


<b>DEFENSIVE and COMPETITIVE BIDDING</b>	
<b>OVERCALLS</b> - Style général: sound with out jump (or two suiter sound). Jump shift is préempt. Answer : raise = compétitive or préempt, only the cue-bid is strong	
<b>In balancing position</b> : a suit is under opening value, X= T/O, cue-bid= two suiter Answer: natural except after 1NT => stayman and texas	
<b>T/O</b> - Style général : T/O short in opening or strong 18+ H, all distribution Answer : give the fill up	
<b>BAL DBL</b> : X = T/O not necessarily value of opening Answer : natural with out 2 points less	
<b>Overcall 1NT 2<sup>e</sup> position:</b> 15+/18H + stop(s) Answer : like opening 1NT if 1mi Texas and texas cue-bid if opening 1M	Other signification if 2 suiters by the opponentes : 1NT= two suiter, more longer in the lower ranking suite (6-4)
Overcall 1NT 4 <sup>e</sup> position : 9/13H Answer: stayman and Texas	
<b>Jump overcall</b> Two suiter strong or one suite préempt Answer: only the Cue-bid is forcing <b>overall 2SA : two suiter lowess</b> Answer: give the raise	
<b>CUE-BID DIRECT</b> Style: two suiter Answer: give the raise	
<b>DEFENSE</b> against 1NT strong Convention Woosley (multi landy)	
<b>DEFENSE</b> against 1NT light the same + X = value of this NT	
<b>DEFENSE</b> against the préempt Suit = natural « solide suit » X= T/O 3SA= to play Cue-Bid= two suiter	
DIVERS	
ATTITUDE after a take out (T/O) opponents XX is strong with out raise probably, punitive orientation The raise is « compétitive bidding » Jump shift is natural 5 <sup>ème</sup> + raise 4 <sup>ème</sup>	

<b>LEADS and SIGNALS</b>					
<b>SUIT</b> => Even/Odd or sequence with 2 cards					
<b>NT</b> => four's best or sequence with 3 cards					
<b>Subseq</b> : 10 and small card : encouraging (ATT)					
LEADS					
NT : <u>xx</u>					
SUIT : <u>xx</u>					
<u>AR</u>	<u>RD</u>	<u>DV</u>	<u>V10</u>	<u>10x</u>	
<u>ARx</u>	<u>RDx</u>	<u>DVx</u>	<u>V10x</u>	<u>109</u>	
<u>ARVx</u>	<u>RDxx</u>	<u>DV109</u>	<u>V1098</u>	<u>109x</u>	
<u>ARV10x</u>	<u>RDVx</u>	<u>RD10x</u>	<u>RV109</u>	<u>98x</u>	
<u>ADVx</u>	<u>RV10x</u>	<u>RD109x</u>	<u>R1098</u>		
<u>AVxx</u>	<u>Rxx</u>	<u>Dxx</u>	<u>Vxx</u>	<u>10xx</u>	
<u>RVxxx</u>	<u>Rxxx</u>	<u>Dxxx</u>	<u>Vxxx</u>	<u>10xxx</u>	
<u>Rxxx</u>	<u>Rxxx</u>	<u>D109x</u>	<u>Vxxx</u>	<u>10xxx</u>	
SIGNAL					
1 = odd 2 = even D = découraging E = encouraging S = S/P (preference)					
CARDS		Hight	Low	Odd	Even
s u i t	Lead part	E	D		
	Suite on declarer discarding	S	1		
N T	Lead part	2 or D	1 or E		
	Suite on declarer discarding	2 or S	1 or S		
<b>SIGNAL in NT</b>		<b>other SIGNAL</b>			
Even/odd inverted (UDCA)		Even/odd			
SPECIAL					
In NT : « smith » Psychics = rarely					

<b>CARTE DE CONVENTIONS FFB</b>		
		
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RESUME DU SYSTEME		
<b>General approach and style</b>		
<b>French system</b> : Major 5 <sup>ème</sup> , best minor 1M – 2NT* = raise strong 15 H and 3+ cards. <b>Conventions</b> : 2♣ Roudi, DRURY, Truscott, <b>Rubensolh</b> , Woosley sur 1NT, FKCB (4/1 3/0 5/2), fourth suit forcing and third suit forcing, Ghestem, inverted minors.		
<b>Opening strong</b>		
2♦ multi weak in M, strong 22/23 H reg and ♦ strong 2♣ FG or strong in ♣		
<b>Opening préempt</b>		
2♥ = weak two ; 5 cards, and 5+ in other color ♠/♣/♦ 2♠ = weak two ; 5 cards, and 5+ in ♠/♦ 4♠/♦ = <b>one suiter PRE 8<sup>ème</sup></b> 4SA= two suiter minors, lighth or strong VUL or NV		
<b>Opening 1NT and 2NT</b>		
1NT= 15/17,5 balanced hand, 5 Major possible 2NT= 20/21 5 Major possible => Stayman, and after Texas transfert with 2 or 3 cards		
<b>T/O ; PEN or BAL DBL</b>		
Double is T/O thru 4♥ Play Co/ P1 if overcall		

OPENNING	X if artificial	Number minimum of cards	DESCRIPTION	T/O thru	ANSWERS	Bids after	CHANGE after overcall or PASS
1 ♣/♦		3	Best minor, opening value (11+ H or two suiter value 20 between length and honors)	4♥	2♣ = SMI with out M 4 <sup>ème</sup> 2♥ = 5♠+4♥ low -8H 2♣ = 6♣ low -7H Jump raise in <b>mi</b> = low Jump <b>mi'</b> = raise « limite »	SEF	Truscott if X Same if not Not inverted minor
1 ♥		5	from 11H	&	1NT* forcing 2/1 FG 2SA = raise strong 15 + H 3♥ = préempt	SEF	3♥ = préempt
1 ♠		5	Opening value	&	same	same	same
1 SA			semi balanced	&	2♣ = stayman 3 levels 3♣ = Texas ♦ strong 2♦/♥/♠ = Texas ♥/♠/♣ (or 8H) 2SA = Texas ♦ low or two suiters <b>mi</b> 3♦ = 5/4 <b>mi</b> slam relay 3♥ 3♥/♠ = 5/4 <b>mi</b> singl M at game	After answer 2♦ on stayman 2♥/♠ = encouraging 5 <sup>ème</sup> After Texas M : 2SA = F, 5431 new suit = 5/5	<b>Rubensolh</b> rectification texas is raise and 2SA show stop + raise
2 ♣	X	0	Forcing game	&	2♦ = relay or .....one suiter with 2 bigs honors (5)/6 <sup>ème</sup>	3SA and more = two suiter	X = some points suit = 5 <sup>ème</sup>
2 ♦	X	0	Multi : 6cards in ♥/♠ or regul 22/23 H or strong ♣/♦	&	2♥/♠/3♥/♠ = pass or correct 2SA* = relay encouraging 3♣/♦ = natural forcing 4♣* = show your M with texas 4♦* = show your M naturally	Développement naturel and : 2SA = 22/23 3♣/♦ = strong in ♦	
2 ♥		5	Préempt sound in 1 / 2 5 cards 5+ ♠ or mi	&	2♣ = relay for your second color 3♣ = for mi 2SA = relay encouraging	SEF	shift = NF
2 ♠		5	Préempt sound in 1 / 2 5 cards 5+ mi		2SA = relay encouraging 3♣ = to play in your mi		
2 SA			Semi balanced M 5 <sup>ème</sup> possible	&	3♣ = stayman 3♦/♥ = Texas M (correct = <b>NO raise solid</b> ) 3SA = to play 3♠/4♠* = texas <b>mi</b> 4♦* = two M 5/5	SEF	same 1NT
3 ♣/♦/♥/♠		7	7 cartes	&			
3 SA		7/8	ARD 7 <sup>ème</sup> en mi	&	Pass (strong) ou 4♣ (low) transfert 4♦ possible		
4 ♣/♦		8	Natural	&			
4 ♥/♠		8(7+4)	Natural	&			

**SLAM BID and CONVENTIONS :**

After raise Major **forcing**, bid of control begining at the first level possible

Raise ♥ => 3♠\* = stop ♠ ??, if yes : 3SA, if no, the first cue-bid; 3SA = ask stops, said the first (♣/♦...)

Raise ♠ => 3SA\* = said the first control

FKCB = 4/1 3/0 allways (5 keys).