

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. If opponant doubles, we play transfers from 1NT (clubs) to 2M-1 (good raise). Transfer for the cue-bid shows a fit with 10+HCP.

1NT = 15-18 HCP. After our 1NT & 2NT natural : 2/3♣ always Stayman, and impossible transfers (with Major opening) = 5/5 minor

Reopening

A suit up to 14HL (like an overcall). 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 + 4m strong, then :
2NT = Hearts (then 3♣ is P/C) / 3♣/3♦ : this minor + Spades

2M = 5M + 4+m up to 15 vs weak opening. Up to 17 after other, then : 2NT asks for the minor / 3m to play / 3M invit

Against Michael's cue-bid

Natural biddings, T/O double, 2NT shows fit if 1M opening.
Cue-bid GF. 1st cue-bid : fit, 2nd cue-bid : last suit

LEADS AND SIGNALS

Vs Trump Lead : 3rd-5th
Switch : 3rd-5th / low encouraging

Vs NT Lead : 4th best Partner's suit :
Switch : low enc. like 4th best 3rd-5th

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 ; xxxxxx ; xxxx ; Hxx	xx ; xxxx ; Hxxx ; xxxxxx ; Hxxxxx
low-x	Hxxx(x) ; HHxx(x)	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	1) suit pref, 2) high = ruff
Discard	1) Count, 2) high enc, 3) suit pref.	
Switch	1) low enc. like 4 th	1) Count, 2) low encouraging

Special things

With Hxx on the lead, we may choose to lead the smallest or the second one.

Our smith : When we play an high in the declarer suit, that's mean there special thing about the lead's suit.

CONVENTIONS CARDS

May 2024
French Women Team

Puillet Carole
Tartarin Anne-Laure

GENERAL SYSTEM

Base System and General Style

Major 5th, 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 and maybe with **5 or 6 cards**
Transfers after 1M (X) : from 1NT (clubs) to 2M-1 = good raise
Transfers after (1x) 1M (X) : from 1NT (clubs) to 2M-1 : good raise.
Overcall over (1m) P (1NT) is almost the same as over 1NT opening

Transfers after an overcall with 1♦ or 1♥, on 3 levels :

1♣ (1♦) ? - With hearts : X = 4-5 (maybe 6 if 4 Spades) 2♦ = 6+ weak or GF 3♦ = 6+ invit	1♣ (1♦/1♥) ? - With Spades : 1♥ = 4-5 (maybe 6 if 4 Hearts) 2♥ = 6+ weak or GF 3♥ = 6+ invit
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Always on 1♦ or 1♥ overcall :

1♠ = no major, 8+	2♠ = minor raise GF
3♠ = Splinter (short in overcall)	

Fit showing :

- Always when p bid a major if : opponant double, if p overcall or if passed hand. Except : 1♥(X) 2♠ / 1♠(X) 3♥ = Mixed raised.
- Never when p bid a minor except passed hand (except 2♥)

Psychique : sometimes

BIDDINGS & DEVELOPMENTS

Opening	Artificial	Nb cards	Description	X T/O until	Answers	Next biddings	After Pass / Overcall
1♣		3+ 4423 (43)33	11-23HL	4♠	1♣ – 1♦ : sometimes 2 or 3 to pass 1♥/♠ 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♦ : limit raise 1♦ – 2♣ : GF	XYZ : 2♣ weak ♣/♦ or limit or balanced GF with 5 cards. And 2♦ any GF hand except 5/5. 2♣ then ; 3♣ = to play, 2NT = invit with clubs The only 3 lvl minor fit which is not GF is 1♦ 1M 2♣ 3♦ 1m – 1M – 2M – 2NT : GF 1m – 1x – 2SA – 3m' : relay 1m – 1M – 4M : 5422 / 3NT : NF bal raise 18-19HCP	Fit showing if passed hand. (except 2♥) Inverted minor after pass 1m – 2m = invit Transfers after overcall (see special bidding). 3m limit 1m – (1NT) – 2♣ : majors and 2♦/♥/♠/3♣ : Transfers 1m – (3♥) ? X = 4/5♠, 3♠ = 0/3♠, 4♥ = 6+♠. 1m – (3♠) ? 4♣ = ♦, 4♦ = ♥, 4♥ = ♥ + y, 4♠ = ♣ We are still playing XYZ if there is an overcall. 4NT = with jump size ask, over 4m' RKC, over 4M mm
1♦		3+ 3 if 4432	11-23HL	4♠			
1♥		5+	11-23HL	4♠	2/1 GF / 2♣ : GF 2+ / 1NT : 4-11 / good 2M New jumped suit : limit natural (so 1♠ then 3♠ GF) 2NT : 11-15 3 cards / 3M : invit 4 cards 3NT : Bal with 4 cards raise 11-13 Splinters (even 1♠ – 4♥)	XYZ 1♠ – 1NT – 2♣ – 2♦ = Hearts + 2♠ or 4♣ 1♠ – 1NT – 2♣ – ? 3♦ = ♦, 3♥ = 5♥ + 5♣, 3♠ = Hx + 5♣, 1♥ – 1NT – 2♠ / 1♠ – 1NT – 2NT : any strong, close to GF. Then : 2NT/3♣ is relay and other is transfer 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 ; 2M stop, 2♦ : limit / new suit : slam P 1♥ 2♠ : 4441 // P 1♠ 2SA : 4441 // Fit showing After X : Transfers from 1NT to 2M-1. Truscott, splinters (even 3♠/4♥), fit showing (except other M) After overcall : 2NT 3c limit+, 3M 4c limit, cue-bid 4c 14+HCP, 3NT (with a jump) 4c 11-13HCP. New jump suit: natural preemp, fit showing lvl 4 4NT RKCB / except over 4M overcall = mm 1M – (1SA) – 2x : transfers except 2M naturel
1♠		5+	11-23HL	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 2♠ : invit or clubs / 2NT : Diamonds 3♦/3♥/3♠ : 6+ cards, slam bid 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 5/4. Relay : 3♣ denies a fit and 3♦ promises it. 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 : Transfers after X or 2♦ : 1NT – (P) – 2♣ (X/2♦) : XX to play, 2♦/X = 4♥, 2♥ = 4♠ 2♠ = 5♥, 2NT = 5♠, c-b = 4/4 maj. > The rectification denies fit or stopper. 1NT – (P) – 2♣ – (2M) : X penalty
2♣	X	0+	GF hands	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♣ (2x) X : 5+HCP or an ace
2♦	X	0+	Strong (not GF)	/	2♥ : relay, other : naturel with HHxxxx		2♦ (2x) X : penalty
2♥/♠		5/6	Weak 2 with 5/6c	/	2NT strong relay, new suit is forcing	2M – 2NT – 3♣ = 5/6 cards, 3♦ reask => 3M mini 5c, 3NT maxi 5c, 3M' 6c with a top ♣ H. Penalty doubles	
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	Slam Biddings	
3m		6+	Prempt	/		<p>If 3M is forcing (slam bid), 3NT = non serious. If 3M is NF, we start the cue-bidding where we want (we promise jumped cue-bid) 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 0 P 1 (X = 0, P = 1) When we ask for the queen : we come back in the trump suit if we don't have. 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+		/	5♣/♦/♥ (for M') : asking cue-bid		
3NT	X		Gambling	/	4/5♣ : P/C / 4M : To play 4♦ : Asking for a short		
4x		7+	Prempt	/	Same as preempt at lvl 3.		