

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: 1/1 natural 5+ cards 6/7+ HCP - 2/1 6 cards 10+ HCP
Responses: new suit → forcing
Responses: cue bid shows fit inv + 2NT = 12-14 bal
Responses: cuebid 3x = 4M GF
Reopening: natural 8/17
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(15) 16-18, good stopper
Reopening after 1♣/♦: 10-13 - Reopening after 1♥/♠: 13-16
If the opening suit is a major, everything is transfer (impossible transfer = 4 in the other major. except on the ♠: 2♥ for clubs and 2♣ is inv+ with 4♥)
If the opening suit is a minor, then stayman and transfer
If the n ^o 4 overcall, rubensohl after 2NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
3NT: gambling; Jump cue bid asking for stopper except 1♣ 3♣
1♥ 3♣: ♦ + ♠ 1♠ 3♣: ♦ + ♥ 1m 2♦: 5-5 major 2NT: two lowest unbid suits 1♣ 3♠: natural
Reopening: 2M: natural 11-14, 6 cards 2NT: 17-19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣: natural 1♣/♦ 4♣/♠: ♠+♥ weak
1M 2M: 5 in the other major + 5♣
Reopening – 1♣ P P 2♣: 5+♥ & 5+♦ 1m P P 2♦: 5+♥ & 5+♠
1M P P 2M: 5+ in the other major & 5+♣/♦
VS. NT (vs. Strong/Weak; Reopening;PH)
After weak NT, same but X: any 14+
Strong: X: 5m + 4M 2♣: majors 2♦: 1 major, 2M: 5M+4m ⁺ 2NT: 5-5 minors
Reope: same X: take out with a minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M X - 2NT: 8/11 or 4 in the other major and 11+
Cue bid – Two suits: 3♣ 4♣: ♥ and ♦ 3♣/♦ 4♦: ♥ and ♠
(1M P) 2M/3M 4m: 5M ⁺ +5m (forcing)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣ X: majors 1NT: minors rest natural (jump preemptive)
2♣ X: majors 2NT: minors rest natural (jump preemptive)
OVER OPPONENTS' TAKE OUT DOUBLE
1/1: forcing, 2/1: natural and non-forcing, redouble: 10+ HCP
In principle jumps 2x/3x: natural 6 cards max 4m: 5 cards + fit 4+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd 5th	3rd and 5th	
NT	4th best	3rd and 5th	
Subseq	Attitude/ 3rd and 5th	Attitude/ 3rd and 5th	
3rd 5th against NT slams/ King with AK against 5+ contracts/preempts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK + anything	AK(xx) AKJx (att)	
King	AK KQ(xx) AKx(xx)+sing KQJ(xx)	KQJ(xx) AKJ10(x) KQ10(xx) (ask for unblocking)	
Queen	QJ(xx) Qx	KQ(x) KQ10x KQ9x AQJx QJx(x) QJ9x (att)	
Jack	J10(xx) KJ10(xx) Jx	J109 J108 HJ10	
10	109(xx) Q109(xx) 10x	H109x AQ109 1097x 10xx	
9	9x	9xx H9x	
Lo-X	xx(xx)X HxXx HxX HxxxX	HxxX(x) HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high enc	std count	std count
Suit 2	std count	std count	std count
	std count		std count
1	low enc	smith's echo high	std count
NT 2	low enc	std count	std count
3	std count	std count	
Signals in the Trump suit: reverse count if needed, or preferential (high card for high suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles: sound 3-suiter style or 18HCP+ any			
Reopening: double either 3-suiter or 18+ any			
1x (X) – : 1x (8-) 2x : 4M 8-10 3x :5M 8-10			
Responses: suit à lowest level ambiguous			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X (-) 1M (1X/2X/3X) X: unbalanced hand + 3M or 18H+ (XX on X)			
1♣ 1♦ X: 4 or 5♥ 1m 1♥ X: 4 or 5♠ (2♦/♥ and 3♦/♥ transfers)			
X on the opponent cue bid : if we have the suit, negative ; if we are the partner, fit. if we fitted the partner, A/K/Q			

W B F CONVENTION CARD	
Team FRANCE U26	
PLAYERS: BOUTON CLARA - KUREK-BEAULIEU Margaux	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Best minor (1♣ with 3-3, 1♦ with 4-4 or+) 5-cards major	
Preempts:	Vul: constructive 5-9 (10) HCP Non vul 1st & 3rd: 2-10 HCP 2nd seat: constructive 5-9 (10)
1NT: 15-17 (can be with 5M or 6m)	
2♦/2♥/2♠: weak two (2♥/2♠ can be 5 or 6 cards)	
2♣: GF any or 20-21 balanced	
2NT: 22-23 balanced	
3NT: long minor AKQ (7 cards)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels cue bids	
2♦/2♥/2♠: weak two (2♥/2♠ can be 5 or 6 cards)	
4m: Namyats	
IMPORTANT NOTES	
Light opening possible in 3rd seat according to vulnerability In 3rd seat: preempts often weaker	
RKCB 41-30 30-41 ERKCB overall on RKCB : X=0, P=1 ; X on RKCB : XX=0, P=1 to ask kings : economically and naturally	
Snapdragon: 1m 1M 1SA 2m: 5M' & 2M and X: 5m'-5M'	
SPECIAL FORCING PASS SEQUENCES	
Generally, Pass is forcing when the pair has shown +23 HCP	
After a penalty X, XX will be take out (P can be forcing too)	
On mixed raise or 1M P 2NT, we can let opponents play	
PSYCHICS : RARE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
					SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	better minor	1♦/1♥/1♠: nat 1NT: 6-10 2♣: 4+ GF (jump: short) 2♥: 5♠-4♥ 5-9 2♠: 6♦ inv 2♦: fit club inv 3♣: weak	1m 1M 1NT 2♣: weak ♦ or inv, 2♦: GF on 1♦: 1M: unbalanced hand (1NT can hide one or both majors → 2♣ stayman) on 1NT: 3♣: 12-14 2♣: 15-17	transfers after 1♦/♥ 1♣ 1♠ 2♦: 5+♥ 1♣ 1♠ 3♦: 6♥ inv
1♦		3	better minor	1♥/1♠: natural 1NT: 6-10 2♣: GF 2♦: GF 4+ (jump: short) 2♥: 5♠-4♥ 5-9 2♠: 6♣ inv 3♣: fit diamond inv 3♦: weak	1m 1M 1NT 2♣: weak ♦ or inv 2♦: GF	transfers after 1♥ 1♦ 1♠ 2♣: 5+♥ 1♦ 1♠ 3♣: 6♥ inv
1♥		5 (4)	11+ 5+♥	1NT: up to 11 2m: GF 2♠: inv 6 cards 2NT: 11/15, 3/4♥	1♥ 1♠ 1NT 2♣: weak ♦ or inv on 2NT, 3♣ relay 1♥ 1NT 2NT: forcing 3♣ relay	overall: 2NT 4/3♥ limit+ cue bid 4♥ GF 1♥ X 2♦: raise 8-10 HCP 2♠: good 3♥
1♠		5 (4)	11+ 5+♠	1NT: up to 11 2m: GF 2♥: GF with 5 cards 2NT: 11/15, 3/4♠	1♠ 1SA 2♣ 2♦: 5♥ and something in ♠/♣ on 2NT, 3♣ relay 1♠ 1NT 2NT: forcing 3♣ relay	overall: 2NT 4/3♠ limit+ cue bid 4♠ GF 1♠ X 2♥: raise 8-10 HCP 3♥: good 3♠
1NT		2 (1)	15-17 bal (can be with 5♥/♠; or 6♣/♦) A/K singleton possible	2♣: stayman 2♦/2♥: transfer 3♣: transfer ♦ 2♠: inv NT or clubs 2NT: puppet 3♦ stayman 4333 3♥/♠: minors, shortness ♥/♠ 4♣: 5♥-5♠ 4♦/4♥ transfer	2NT: GF after ♥/♠ transfer On 2♣, 2NT: minimum 3♣ maximum On 2NT, 3♣ no 5♥/♠ 3♦/3♥: 5♥/♠ 3♠/3NT: 6♣/♦ After transfer to minor, 3x = shortness except 1NT 2♣ 3♣ 3♦: 5-5 or shortness ♦	rubensohl: transfer GF if weak bid available X and X = take out P and X = penalty landy and 2♦ multi: X then X punitive if doubled punitive: 2♣ stayman 3 responses (XX: 5m) stayman doubled: transfers texas doubled: XX/cue bid = fit
2♣	x		GF any or 20-21 balanced	2♦: relay 2M: to play with 20-21	2♣ 2♦ 2♥: nat or 24+bal (2♠ mandatory)	2/3 overall: pass negative 4x: X negative
2♦	x	6(5)	3-10	new suit: forcing 2NT: relay	2♦ 2NT: 3♦: minimum and rest stoppers	X: penalty
2♥		5/6	3-10	2NT: relay	3♣: only 5 cards or ♣ stopper	X: penalty in 4th seat 2M strong (under GF)
2♠		5/6	3-10	2NT: relay	3♣: only 5 cards or ♣ stopper	X: penalty in 4th seat 2M strong (under GF)
2NT		2 (1)	22-23 bal (can be with 5♥/♠; or 6♣/♦) A/K singleton possible	3♣: stayman 3♦/3♥: transfer 3♠: minors (1 or 2) 4♣: 5♥-5♠ 4♦/4♥: transfer	3♥/3♠ on 3♦/3♥ with fit on 3♠, 3NT mandatory → 4♣/♦: slam nat 4♥/♠: 5-5 min with short ♥/♠	X take out or optional (on 4x)
3m		7 (6)	preempt	natural forcing		penalty double
3♥		7 (6)	preempt	4♣: ask new suit from 5♣: asking bid, forcing	on 4♣, 4M: bad suit	penalty double
3♠		7 (6)	preempt	4♣: ask new suit from 5♣: asking bid, forcing	on 4♣, 4M: bad suit	penalty double
3NT	x	7 (8)	gambling	4+♣ pass or correct 4♦ GF relay		penalty double
4♣ (♥)	x	8 (7)	better than 4♥ opening (1st and 2nd position)			1m X P 4♣/4♦: better than 4♥/♠ 1m 1M/2M 4 in the other minor: good 4M'
4♦ (♠)	x	8 (7)	better than 4♠ opening (1st and 2nd position)			1m X P 4♣/♦: better than 4♥/♠ 1m 1M/2M 4 in the other minor: good 4M'
4♥/♠		8 (7)	to play	new suit from 5♣: asking bid, forcing		
5m			to play			