

DEFENSIVE & COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
Good suit (7 HCP) or open hand (maybe 4 cards)	
Resp : CB → Fit ; ≥ 11 H	
Jump raise → Preempt	
Jump shift → Fit + Suit	
New suit → Forcing 1 round	
in Balance → possible 4 cards + , ≤ 14 H	
1 NT OVERCALL (2nd / 4 th Live, resp, Reopening)	
2 nd pos → 15 - 18	Resp → Relay tranfert
↳ after Pass → 2 suits ; 5 - 4	
4 nd pos → 8 - 13	Resp → same style
JUMP OVERCALLS (style; Responses; Unusual NT)	
1 - suit : Generally weak and natural	
except 2 ♦ / 1 ♣ ; 2 NT = 2 suiter	
Reopen : natural except cue bid	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Direct → 2 suiters except 2 ♣ / 1 ♣	
Jump Cue Bid / Maj. → asking for control	
Reopening → same style (except 2 ♣ / 1 ♣)	
VS. NO TRUMP	
Strong : 2 ♣ Landy ; Transfer ; 2 NT = 2 minors	
Weak = same style ; Double = opening force	
VS. PREEMPTS	
2 NT & 3 NT → natural	
on weak two → CB = 2 m	
→ 4 min. = min. + Other Maj.	
VS. ARTIFICIAL STRONG OPENINGS	
Crash Dble → 2 suiter ; same color	
♦ (or ♥) → 2 suiter ; same rank	
NT → 2 suiter ; mixed	
OVER OPONENT TAKE OUT DOUBLE	
New suit : lvl. 1 → Forc. ; lvl. 2 → NF. ; jump → nat weak	
Direct raises → Preempt	
Rdbl : expect later penalty (or strong support)	2NT → Truscott (inv on min.)

LEADS & SIGNALS			
OPENING LEADS STYLE			
	<i>Lead</i>	<i>In Partner Suit</i>	
Suit	Count (+ Att.)	Count (+ Att.)	
NT	4 th. Best	Count (+ Att.)	
Suit already played		→ Count	
In new suit		→ Att. (+ Count)	
LEADS			
<i>Lead</i>	<i>Vs. Suit</i>	<i>Vs. No Trump</i>	
Ace	AK (x)	Akxx	
King	KQ (x) ; AK ; AK (x) if singl. in other suit	AKJ(x) ; KQJ(x) ; KQT(x)	
Queen	Q (x) ; QJ (x)	QJ (x) ; AQJ (x)	
Jack	J (x) ; JT (x) ; KJT(x)	No top honor	
10	T (x) ; T 9 (x x)	Kantar	
9	9 x	Kantar	
Hi - x	2 , 4 , 6 cards	4 th. best	
Lo - x	1 , 3 , 5 cards	4 th. best	
SIGNALS IN ORDER OF PRIORITY			
	<i>Partner's lead</i>	<i>Declarer's lead</i>	<i>Discard</i>
1	Count	Count	Count
Suit 2	Att.		
3	S. P.		
NT 1	Count		Count
2	Count		
Signals (including trumps) :		Smith	
		Extenses suit pref.	
DOUBLES			
TAKEOUT DOUBLES (Style ; Resp. ; Reopening)			
Other suits ; or strong			
Responses		→ Cue bid is the only forcing bid	
		→ 1 NT = 8 - 11	
SPECIAL, ART. & COMP. DBL / REDBL			
Negative Doubles through 4 ♥			
Responsive Doubles ; Support Doubles			
Maximum overcall Double			
Double of artificial bid		→ lead indication Double	

Event : VENICE CUP
TEAM : LADIES GUADELOUPE

Catherine
 REY

Françoise
 MONDOR

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural	↳ 5 cards major ↳ best minor
2 ♣	→ Strong
2 ♦	→ Game Forcing
2 Maj.	→ Weak
1 NT opening	→ 15 - 17 HCP
1 NT resp over 1 Maj.	→ 5 – 12 HL, forcing one round
2 over 1 response	↳ / Maj. → GF ↳ 2 ♣ / 1 ♦ → forcing up to 2 NT
Blackwood : 5 key cards	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1 ♦ / 1 ♣ ; 2 ♣ / 1 ♦ may be short	
1 M / 1 ♦ may be 3 cards (rare)	
3 rd & 4 th suit Forcing	

				Description	Responses	Subsequent auction	Passed hand Bidding
1 ♣		3	4 ♥	11 - 21 HCP	Priority to major	Opener' s splinters	Jumpshift = fit + suit
1 ♦		3	4 ♥	11 - 21 HCP	1 NT = 5 - 10 ; 2 NT = 11-12	1 m - 1 M - 1 NT → 2 ♣ Relay	
1 ♥		5 (4)	4 ♦	11 - 19 + HCP	Reverse Bergen ; 1 NT → 5 - 12 HL	1 M - 2 x. ♠ 3 x. → 14 good fit	2 ♣ Drury (fit)
1 ♠		5 (4)	4 ♥	11 - 19 + HCP	2 NT → fit 3 cards; bal. ; 15 + HL 3 NT → fit 4 cards; bal. ; 13 - 15 HL	♠ 2 NT → 15 17	Jumpshift = fit + suit
1 NT			-	14+ - 17 bal. 6.3.2.2 or 5.4.2.2 pos.	Stayman 4 responses Transfer : 2 ♦ 2 ♥ 2 ♠ 3 ♣ 4 ♦ → 2 Maj.	lebensohl - On negative double, stayman, transfer - On penalty double 2♣= maj (5/4); transfer ;redouble=transfer for ♣ Pass=forcing for redouble	
2 ♣	✓	0	4 ♥	bal. 22 - 23 or strong in any suit or Acol	2 ♦ → relay 2 M or 3 m → good suit + outside value	2 ♣ - 2 ♦ - 2 M → 19-23 HCP ; 5 + 2 ♣ - 2 ♦ - 3 M → Acol	
2 ♦	✓	0	4 ♥	Game Forcing	2 ♥ neg. ; 2 ♠ 1 major ace 3 ♣ 3 ♦ → ace 3 ♥ 3 ♠ 3 NT → 2 aces		
2 ♥ 2 ♠		5 / 6	-	Weak , constructive if vulnerable	2 NT → F1 ; new suit → F1 3 M → preempt ; 4 M to play	2 M - 2 NT ogust	
2 NT			4 ♥	20 - 21 bal. singleton possible	3 ♣ Puppet Stayman ; 4 ♦ → 2 Maj. 3 ♦ 3 ♥ → transf. ; 3 ♠ → 5 ♥ / 4 ♠ 4 ♣ = minors (5/4 at least) 4 NT → NF ; 5 NT → Forc.	2 NT 3 ♥ 3 ♠ → fit 2 NT 3 ♠ 3 NT → no fit	
3 ♣		6 / 7	-	Preempt Constuctive if vulnerable			
3 ♦		6 / 7	-		new suit → Forcing		
3 ♥ / 3 ♠		6 / 7	-		except 4 ♥ or 4 ♠		
3 NT	✓		-	Full Minor	4 ♣ → NF ; 4 ♦ → asking		
4 ♣ / 4 ♦		7 / 8	-	Preempt		If cue bid is dbld → rdbl = 1 st control ; go on = 2 nd pass = no control	
4 ♥ / 4 ♠		7 / 8	-	to play			
4 NT			-	Minor 2 suiter		If overcall on BW → pass = 0 ; dble = 1 ; etc...	
						Josephines	