

COMPETITIVE BIDDINGS	
Natural Overcall and Answers	
A suit : 10 ⁺ H or good suit / Jump overcalls : preempt <ul style="list-style-type: none"> - Jumped fit : preemptive - New jumped suit : naturel + fit. When we overcall to 1/2NT naturel, 2/3♣ is always Stayman Reopening : 8-14H. Answers : Cue-bid = 12 ⁺ H.	
2 Suiters	
1x – 2NT = lowest	1m – 2♦ = ♥/♠
1♥ – 2♥ = ♣/♠	1♠ – 2♠ = ♣/♥
1♥ – 3♣ = ♦/♠	1♠ – 3♣ = ♦/♥
1m – 3m = ♠/m'	
1♣ – P – P – 2♣ : ♥/♠ /// 1♣ – P – P – 2♦ : ♦	
Defense against PREEMPT	
X : T/O. Answer : 2NT = 8+	2M – 4♣/♦ : M' + m 3m – 4m : ♥/♠
Defense against STRONG NT	
X : Minor/major – 5+ in a minor & 4 in a major 2♣ : Majors, 5/4+ 2♦ : Multi : one major 2♥/2♠ : 5 cards + a minor 2NT : Minors	
Defense against WEAK NT	
Same as against strong NT except the double : X = 14H+, then 2♣ Sps or clubs / naturel answers level 2 / transfer answers level 3 with good hand (2NT = clubs)	
Defense against Michael's cue-bid	
Lowest cue-bid : fit, invit + Highest cue-bid : 4th suit GF Other : naturel NF	Vs majors : cue-bid shows a stopper in this suit
Action after opponent's T/O double	
XX : 11H+ with fit or penalty / Jumps : naturel, with a fit	

LEADS AND SIGNALS		
We always play standard count : high-low is even. <u>xxxx</u> Switch : attitude or standard count. Vs NT : Lead 4 th best ; 4 th with a H, top of <u>xxx</u> , 2 nd with <u>xxxx</u> We lead standard count in partenaire suit. Low is encouraging when part. leads Ace or Queen. King asking for unblock or the count. Smith (high = dislike / low = like) in declarer suit Discard : Lavinthal (Suit pref in a uninteresting suit) Vs Trump : Lead standard count. High is enc if p leads Ace or King and there is xxx on dummy. Suit pref if there is a singleton on dummy in suit lead. Discard : High is encouraging		
Leads		
	<u>VS NT</u>	<u>VS Suits</u>
A	Ax ; AKx ; AKVx	Ax ; AK(H)(x)
K	Asking for unblock	KQ(x) ; AK ; We lead K with A if we have a singleton.
Q	(A) QJ(x) , KQx , QJ10x	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 ; xxxx ; Hxx	xx ; xxx ; Hxxx ; xxxxxx ; Hxxxx
low-x	Hxxx(x) ; HHxx(x)	xxx ; Hxx ; xxxxx ; Hxxxx
Signalisation		
	<u>VS NT</u>	<u>VS Trump</u>
Ace-lead	Low = enc	1) Count, 2) High enc., 3) suit pref.
King-lead	1) Unblock, 2) count	1) count, 2) High = encourage
Queen-lead	Low = enc	Count
Declarer suit	Smith (low = like) / count	suit preference
Discard	Lavinthal	High encourage
Switch	1) Low encourage, 2) Count	

CONVENTIONS CARD	
October 2024 France-Women	Rossard Martine Tartarin Anne-Laure
GENERAL SYSTEM	
Base System and General Style	
Major 5 th , Better Minor 2♦ Multicolore, 2♣ GF, 2♥/2♠ 5 cards + a minor 4+ weak	
Strong Openings	
1NT : (14)15-17HL	- Semi-balanced
2NT : (19)20-21HL	- Maybe 5M/6m
2♦ – (2x) – 2NT : 22-23HL	- Sometimes with singleton
2♣ – (2x) – 2NT : 24 ⁺ HL	
Special Biddings	
2♣ : GF relay Note 2 Gazzilli Note 1 2♦ : Multi : weak 2 major / 22-23H balanced 2♥ : 5♥ and a minor 4+, weak (3-10) 2♠ : 5♠ and a minor 4+, weak (3-10) 1♦ – 2♥ : 5♠ + 4♥ (3-8)	
Psychics	
Only Mistakes ! Opening maybe light in third seat.	

BIDDINGS AND DEVELOPMENTS

Opening	Artificial	Min Cards	Description	Neg X until	Answers	Next Bidding	Changes After Overcall / After Pass	
1♣		3+, 3 if 4423 (43)33	11-23HL	4♠	Naturel 1m 3m limit	1♦ - 2♥ : 5♠ + 4♥, weak (3-8H), then 2NT ask : - 3♣ minimum, then 3♦ re-ask 3♥ 5431, 3♠ 5413, 3NT 5422, 4♣ 5521, 4♦ 5512 - other maximum ; 3♦ 5431, 3♥ 55, 3♠ 5413, 3NT 5422	1m - 1x - 1NT - 2♣ : relay for 2♦ 1m - 1x - 2NT - 3m' : asking relay	Any jump after pass, overcall or double : 4+ support and a good suit. After an overcall, jump fit is invit
1♦		3+ 3 if 4432	11-23HL	4♠	Jump : naturel strg, except 1♦ - 2♥	Jump fit in the opening minor on 2 nd round, except over 1NT : NF	1m - (1NT) - 2♣ : majors 1m - (1NT) - 2♦/♥/♠/3♣ : naturel	
1♥		5+	11-23HL	4♠	2/1 : GF except 1M 2x 2y 3x. 2♣ = maybe short Note 2 Major fit 2NT : 3+ support, 11+H, invit or bal or 4441 3NT : 4 cards, 11-13H, bal 3M : preempt / 3♣ : 4 cards bal 7-9 / 3♦ : 4 cards unbal 7-9 (then 3M' ask) 1♠ 4♥ = Splinter	Gazzilli Note 1 1M 2NT ? ==> 3♣ 16+ / 3♦ 13-15 (GF) / 3M weak ==> 1M 2NT 3♣ : 3♦ positive (next : 3♥ : bal/ 3♠/4♣/♦ = short ♣/♦/M') / 3M negatif / 3NT : NF / 4m bad 5 cards. 1♥ - 1♠ - 1NT - 2♣ : relay for 2♦	Any jump after pass, overcall or double : 4+ support and a good suit. After an overcall, jump fit is preempt After an overcall, 2NT shows 3 or 4c, 11+, cue-bid is GF with 4c Pass - 1M - 2♣ : support and 11HCP+. Then 2M = stop, 2♦ asking, other suit = slam bid 1M - (1NT) - 2♣ : 2 card support + 5 cards oth. Maj 1M - (1NT) - 2♦/♥/♠/3♣ : naturel	
1♠		5+	11-23HL	4♠	2♣ : Stayman / 2♦/2♥/2♠/3♣ : transfers 3♦ : HHxxxx NF / 3♥ : 31(54) 3♠ : 13(54) 4♣ : asking aces (0 1 2 3 4) 4♦ : both majors	1NT - 2♣ - 2♦ - 3M : 5M' + 4M After a minor transfer, we bid the shortness suit (even 1NT 2♠ 3♣ 3♦).	Rubensohl After penalty double : XX SOS & naturel When Stayman is double we bid 2♥/♠/NT naturel with stopper, 3♣ 4-4 maj, Pass no ♣ stopper	
2♣	X	0+	Game forcing	4♠	2♦ : most of the time other : good suit 6+	2♣ - 2♦ - 2SA : GF, then stayman and transfer with fit rectification 2♣ - 2♦ - 3SA : gambling 2♣ - 2♦ - 4♣/4♦ : 5/5 maj., bidding the shortness.		
2♦	X	0+	Maxi-Multi - weak 2 in major - 22-23H balanced	2♠	2 or 3 ♥/♠ or 4♥ : pass or correct 2NT : strong relay 3♣/♦ : naturel NF	2♦ - 2x - 2SA : 22-23, then stayman and transfer with fit rectification 2♦ - 2NT - 3♣ : max, then 3♦ ask : 3♥ = ♠, 3♠ = ♥ 2♦ - 2NT - 3♦/♥ : minimum transfers	2♦ - (2M) - X : pass or correct 2♦ - (3x) - X : penalty 2♦ - (X) - pass : to play / XX : bid 2♥ ! 2♦ - (X) - 2M : P/C	
2♥	X	5	5 cards and 4+ minor, weak, 3-10H	/	2NT : relay, asks for the minor 2♠/3♣/♦/2♥ : naturel NF	2M - 2NT - 3m - 3M : try for game 2M - 2NT - 3m - 3M' : forcing	Every doubles are penalty 2M - (X) - XX : Punish if you can	
2♠	X	5		/	2M - 3/4M : to play 4♣ : Pass or correct	2M - 2NT - 3m - 4m : invit		
2NT			(19)20-21H	4♠	Stayman/transfer	Slam Bidding		
3x		6+	Preempt	/		Blackwood 30/41.		
3NT	X		Gambling One full minor	/	4/5♣ : Pass or correct / 4M : To play 4♦ : asking for a singleton	After a blackwood the just next bid asking for trump queen. Then ; 1 st bid : no queen / 2 nd bid : queen, but no king / 3 rd bid : queen and 1 king 5NT asking for king. We answer the number of king.		
4x		7+	Preempt	/				

Note 1a : GAZZILLI

1M 1x
 2♣ ⇒ any 16+HCP or 5M + 4⁺♣
 2x ⇒ 5M + 4x 11-15HCP
 2NT ⇒ 6M + 4m 14+HCP
 3x ⇒ 5M + 5x 14-16HCP
 3M ⇒ 7 cards 11-13HCP
 3NT ⇒ 5332 19-20 HCP with 2 cards M'

1♠ 1NT
 2♣ 2♦ ⇒ 8+HCP, any other denies points
 2♥ ⇒ 6 cards or 5 cards and 1♠
 2♠ ⇒ 2/3 cards
 2NT ⇒ 0/1♠, 0-4♥
 3m ⇒ 6 cards

1M 1x
 2♣ 2♦
 2M ⇒ 5M + 4♣, 11-15HCP any other means 16+
 2M' ⇒ 3+ cards M', 16+, relay to 2M' +1
 2NT ⇒ 5M + 4♣
 3♣ ⇒ 5M + 4♦
 3♦ ⇒ 6M, denies 3 cards M'
 3♥ ⇒ 6M + 4M', short ♣, 18-21HCP
 3♠ ⇒ 6M + 4M', short ♦, 18-21HCP
 3NT ⇒ 17-18HCP with 2 cards M'

Note 1b : after a rebid at 2NT

1M 1x
 2NT ⇒ 6M + 4m 14+HCP
 3♣ ⇒ asking
 3♦/♥ ⇒ 6M + 4♣/♦ 14-16HCP
 3♠/3NT ⇒ 6M + 4♣/♦ 17⁺HCP
 4♣/♦ ⇒ 6M + 5♣/♦ 17⁺HCP

1♥ 1♠
 2♠ ⇒ 4 cards, 11-13HCP
 3♠ ⇒ 4 cards 14-16HCP unbal
 4m ⇒ Splinter with 16-17HCP

1♥ 1♠
 2♣ 2♦ ⇒ 8+HCP, any other denies points
 2♥ ⇒ 2/3 cards
 2♠ ⇒ 6 cards or 5 cards with 1M
 2NT ⇒ for minors
 3m ⇒ 6 cards
 3♠ ⇒ 7 cards

1M 1x
 2♣ 2♦
 2M' 2M'+1 ⇒ asking for how many cards in M'
 2M'+2 ⇒ 4 cards in M', relay with 2M' +3 3♣
 3♦ ⇒ 6 M cards, only 3 cards M'
 3♥ ⇒ (53)41
 3♠ ⇒ (53)14
 3NT ⇒ (53)(32)

1♥ 1♠/1NT
 2♣ 2♦
 2♠ 2NT (asking how many ♠)
 3♣(4) 3♦ ⇒ asking for the shape
 3♥ ⇒ 4531
 3♠ ⇒ 4513
 3NT ⇒ 4522

1♥ 1NT
 2♣ 2♦ ⇒ 8+HCP
 2♥ ⇒ 2/3 cards
 2♠ ⇒ 31(45)
 2NT ⇒ 2155
 3m ⇒ 6 cards

1♠ 1NT
 2♣ 2♦
 2♥ 2♠ (how many ♥ ?)
 ⇒ 5/5 major 17+
 3♦ (asking shape)
 3♥ ⇒ 5521
 3♠ ⇒ 5512

1♠ 1NT
 2♣ 2♦
 2♥ 2♠ (how many ♥ ?)
 2NT(4) 3♣ (asking shape)
 3♦ ⇒ 64(21) then 3♥ ?
 3♥ ⇒ 5431
 3♠ ⇒ 5413
 3NT ⇒ 5422

Note 2 : 1M – 2♣

2♣ is GF except if rebid to 3♣. That's a relay with :

- Long clubs.
- Bal hand (maybe more diamond than clubs).
- Fit hand, GF with 3 cards.

1M	2♣	
2♦	⇒	11-15HCP without 4M', 2♥ asking the shape.
	⇒	bid 2♠ or more immediately shows the same shape with 16+HCP
2♥	⇒	4+ M'

When opener doesn't have 4 cards in M' :

1M	2♣	
(2♦ 2♥)	⇒	(2♦ = 11-15HCP, 2♥ asks)
2♠	⇒	5M + 4+♦
2NT	⇒	Bal or 6+M
3♣	⇒	5M + 4♣
3♦	⇒	5M + 5♣
3♥	⇒	6M + 4♣, short ♦
3♠	⇒	6M + 4♣, short M'
3NT	⇒	18-19H bal with 3♣

1M	2♣	
(2♦ 2♥)	⇒	(2♦ = 11-15HCP, 2♥ asks)
2♠	2NT ?	⇒ 2♠ show 5M + 4+♦, and 2NT asks.
then ;		
3♣	⇒	5M + 4♦
3♦	⇒	5M + 5♦
3♥	⇒	6M + 4♦, short ♣
3♠	⇒	6M + 4♦, short M'

then 3♦ asks for a short : 3♥ = m', 3♠ = M', 3NT = 5422
then 3♥ asks for the short : 3♠ = m', 3NT = M'

1M	2♣	
(2♦ 2♥)	⇒	(2♦ = 11-15HCP, 2♥ asks)
2NT	3♣	asks, then :
3♦	⇒	Balance hand : 5332 or 6322
3♥	⇒	short club
3♠	⇒	short diamond
3NT	⇒	short M'

When opener has 4 cards in M' :

1M	2♣	
2♥	2♠	⇒ 2♥ shows 4+ M', 2♠ asks the range.
	2SA	⇒ Natural GF (diamond stopper)
	3♣	⇒ Natural NF
	3♦	⇒ Asking for a stopper
	3♥	⇒ Slam try
	3♠	⇒ Slam try
	3SA	⇒ To play
	4♣	⇒ Splinter short diamond with a fit ♠.
	4♦	⇒ Splinter short ♥ with a fit ♠

1M	2♣	
2♥	2♠	⇒ 2♥ shows 4+ M', 2♠ asks the range, then :
2NT	⇒	minimum 11-15HCP. <u>Any other means 16+</u>
3♣	⇒	(54)13
3♦	⇒	(54)31
3♥	⇒	5/5 maj if 1♠ opening, 6/4 if 1♥ opening.
3♠	⇒	6/4 if 1♠ opening
3NT	⇒	5422