above	same responses as above	same
2♥/♠		5		weak, 5♥/♠ + 4/5m 3-10	2NT : relay no fit M   3♣ : pass/correct   3♦ : fit forcing		penalty double
2♥/♠		6	4♥	In 4th seat : strong 2M (below GF)	2♥ 3♣/4♣/♦ : splinter 2♠ 4m/4♥ : splinter		
2NT		2 (1)	4x	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♣		7 (6)		preempt	3♦ : relay forcing   rest natural forcing	on 3♦ : 3♥ mandatory → then 3x/4x : choose between two contracts	penalty double
3♦		7 (6)		preempt	3♥ : relay forcing   rest natural forcing except 3♦ - 4♣ : ♥ forcing	on 3♥ : 3♠ mandatory → then 3x/4x : choose between two contracts	penalty double
3♥		7 (6)		preempt	4♣ : ask   new suit from 5♣ : asking bid, forcing	on 4♣ : 4♥ = bad suit	penalty double
3♠		7 (6)		preempt	4♣ : ask   new suit from 5♠ : asking bid, forcing	on 4♣ : 4♠ = bad suit	penalty double
3NT	x	7		AKQ 7th in a minor	4+♣ pass or correct   4♦ GF relay		penalty double
4/5m		8 (7)		preempt			
4♥/♠		8 (7)		to play	new suit from 5♣ : asking bid, forcing		