

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style; Responses, 1/2 Level; Reopening)
4 cards possible at level 1. 8-17HCP. May be lighter NV/V.
Response : Jump raise= preempt. Jump cue-bid= good raise.
Jumpshift= fit+ good suit. New suit forcing at same level.
Reopening : denies sound opening values. May be 4 cards . at level 1
<b>INT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
In 2 <sup>nd</sup> seat : 15+-18. Response : Stayman and Transfer
In 4 <sup>th</sup> seat : 9-13 Response : same as above.
<b>JUMP OVERCALLS</b> (Style; Responses, Unusual NT)
Level 2 : weak except 1♦ - 2♠ = ♠ + ♥
Level 3 : weak except 1♥/♠ - 3♣ = ♠/♥ + ♦
2NT : the two lowest unbid suit
Reopening : nat ex 1♣ - - 2♣ = ♦ + ♥ and 1♠ - - 2♠ = ♠ + ♥
<b>DIRECT and JUMP CUE BID</b> (Style; Responses, Reopen)
1♣ 2♣ = nat 1♦ 2♦ = ♠ + ♥ 1♥/♠ 2♥/♠ = ♠/♥ + ♣
Jump cue-bid asking for a stopper (ex 1♣ 3♣ nat)
Reopening : same as above except 1♣-2♣ = ♦ + ♥
<b>VS. NT</b> (vs. Strong/Weak; Reopening; PH)
Vs strong : 2♣ = ♠ + ♥ X = (4-3)(5-1) 2♥/♠ = ♥/♠ + min
Vs weak : 2♣ = ♠ + ♥ Transfers from 2♦ to 3♣ X = penalty
Reopening : vs Stong NT X = ♣
<b>VS. PREEMPTS</b> (Double; Cue-bids; Jumps; NT bids)
TO, natural, cue-bid=2 suiter
Reopening : same as above
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Vs strong♣ : X = 1M-1m, 1♦ = majors(4+-4+) 1NT=5♣ + 5♦
2NT=5♠ + 5♥ jump weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 forcing 2 over 1 not forcing XX= 10+HCP
Jumpshift=suit+raise Truscott

<b>LEADS AND SINGALS</b>			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's Suit		
Suit 3 <sup>rd</sup> - 5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>		
NT 2 <sup>nd</sup> -4 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup> (except in ♣ 4 <sup>th</sup> )		
Subseq. Same as above			
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+) - Ax- AQJ(+)	AK(+)-A Q 10(+)	
King	AK; KQx(+); Kx	AKJx(+); KQ10xx-AQ10x(x)	
Queen	QJ(+);	AKQ(+); KQ10(x);	
Jack	J10(+)-KJ10(+)	J10x - J109(8)x	
10	K109(+)- Q109(+)- 109x(+)	109x(x) - H109x	
9	9 - 9x	J98xx -A98xx -9xx - 9x	
Hi-x	Even number	Xxx	
Lo-x	odd number	4 <sup>th</sup> -2 <sup>nd</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's lead	Declarer's lead	Discarding
Suit: 1st	Hi = Even	Hi = Even	hi=encourage
2nd	Hi encourage	Suit preference	Lo=discourage
3rd	Suit preference		Suit preference
NT: 1st	Hi=Even	Hi=even	Hi =Even
2nd	Peter (As -Queen)	Hi=even	Lo=Even
3rd			Suit preference
Signals(including trumps)Reverse count in trump= Ability to ruff or suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			
Sound 3 suiter style or 19+HCP any distribution			
Response : natural - only cue-bid is forcing			
Reopening : double either 3 suiter or 13+HCP			
Response : suit at lowest level ambiguous			
Special, Artificial and Competitive Doubles/Redoubles)			
Opener's double shows 3 cars in partner's suit or 18+ HCP			

Category	Ladies
NCBO	<b>FRANCE</b>
Event	
Players	<b>CRONIER Bénédicte - WILLARD Sylvie</b>
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural 5 cards major	
Better minor (1♣ always 3 cards, 1♦ 3 cards with 4-4-3-2)	
Weak two in majors	
1NT Openings: 15-17 balanced	
2 OVER 1 Response: F1 request a new bid Not game forcing	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ : Strong artificial F1	
2♦ ; Strong Game forcing	
3NT : Solid minor, no outside stopper	
Michael's cue-bid	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Frequent light opening in 3 <sup>rd</sup> seat according to vulnerability	
Psychics: rare	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding After overcalls
1♣		3	4♥	Natural 10-22HCP 3cards if 4-3-3-3 or 4 4 2 3	Natural with 4+♦ - 4M often 1M 2NT=11HCP jumpshift=strong	1♣ - 1♦/♥/♠ - 1NT - 2♣=relay for 2♦ 1♣- 1♥/♠- 3NT= 5-4-2-2 4 <sup>th</sup> suit F1 1♣-1♥/♠-2♣-2♦ forcing artificial	New suit with jump = 5 cards suit + 4 trumps Transfer after 1NT overcall, 2♣=Maj
1♦		3	4♥	Natural 10-22HCP 3cards only when 4-4-3-2 minor 44 open 1♦	Same as 1♣	1♦-1♥-2♦-2♥ forcing artificial	Same as over 1♣ Transfer after 1NT overcall, 2♣=Maj
1♥		5	4♦	10-21 HCP	Natural 1NT 6-10 HCP 2NT=FG+fit (4+) 3NT=11-14 HCP balanced with fit Bergen Splinter with transfer	1♥-1♠-1NT-2♣ relay for 2♦ 1♥-1♠-3NT= 5-4-2-2 1♥-1♠-2x-2♥-3♥ forcing→ 3NT= better than 4♥ 1♥-2♥-2NT trial bid any hand forcing weak jump after overcall	1NT=6-11 Drury New suit with jump=5cards suit and 4cards in opening suit weak jump after overcall (nph) Transfer after 1NT overcall
1♠		5	4♦	Same as 1♥	Same as 1♥	Same as 1♥	Same as over 1♥
1NT			3♠	15-17 balanced 5 cards major possible 6 cards minor possible 5-4-2-2 possible	Stayman Transfer 3♠= at least 4♦-4♣ 15+ HCP	1NT-2♣-2♦-3♥/♠=5♠/♥+ 4♥/♠ 1NT-2♣-2♦-2♥/♠= 5♥/♠ 7-8 HCP 1NT-4♣/♦= 5♥+5♠ 1NT-2♣-2NT=both majors→4♣for♥- 4♦for♠	Rubenshol X=at least 2NT bid
2♣	Yes	0		Forcing one round 22-23 balanced strong in any suit	2♦ relay 2♥/♠=HHxxx 3♣/♦=HHxxxx 2NT=♣-♦ 8+HCP	2♣-2♦-2NT=22-23 balanced same as over 2NT 2♣-2♦-2♥/♠= 5+cards 18-22 HCP 2♣-2♦-3♣/♦/♥/♠=acol 2♣-2♦-4♣/♦=5♥-5♠	Negative double after overcall New suit= Hxxxx(x)
2♦	Yes	0		Forcing to game Any hand	2♥=negative or unbalanced 2♠=As♥or♠ 2NT=9+HCP or 2Kings 3♣=As♣ 3♦=As♦ 3♥/♠/NT= 2as CRM	2♦-2♥-3♠= 4♠ - 5+♥ 2♦-2♥-2NT=24+ balanced same as over 2NT	Same as over 2♣ Over X 2♥=As♥ and same
2♥		6		5-10 6 cards	New suit F1 2NT relay	2♥-2NT-3x= value in x 2♥-2NT-4x=short in x	Double= penalty
2♠		6		Same as 2♥	Same as 2♥	Same as 2♥	Same as 2♥
2NT		0		20-21 balanced 5 cards major possible 6 cards minor possible	Stayman Transfer 3♦-3♥-3♠-4♣ 2NT-4♦=5♥-5♠ 2NT-5♠=forcing to 6♣/♦ or 6NT	2NT-3♣-3♥-3♠ slam interest in ♥ 2NT-3♣-3♦-3♥/♠=5♠/♥+ 4♥/♠ 2NT-3♦-3♥=fit	
3♣		7		Preempt natural	New suit: forcing	<b>HIGH LEVEL BIDDING</b>	
3♦		7		id	id	Control 1 <sup>st</sup> and 2 <sup>nd</sup> round	
3♥		7		id	id	Blackwood key cards 30-41	
3♠		7		id	id	Josephine Lightner	
3NT	Yes			Solid minor	4♦ asking for singleton		
4x		7/8		preempt natural			