

**DEFENSIVE and COMPETITIVE BIDDING**

**OVERCALLS** - 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

**In balancing position** : a suit is under opening value, X= T/O, cue-bid= two suiter

Answer: natural except after 1NT => stayman and texas  
**T/O** - Style général : T/O short in opening or strong 18+ H, all distribution  
 Answer : give the fill up

**BAL DBL**: X = T/O not necessarily value of opening  
 Answer : natural with out 2 points less

<b>Overcall 1NT 2° position:</b> 15+/18H + stop(s) Answer : like opening 1NT if 1mi Texas and texas cue-bid if opening 1M	Other signification after PASSE, if 2 suiters by the opposentes : 1NT= two suiter, more longer in the lower ranking suite (6-4)
Overcall 1NT 4° position : 9/13H Answer: stayman and Texas	

**Jump overcall**  
 Two suiter strong or one suite préempt  
 Answer: only the Cue-bid is forcing  
**overall 2SA : two suiter lowess**  
 Answer: give the raise

**CUE-BID DIRECT** Style: two suiter  
 Answer: give the raise  
**DEFENSE** against 1NT strong  
 Convention Woosley (multi landy)

**DEFENSE** against 1NT light the same + X = value of this NT

**DEFENSE** 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>

**LEADS and SIGNALS**

**SUIT => Even/Odd** or sequence with 2 cards  
**NT =>** four's best or sequence with 3 cards  
**Subseq** : 10 and small card : encouraging (ATT)

**LEADS**

NT : xx  
 SUIT : xx  

<u>AR</u>	<u>RD</u>	<u>DV</u>	<u>V10</u>	<u>10x</u>	<u>xx</u>
<u>ARx</u>	<u>RDx</u>	<u>DVx</u>	<u>V10x</u>	<u>109</u>	<u>xxx</u>
<u>ARVx</u>	<u>RDxx</u>	<u>DV109</u>	<u>V1098</u>	<u>109x</u>	<u>xxxx</u>
<u>ARV10x</u>	<u>RDVx</u>	<u>RD10x</u>	<u>RV109</u>	<u>98x</u>	<u>xxxxx</u>
<u>ADVx</u>	<u>RV10x</u>	<u>RD109x</u>	<u>R1098</u>		<u>xxxxxx</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>Rxxxxx</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	S			
	discarding	2	1		
N T	Lead part	2 or D	1 or E		
	Suite on declarer	2 or S	1 or S		
	discarding	2	1		

<b>SIGNAL in NT</b>	<b>other SIGNAL</b>
Even/odd inverted (UDCA)	Even/odd

**SPECIAL**

In NT : « smith »  
 Psychics = rarely

**CARTE DE CONVENTIONS FFB**



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**RESUME DU SYSTEME**

**General approach and style**  
**French system** : Major 5<sup>ème</sup>, best minor  
 1M – 2NT\* = raise strong 15 H and 3+ cards.  
**Conventions**: 2♣ Roudi, DRURY, Truscott, **Rubensolh**,  
 Woosley sur 1NT, FKCB (4/1 3/0 5/2), fourth suit forcing and  
 third suit forcing, Mickaël C-B, inverted minors.

**Opening strong**  
 2♦ multi weak in M, strong 22/23 H reg and mi strong  
 2♣ FG

**Openig préempt**  
 2♥ = weak two ; 5 cards, and 5/4+ in ♣/♦  
 2♠ = weak two ; 5 cards, and 5/4+ in ♣/♦  
 4♣/♦ = **one suiter PRE 8<sup>ème</sup>**  
 4SA= two suiter minors, lighth or strong VUL or NV

**Opening 1NT and 2NT**  
 1NT= 15/17,5 balanced hand, 5 Major possible  
 2NT= 20/21 5 Major possible => Stayman puppet, and after  
 Texas transfert with 2 or 3 cards

**T/O ; PEN or BAL DBL**

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 4 levels 3♣/♦ := natural strong 2♦/♥/♠/2SA = Texas ♥/♠/♣/♦ 3♥/♠ = 5431 mi singl M	After answer 2♦ on stayman 2♥/♠ = with singl encouraging After Texas M : 2SA = limite new suit = 5/4+	<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 = 5/5 mi 4♣/♦ = 5/5 M	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	
2 ♥/♠		5	Préempt sound in 1 / 2 5 cards and 5/4+ mi		2SA = relay encouraging 3♣ = to play in your mi 3♦ = encouraging in M		
2 SA			Semi balanced M 5 <sup>ème</sup> possible	&	3♣ = stayman puppet 3♦/♥ = Texas M (correct = <b>NO raise solid</b> ) 3SA = 5♠ + 4♥ 3♣/4♣* = texas mi 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).