

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)

Natural, usually in 5 cards.

New suit forcing

1m 2♦: majors, 1M 2M : M'+ m, 1M 2SA : minors

1x 3x (except clubs): ask for stopper for 3NT

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Reopening : 14/16 over 1M, 10/13 over 1m

Reopening: Balancing, 9-13 HCP. Stayman and transfers.

Passed hands: showing 6/4 except over 1♠: 5♥ and 4m

If 1M opening, transfer to 2M is Stayman and 2♣ for ♦

JUMP OVERCALLS (Style; Responses)

Can be light according to vulnerability

Responses: 2NT asking, cue promises support

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

After pass 1♣ - 2♦ : both invite

1♦ - 3♣: 5♣ 4♦ + : both invite

1♦ - 2♦ or 1♣ - 2♣ : nat

VS. NT (vs. Strong/Weak; Reopening : PH)

Vs strong NT: X: 4M+5+m or 6m, 2♣: Landy, 2♦: 6M

2M: 5M+4+m, 2NT: ♣+♦, 3X: natural

In last seat: same but X (at least 4/3 in Majors) can easily be transformed

Vs weak NT: X: 13+HCP, Landy and transfers

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

T/O double

3M: minors 2M or 3M/4m: 5 other M + 5m

Natural NT bids

If 2M opening, transfer to 3M is Stayman and 3♣ for ♦

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Nothing special

1♣ - 1♦ 1NT: minors, X: majors

OVER OPPONENTS' TAKEOUT DOUBLE

1m X: XX values other natural

1M X: mixed-raise, Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and 5th	3rd and 5th
NT	4th best	3rd and 5th
Subsequent	Attitude	3rd and 5th

LEADS

Lead	Vs. Suit	Vs. NT
As	<u>AKx(xx)</u>	<u>AKx(x)</u>
King	<u>KQ(x), AK</u>	Three figures
Queen	<u>QJ(x)</u>	<u>KQx, QJx, QJ10</u>
Jack	<u>KJ10, J10(x...)</u>	<u>AJ10, KJ10, J10x, Jx</u>
10	<u>K109, Q109, 10(x)</u>	<u>A109, K109, Q109, 10x</u>
9	<u>9, 9x</u>	<u>9, 9x, 9xx</u>
Hxxx	<u>Hxxx, 10xxx</u>	<u>Hxxx, 10xxx, 10xx</u>
xxxx	<u>xxx, xxx</u> if fit expressed in the suit	<u>xxx, xxx</u> if fit expressed in the suit
xxx	<u>xxx, Hxx</u>	<u>xxx, Hxx</u>

SIGNALS IN ORDER PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Std count	Std count	Std count
Suit 2	High enc	S/P	High enc
Suit 3	S/P	S/P	S/P
NT 1	Std count	Std count	Std count
NT 2	Low enc	S/P	high enc
NT 3	S/P	S/P	S/P

Signals including Trumps: S/P or reverse count otherwise.

After the dummy, **J denies** above, **10 promises**

NT: **high** encouraging (lead or subs), high enc otherwise

Trump: always **high** encouraging

DOUBLES

TAKE OUT DOUBLE

Style: can be light if shaped

Responses: natural, cue-bid shows strength

Balancing: 7+, according to shape and vul

SPECIAL DOUBLE

Frequent T/O double situations, T/O until 4♥

Maximum overcall double. Fit double: promises a good hand

RESPONDER'S DOUBLE

Game-try Doubles

Transfers over 1♦/1♥ overcalls



FFB | FÉDÉRATION FRANÇAISE DE BRIDGE

U31 – 2024

Raphael Basler - Romain Bloch

Category : GREEN

SYSTEME SUMMARY

5 cards Major, best minor

1NT: 15/17

2♣ : GF any or 22/23 bal

2♦ : weak 2

2M: weak 2

2NT : 20/21 bal

3NT: gambling with a full minor

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦ opening

2M opening

3NT gambling

IMPORTANT NOTES

Psychics : rarely

OPENING BIDS AND DEVELOPPEMENTS

OPENING	TICK IF ARTIFICIAL	MIN NUMBER CARD	NEG. X THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	12-23 HCP, best. minor 3♣+	2♣: 5♠+ and 4♥+ 6/10 1M if 5M and 4m	Overcalls, doubles, transfers if overcall at 1♦/♥, if 1♠ overcall, 2♣: 5♥ 8/10 If 1NT overcall: transfers	Can be weak if good suit
1♦		3	4♥	12-23 HCP, best minor 3♦+	2♦: 5♠+ and 4♥+ 6/10 1M if 5M and 4m	Overcalls, doubles, transfers if overcall at 1♥, If 1♠ overcall, 2♦: 5♥ 8/10, If 1NT overcall: transfers	Can be weak if good suit
1♥		5	4♦	12-23 HCP 5♥+, 4 possible in 3rd seat	2♠: Mixed raise, 2NT: 11/13 3/4 fit support, 3♠: singleton any, 4♠: to play, 3NT/4♣/4♦: void, 3x: nat 9/11	Cue: GF 4 th fit, 2NT: 3 cards fit inv+ or 4 cards inv	Drury fit Jump shift shows support 2NT: 4♥+ singleton or void
1♠		5	4♥	12-23 HCP 5♠+, 4 possible in 3rd seat	2NT: 11/13 3/4 fit support, 3NT: singleton any, 4♣/♦/♥: void, 3x: nat 9/11	Cue: GF 4 th fit, 2NT: 3 cards fit inv+	Drury fit Jump shift shows support 2NT: 4♠+ singleton or void
1NT			4♥	15-17, Bal or semi-bal, 5M or 6m, shortness possible	2♠: 8 bal or ♣, 2NT: ♦, 3♣: Puppet, 3♦: invit nat, 3M: 5+/4+ minors with shortness in M, 4♣/♦: majors	Rubensohl, X then X T/O, pass then X penalty	6/4 with other suits (6 the higher left) or 5♥ and 4m if over 1♠
2♣	X	0	Pass encouraging X negative	GF any or 22/23 bal	2♦: mandatory Then 2NT = 22/23 bal, 2x = GF nat except 2♥ = GF nat or 24+ bal	Lead doubles, X penalty	GF
2♦		5	2NT	Weak 2, 5 cards possible	2NT asking	Lead doubles, X penalty. Over 2NT: transfers	4 th seat: 10/14
2♥		5	2♠	Weak 2, 5 cards possible	2NT asking	X: penalty	4 th seat: 10/14
2♠		5	2NT				
2NT			4♥	20/21 bal or semi-bal, 5M or 6m, shortness possible	Muppet Stayman + Transfers	Pass is forcing	Same
3♣/3♦		6	3♦	Pre	New suit forcing	X penalty if N ^o 2 overcalls	10/14
3♥/3♠		6					
3NT	X		4♣	Gambling	4♣: P/C, 4♦: slam interest	X penalty if N ^o 2 overcalls	Stronger in 3 rd or 4 th seat
4♣/4♦		6	4♦	Pre	4♥/♠: to play	X penalty if N ^o 2 overcalls	Not defined
4♥/4♠		6	4♠	Pre	5x: question of 1 st /2 nd round Cue	X penalty if N ^o 2 overcalls	To play
4NT	X		5♣	Both minors according to vul	5m: to play, 5M: round cue question	X penalty if N ^o 2 overcalls	Not defined
5♣/5♦		7	5♦	Pre	Same above	X penalty if N ^o 2 overcalls	To play

HIGHT LEVEL BIDS AND SLAM CONVENTIONS

RKCB 41-30, exclusion blackwood 30-41, BW kings: the lowest king first, then asking for the king of the suit of the bid

