

COMPETITIVE BIDDING	
<b>Natural Overcall and Answers</b>	
Overcalls : 10 <sup>th</sup> H or good suit / Jump overcalls : preempt	
<ul style="list-style-type: none"> <li>Fit with jump : preemptive</li> <li>Major overcall : 2♣ asking support, cue-bid = clubs</li> <li>New color with jump : fit with a good suit.</li> </ul>	
Reopening : 8-16H. Answers : Cue-bid = 12 <sup>th</sup> H.	
Reopening by 1M, then : 2♣/2♦ asking support / no support	
With 2 suits	
1m – 2♦ = ♥/♠	1M – 2NT = ♣/♦
1♣ – 2NT = ♦/♥	1♥ – 2♥ = ♣/♠
1♣ – 3♣ = ♦/♠	1♥ – 3♣ = ♦/♠
1♦ – 2NT = ♣/♥	1♠ – 2♠ = ♣/♥
1♦ – 3♦ = ♣/♣	1♠ – 3♣ = ♦/♥
Defense against PREEMPT	
2NT : 16-18H X : T/O	3♣/♦ – 4♣ : ♥ + other minor 2M – 4♣/♦ : other major + ♣/♦
Defense against STRONG NT	
X : T/O on 1minor (Minor singleton (style (43)(51)) 2♣ : Majors, 5/4+ 2♦ : Multi : one major, or strong with 5 majors 4 minor 2♥/2♠ : 5 cards + a minor 2NT : Minors	
Defense against WEAK NT	
X = 15H+ (2♣ Sos or clubs / natural answers level 2 / transfer answers level 3) 2♣ = majors / 2♥/2♠ : 5 cards + a minor 2♦ : Multi : one major or strong with 5 majors 4 minor 2NT : Minors	
Defense against strong opening	
X = Natural Every bid is natural	As preemptive as possible
Action after T/O double of opponent	
XX : 11H+ with fit or penalty	Jumps : natural, with a fit

LEADS AND SIGNALS		
Trump	Lead : 3 <sup>rd</sup> -5 <sup>th</sup> Switch : 3 <sup>rd</sup> -5 <sup>th</sup> / small encouraging	
No Trump	Lead : 4 <sup>th</sup> best Switch : 4 <sup>th</sup> best	Partner's suit : 3 <sup>rd</sup> -5 <sup>th</sup>
Leads		
	<u>VS NT</u>	<u>VS Trump</u>
A	Ax ; AKx ; AKJx	Ax ; AK(H)(x) ;
K	AKJ10(x) ; KQJ10(x) ; KQJxx(x) ; AKQ10(x) ; KQ109(x) ; KQJ9(x)	Kx ; AK ; KQ(H)(x)
Q	Qx ; QJ10(x) ; QJ9(x) ; KQ ; KQx ; QJ ; QJx ; KQJx ; AQJ(x)	Qx ; QJ(x)
J	Jx ; J10x ; J109(x) ; J108(x) ; AJ10(x) ; KJ10(x)	Jx ; J10(x) ; KJ10(x)
10	10x ; 10xx ; 1098(x) ; 1097(x) ; A109(x) ; K109(x) ; Q109(x) ; AQ109(x)	10x ; K109(x) ; Q109(x)
hi-x	xx ; xxx ; xxxxx ; xxxx ; Hxx	xx ; xxxx ; Hxxx ; xxxxxx ; Hxxxx
low-x	Hxxx(x) ; HHxx(x)	xxx ; Hxx ; xxxx ; Hxxxx
Signalisation		
Signalisation / discard : 3 <sup>rd</sup> -5 <sup>th</sup> => High-low = even Small encouraging on AQJ-lead in No Trump Big encouraging on AK-lead in trumps, with xxx dummy After our 2♥ opening : attitude or 4th vs No Trump		
Doubles		
<ul style="list-style-type: none"> <li><b>Overcall</b> : T/O DOUBLE – General style : 12<sup>th</sup>H. Always double with 18<sup>th</sup>H. Answers : 1x = 0-7H / 2x = 8-10H / Cue-bids = 11<sup>th</sup>H.</li> <li><b>Reopening</b> : Always double with 14<sup>th</sup>H. Answers : jump = 12<sup>th</sup>H.</li> </ul>		
1♥ – P – 2♥ – 3♣ – X = Punitive (game try with 3♦) 1♥ – P – 2♥ – 3♦ – X = Game try		
Lightner double		SOS redouble

CONVENTIONS CARD	
	Mourges Jennifer Huberschwiller Anne-Laure
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GENERAL SYSTEM	
Base System and General Style	
Major 5 <sup>th</sup> , 2/1 Game Forcing, Better Minor <b>2♦ Multicolore, 2♥ 4<sup>+</sup>/4<sup>+</sup> both majors weak,</b> <b>2♣ Strong, 2♠ spades and a minor weak</b>	
Strong Openings	
1NT : (14)15-17HL	<ul style="list-style-type: none"> <li>- Semi-balanced</li> <li>- Maybe 5M/6m</li> <li>- Sometimes with singleton</li> </ul>
2NT : (19)20-21HL	
2♦ – (2x) – 2NT : 22-23HL	
2♣ – (2x) – 2NT : 24 <sup>th</sup> HL	
Special Bidding	
1M-1NT : Semi-Forcing / 2/1 Game forcing 2♣ : Strong or game forcing 2♦ : Multi : weak 2 major / 22-23H balanced / strong 2 minor 2♥ : Both Majors, weak (3-10), 44+, depends vul. 2♠ : 5♣ and a minor 4+, weak (3-10) 1m – 2♥ : 5♣ + 4♥ (3-8) 1♦ – 2♠ : 6+♣, 8-10H Transfer after 1-level-overcall from the opponent	
Psychics	
Rarely, Opening can be very light in third seat non vulnerable.	

## BIDDING 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♣	1♦ : sometimes 2 or 3, to pass on 1♥ or 1♠. 2♣ : 12H+, 5 cards, game forcing 2♥ : 5♠ + 4♥, weak (3-8H) 2♦ : Mixed raise, 5♣, 10-11H	1m – 1x – 1NT – 2♣ : relay for 2♦ 1m – 1x – 1NT – 2♦ : any unbal hand, GF 1m – 1x – 2NT – 3♣ : relay for 3♦, other is transfer.	After 1♣ – (1♦/♥) : transfers 1♣ – (1NT) – 2♣ : majors 1♣ – (1NT) – 2♦/♥/♠/3♣ : transfers
1♦		3+ 3 if 4432	11-23HL	4♣	2♦ : 12H+, 4 cards, GF / 3♣ : Mixed raise, 5♦ 2♥ : 5♠ + 4♥, weak (3-8H) 2♣ : 6+♣, 8-10H		After 1♦ – (1♥) : transfers 1♦ – (1NT) – 2♣ : majors 1♦ – (1NT) – 2♦/♥/♠/3♣ : transfers
1♥		5+	11-23HL	4♣	1NT : semi-forcing / 3NT : 4333 2M : 8-10HCP / 2/1 : GF	1♥ – 1NT – 2♣ : GF, any two suits	Any jump after pass, overcall or double : 4+ support and a good suit.
1♠		5+	11-23HL	4♣	2NT : support, limit or GF, then : ==> 3♣ relay and 3♦ 5/4 in majors 3♣/3♦/3♥ : naturel, limit	1M – 1NT – 3x : 5/5 1M – 1NT – 4♣ : 6/5 majors. 1♥ – 2♣ – 2♦ : 0-3♦ 2♥ : Diamonds 1♣ – 1NT – 2NT : GF, balanced / any 2 suits 1♣ – 2♣/♦ – 2♥ : 0-3♥ 2♣ : Hearts	Pass – 1M – 2♣ : support and 11HCP+ 1M – (1NT) – 2♣ : 2 card support + 5 cards oth. Maj 1M – (1NT) – 2♦/♥/♠/3♣ : transfers
1NT		(14)15-17HL Maybe 5M or 6m		4♣	2♣ : Stayman / 2♦/2♥/2♣/3♣ : transfers 4♣ : both majors, maybe longer in ♥ 4♦ : both majors, longer in ♠	1NT – 2♦/♥ – 2♥/♠ – 2NT : GF	Rubensohl
2♣	X	0+	- Strong with one maj - Any hand game forcing	4♣	2♦ : 5H+, GF / 2♥/♠ : Pass or correct 3♣ : 44 majors, weak 2NT (for ♣)/3♦/3♥/3♣ : 6 cards with 2H	2♣ – 2♦ – 2M – 2SA : asking, then : 3SA/4M : just strong / other : GF hand	On double : pass = encourage / XX = discourage On color : pass = encourage / X = discourage
2♦	X	0+	- Maxi-Multi - weak 2 in major - 22-23H balanced - strong with minor	2♣	2 or 3 ♥/♠ : pass or correct 2NT : strong relay / 3♣/♦ : naturel 12H+ 4♣ : transfer me your suit / 4♦ : say your suit / 4♥/♠ : to play	2♦ – 2NT – 3♣/♦ : mini ♥/♠ 2♦ – 2NT – 3♥/♠ : mini ♠/♥	2♦ – (2M) – X : pass or correct 2♦ – (3x) – X : penalty 2♦ – (X) – pass : to play / XX : say your suit 2♦ – (X) – 2M : wants play other major
2♥	X	4+	Both majors, weak : nv : 44+ / v vs v : 5♥4+ / v vs nv : 55+	/	2NT : strong relay 3m : to play	2♥ – 2NT then : - 3♣ : mini, any hand - 3♦ : 4-4 maxi / 3♥/♠ : 5/4 maxi inverted - 4m : 5-5 maxi, splinter with void	Every doubles are penalty 2♥ – (X) – XX : Punish if you can 2♥ – (X) – 2NT : minors / 3m : to play
2♣	X	5	5 spades and 4+ minor, weak, 3-10H	/	2NT : ask the minor 3♣ : strong relay / 3♦ : strong fit relay 3♥ : to play	2♣ – 2NT – 3m – 3♣ : try for game 2♣ – 3♣ – 3♦/♥ : mini ♣/♦ 2♣ – 3♣ – 3♣/SA : maxi ♣/♦	Every doubles are penalty 2♣ – (X) – XX : Punish if you can 2♣ – (X) – 2NT : minor ? / 3m : to play
2NT		(19)20-21H		4♣	Transfer rectification with fit	<b>Slam Bidding</b>	
3♣		6+	Preempt	/	4♦ : majors	Cue-bid relay : when we jump a cue, we promise it. We're asking for the next cue. 3♣ with or without cue. On 3♣ => 3NT promise it. Blackwood 41/30. On void-blackwood 30/41. Overcalls on blackwood : Double = 30 / Pass = 41	
3♦		6+	Preempt	/	4♣ : majors / 5♣ majors : to play	On minor, we played direct fit at 4-level is Blackwood. 4♣ is Blackwood when Heart is the trump	
3♥		6+	Preempt	/	5♣/♦/♥ (for ♣) : asking cue in the suit	After a blackwood the just next bid asking for trump queen. 5NT asking for king. We answer the king's color.	
3NT	X		Gambling One full minor	/	4/5♣ : Pass or correct / 4M : To play 4♦ : relay asking singleton		
4x		7+	Preempt	/	Same as 3 opening		