

DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS



OVERCALLS(Style; Responses; 1/2level; Reopening)

1 NT overcall
2nd = 15/18 HCP
4 th = 10/13 HCP

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	odd even	odd even
NT	4th best *	odd even
Subseq		
Other:		

ZONAL 2021 -

Country: **REUNION**

Event: **MIXTE**

Players: **BAUQUIER Denise – NEULAT Jean-Luc**

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

1min - 1SA : 2♣ stayman, 2♦, 2♥, 2♠, 3♣ transfer, 2SA na
1Maj - 1SA : 2♣ -> ♠ : texas ♠, ♥, ♣, ♣, imp=stayman

JUMP OVERCALLS(Style; Responses; Unusual NT)

2-3major/3♦ : preempt / Mikaël 1min-2♦ : 2major
2NT : 2suiter / 3♣ : 2suiter (except over 1♦)
Reopening : 6 cards, 10-11 H

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AK.. or Axxxx...	AKxx - AKx
King	AK or KQ...	KQ... - KQ109
Queen	QJ...	QJ... -KQ...
Jack	J10...	KJ10... - AJ10... - J109...
10	10x - 1098 - 109x	1098... - A109... - R109... - D109...
9	9x	9xx
Hi-x	even	
Lo-x	odd	

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Best minor - Inverted min support

1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 HCP)

1 NT (15 - 17 H) Maj/5 possible

2 ♣ = forcing game (italian controls)

2 ♦ = multi = 2 major weak or 22-23 balanced

2 NT = 20/22 H - stayman/transfer

2 ♥ = 5 ♥ & 4 minor+, less than opening

2 ♠ = 5 ♠ & 4 minor+, less than opening

3 NT = minor 7th

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

1♣-2♣ : natural / 1Maj-2Maj : 5 other Maj - 5 ♣
1♦-2♦ : 5-5 major / 1♠-2♠ : 5-5 major

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	HI/LO even	same	same
2nd	Hi ENCRG		same
3rd	suit preference		suit preference
NT: 1st	HI/LO even		HI/LO even
2nd	small ENCRG		
3rd	suit preference		suit preference

3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt

4NT/5NT opening : 6-5 minor at least

2♣ overall over 1♣ = natural

drury -Double2 - rubenshol

flexible in 3rd position

Forcing NT : gazzilli responses

Rubensohl

Michaels Cue Bids

VS. NT(vs. Strong/Weak; Reopening;PH)

X = 5/6 minor + 4 major
2♣ : landy
2♦ = 6 cards major
2 NT = 2 minors
2♥ or 2♠ = 5 major & 4+ minor

Signals (including Trumps):echo in trumps = S/P or ability to ruff

A,Q,J = call (lo Vs NT, hi Vs suit)

K = Parity and unblocking NT

smith = hight - DECRG for leader, ENCRG for partner

3 NT = minor 7th

3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt

4NT/5NT opening : 6-5 minor at least

2♣ overall over 1♣ = natural

drury -Double2 - rubenshol

flexible in 3rd position

Forcing NT : gazzilli responses

Rubensohl

Michaels Cue Bids

Defense on weak NT

X = > 14 HCP + regular
partner : 2♣ 2♦ 2♥ 2♠ 3NT= natural NF
3♣ = stayman GF / 3♥ 3♠ = natural GF

Sputnik until (4♥)

SPECIAL FORCING PASS SEQUENCES

1SA - Double - Pass forcing -> opener suite 5th or Redouble

2♦ 2♥ 2♠ 3♣ = transfer / 2♣ : landy

Defense on 3 minor preempt

3♣/3NT- 4♦ = 2 majors
3♣/3NT - 4♣ = 5♦ + 5♥
3♦ - 4♦ = 2 majors
3♦ - 4♣ = natural

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

T/O double and redbl

Lead directing dbl

redbl after 1 NT = trf to ♣

redbl after 1 level opening = 10 + HCP

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Defense on 3 major preempt

Cue-bid = 5 minor + 5 other major
4SA : 2 minors / 3SA : natural

Psychics: rare

Psychics: rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣ / 1 ♦		3		11-21 HCP Best minor	1/1 : forcing / 1NT-2NT-3NT : natural 1 minor - 2 ♥ : 5 ♠ & 4-5 ♥ (6-9 HCP) 1 minor - 2 ♠ : natural strong 1♣-2♦ & 1♦-3♣ : fit/4+ & ♦/♣ 5+, limit	NAT NAT NAT NAT	
1 major		5		11-21 HCP	1 NT = forcing 2 NT = fit /4 + strong 3 NT = fit -13/15 HCP 2 over one = forcing game 1M 3♣/3♦ fit limit 3/4 cards	GAZZILLI GAZZILLI Style NAT NAT NAT	
1 NT				15-17 HCP, balanced Maj/ 5 possible	stayman - transfer 3♣ = stayman GF / 3♦ = stayman 4333 3♥ or 3♠ =5-4 minor, singleton ♥ or ♠		
2 ♣	X	0		Forcing game	Italian CTR : from 2 ♦ to 2 NT 0/1;2/3;4/5;6+	NAT	
2 ♦	x	0		MULTI 2 major weak	2 M = not forcing 3 M = not forcing 3 minor =forcing 2 NT = artificial relay forcing		
2 ♥	X	4		4 H+ & 4 S+, less than opening	2 ♠ = not forcing 3 M = not forcing 3 m = not forcing 2 NT =artificial relay forcing		
2 ♠	X	5		5 ♠ & 4+ minor, less than opening	2 NT forcing / 3♦ fit ♠ limit / 3♥ forcing 3♣ = to play a min		
2 NT				MAJ/ 5 possible 20/22 HCP	stayman / transfer 4♥ or 4♠ =5-4 minor, singleton ♥ or ♠		
3 ♣		6 or 7		preempt			
3 ♦		6 or 7		preempt			
3 ♥		6 or 7		preempt			
3 ♠		6 or 7		preempt			
3 NT		7		Gambling full in min	Max 1 Q in another suit		
4 NT				bicolor minor			
4 NT = RKCB				41/30			
5 NT after 4 NT				asking for Kings			
DOPI							