


DEFENSIVE & COMPETITIVE BIDDINGS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
Natural style,	
All new suit is forcing (some exceptions if 4 players bidding)	
<i>Responses</i> : New suit (level 1 and level 2) = F1	
Jumpshift = fit + good suit direct jump raises = preempts	
If player in seat 3 bids, 2SA is with fit	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
1NT 16-18	
<i>Responses</i> : after 1 ♣/♦ : stayman and transfers	
after 1 ♥/♠ : transfers (transfer in the opponent suit is Stayman)	
<i>Reopenings</i> : 9-15 on 1 major (9-13 on minor); 2NT : 17-19	
JUMP OVERCALLS (Style; responses; Unusual NT))	
Level 3 : weak except 1 ♥/♠ 3♣ = 5 ⁺ ♦ and 5 ⁺ ♠/♥	
1♣/♦ 2♦ : both majors 5+/5+	
2SA : 2 lowest unbid suit	
1♣ 3♣ : weak ; 1♣ 2♣ : natural with opening hand	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	
1♣ 2♣ = 5 ⁺ ♠ and 5 ⁺ ♥ 1♣/♦ 2♦ = 5 ⁺ ♥ and 5 ⁺ ♠	
1♥ 2♥ = 5 ⁺ ♠ and 5 ⁺ ♣ 1♠ 2♠ = 5 ⁺ ♥ and 5 ⁺ ♣	
Jump cue-bids asking for stopper (except 1♣-3♣ : natural)	
VS. NT (vs. Strong / weak; Reopening; PH)	
<i>vs. Strong</i> :	
Double = 5+m4M(+) ; 2♣ asking for majors (2♦ asks for the longest) ; 2♦ = One 6+ major (♥ or ♠) / 2♠ = 5♥/♠ and 4 ^m ,	
2NT = 5 ⁺ ♣ and 5 ⁺ ♦	
<i>vs. Weak</i> : X=14+ ; 2♣ for majors ; 2♦, 2♥, 2♠, 3♣ = Transfers	
2NT = 5 ⁺ ♣ + 5 ⁺ ♦ 3♦ = 5 ⁺ ♥ and 5 ⁺ ♠ Strong	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
Take out double	
Vs 2 Weak opening : 4♣/♦ = ♣/♦ + other major; 4M = both minors defensive ; 4NT = both minors offensive	
VS. Michael's cue-bid	
Double is punitive in one or both suits (except after 1NT 2♣)	
First cue-bid = fit, forcing for one round	
Second cue-bid = last suit invitational (5 or 6 cards)	

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In partner's suit
vs TRUMP	3rd – 5th	3rd – 5th
vs NO-TRUMP	4th best	3rd – 5th
During the play	Small encouraging behind dummy 3rd – 5th	Hi-low is even
LEADS		
CARD	vs TRUMP	vs NO TRUMP
As	AK(x)+; AKQ(x); AKJ(x); A(x)	AKx(x);AQ10(x); A(x);AKJ(x); (asking for signal)
King	AK; KQ(x); K(x);	KQJxx; AKJ10(x) (asking to unblock)
Queen	QJx(x); Q(x)	AQJ(x);AQ10(x);KQ(x)+;KQ10x QJ10(x); QJ9(x)
Jack	KJ10(x); J10x; J(x)	AJ10(x);KJ10(x); J109(x);J108(x)
10	K109(x);Q109(x); 109(x)+; 10(x)	A109(x) ; K109(x) ; Q109(x) ; 109xx
9	9(x)	9(x)(x), H9x
High	Hxxx; xxx; xx; x	xx; xxx; xxxx(x)(x)
Low	x; xxx; Hxx; xxxxx; Hxxxx	Hxx ; Hxxx(x)+
SIGNALS		
Depending on situations : Count (high-low is even) / Smith / High = encourage		
Other		
If xxx in dummy, high is encouraging on a honor lead from the partner in trump		
SMITH : When we play an high in the declarer suit, that's mean there special thing about the lead's suit. It's the contrary for the person on lead (a high is a warning).		
With Hxx on the lead, we may choose to lead the smallest or the second one		
Take-out doubles		
<i>Take out double</i> : sound, (2)3-suiter style or 18+ Hcp, any distribution		
<i>Responses</i> : natural, only cue-bid is forcing.		

FRENCH WOMEN TEAM	
CONVENTION CARD	
	
Marion CANONNE Mathilde THUILLEZ	
Base System and General Style	
Major 5 th , 2/1 Game Forcing, Better Minor	
2♣ Strong or GF, 2♦ / 2♥/♠ weak	
Natural, 5 cards major	
Best minor (1♦ 3 cards only with 4♠ + 4♥ + 3♦ + 2♣)	
1NT Opening : (14)15 -17, balanced (6m or 5M possible)	
2♣ 22-23 balanced or GF artificial any hands	
2D and 2M (♥/♠): weak, 6 cards (can be aggressive according to vul & position)	
Blackwood 5 keys 41-30 (excepting exclusion BW)	
Double 2	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT : Solid suit minor with 7 or 8 cards	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
In 3th seat, preempts are often weaker	
Frequent ligh opening in 3 rd seat according to vulnerability	
Psychics : rare	

BIDDINGS & DEVELOPMENTS

Opening	Tick if artificial	Minimum number of cards	X T/O until	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	10+	1♣ - 1♥/♠ : can have more ♦ 1♣ - 2♣ : natural 4+ cards, game forcing 1♣ - 2♦ : artificial, invitational (9-11) with at least 5♣ (1♣ - 3♣ : weak) 1♣ - 2♥ : 5+♠ + 4+♥, 5-9H 1♣ - 2♠ : strong, 6 cards and more	1m - 1M - splinters 1m - 1M - 3NT : with fit (4M), 18-19 4333 or 4432 1m 1♣ 2m/ = 5/6 ♥ 5-9H 1♦ - 2♣ - 2NT : 12-14 or 18-19H (transfers after) 1m - 1M - 2NT - ? => transfers	Jump = 5+ in suit and 4+ trumps
1♦		3	4♠	10+	1♦ - 3♣ : artificial, invitational (9-11) with at least 5♦ (1♦ - 3♦ : weak) 1♦ - 2♦ : natural 4+ cards, game forcing 1♦ - 2♥ : 5+♠ + 4+♥, 5-9H 1♦ - 2♠ : strong, 6 cards and more	1m - 1M - 1NT : 2♣ relay for 2♦ ; 2♦ relay GF 1x - 1SA : can have 11 After T/O : 2NT is weak with the fit ; 3m is invitational	Except : 1m - 2♥ : 5+♠ + 4+♥, 5-9H
1♥		5	4♠	9+	1♥ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps invitational 3♠ : Splinter with a singleton 3NT 4x : Splinter with a void	1M - 2x - 2SA : 12-14 with stoppers (or semi stoppers) in the 2 others colors / OR 18-19 balanced After overall : - Jumps = 5+ in suit and 4+ trumps - Splinters in the opponent's color(s) - 2NT : 3(4) cards in trumps, GF - Cue-bid in level 3 : invitational, 3 or 4 trumps	Drury promises fit 1♠ - 2NT : 4 cards in trumps with a singleton (3♣ relay) 1♥ - 2♠ : 4 cards in trumps with a singleton , 2NT relay 1♥ - 2NT : 5♥/4♠
1♠		5	4♥	9+	1♠ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps invitational 3♥ : 6 cards, invitational 3NT : Splinter with a singleton 4x : void in x	After T/O - Truscott - XX : 11 + (redouble is penalty) - Jump = 5+ in suit and 4+ trumps	
1NT			4♦	(14)15 - 17	2♣ : Stayman (5 responses) 2♦ /♥/♠ : Transfers 1NT - 3♦/♥/♠ : natural 6 cards +, for slam 1NT - 4♣ : both minors 5-4 14-16H 1NT - 4♦ : both majors 5+/5+ 1NT - 4♥/♠ : to play	After overall : T/O ; Lebensolh (transfers) 1NT - 2♣ - 2♦ - 4♣/♦ : 6-4 in majors (6♥/♠)	If Stayman is double : XX = to play 2♦ = 4 cards in ♥ 2♥ = 4 cards in ♠ 2♠ = 5 cards in ♥ 2NT = 5 cards in ♠ 3♣ = both majors 4-4
2♣	x	0	4♦	Strong GF or 22-23 balanced	2♦ : relay 2♥ : Transfert Spade at least 6 cards with 2 honors 2♠ : Transfert Club at least 7 cards with 2 honors 2NT : both minors 5-5 3♣ : Transfert Diamond at least 7 cards with 2 honors 3♦ : Transfert Heart at least 6 cards with 2 honors	2♣ - 2♦ - 2NT : 22-23 balanced 2♣ - 2♦ - 2♥ (relay) 2♠ relay 2♣ - 2♦ - 2♥ - 2♠ - 2NT = 24H + balanced	
2♦		6 (5)		Weak	2NT : relay A new color is forcing for one round, also after T/O	2M - 2NT - 3x : values	
2♥		6 (5)		Weak	2NT : relay A new color is forcing for one round, also after T/O	2M - 2NT - 3x : values	
2♠		6 (5)		Weak	2NT : relay A new color is forcing for one round, also after T/O	2M - 2nT - 4x : shortness	
2NT			4♥	19+ - 21	3♣ : stayman (don't guarantee 4 cards in a major) 3♦ /♥/♠ : Transfers 4♣ : Transfert ♦, with a slam interest 4♦ : both majors 5+5+ 4♥ : 5-4 in minors, shortness ♥, slam interest 4♠ : 5♣-4♦, shortness ♠, slam interest 4NT : 5♦-4♣, shortness, slam interest		
3♣/3♦		7 (6)		Weak (aggressive according to vuln & position)	A new color is forcing		
3♥/3♠		7 (6)		Weak (aggressive according to vuln & position)	A new color is forcing		
3NT	x			1 suit minor AKQxxxx	4/5♣ pass or correct / 4♦ relay asking the shortness		
4♣/4♦		8(7)		Weak			
4♥/4♠		8(7)		Weak			
4NT	x			Both minors			
5♣/5♦				Weak			

