

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style ; natural
Responses : natural, weak jump raises
new suit forcing if n°3 pass
Jump cuebid : limit raise
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Vs 1♥/♠ in 1 <sup>st</sup> , 2 <sup>nd</sup> and 4 <sup>th</sup> seat : 1NT = 4 other major and 5+ ♠/♦, 8-15
Response : 2♣ relay
In balancing seat : natural w less than good opening hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style : weak natural
2NT : two-suiter
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♥ 2♥ : ♠+♣ (in balancing seat : ♠+♣/♦)
1♠ 2♠ : ♥+♣ (in balancing seat : ♥+♣/♦)
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong : DBLE : ♣/♦ singleton or strong
2♣ : majors
2NT : minors
Same in balancing seat
Vs Weak : 2♣ majors, others : transfers
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak 2 : 4x = 5x and 5 other major
Vs 3♣ 4♣ = 5+♦ and 5+♥, 4♦ = 5+♥ and 5+♠
Vs 3♦ 4♦ = 5+♥ and 5+♠ Vs 3♥♠ : 4♥♠ = 5 OM and 5♣♦
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBLE : 10 + / 1X : F1 / 2X : NF / 2NT 10-11 w support
Jump in a new suit : weak
Jump raises : preempt

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	High - Low : even	High - Low : even	
NT	4 <sup>th</sup> best	High - Low : even	
Subseq	NT : 4 <sup>th</sup> best		
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AKx	AKx, AKJ	
King	KQx, AK	3 honors, AKJx	
Queen	QJx	QJ10x, QJ9x, KQx	
Jack	J10x, KJ10x	J109x, J108x, AJ10x, KJ10x	
10	109x, H109x	1098x, H109	
9	9, 9x	109xx, 9xx, 9x, 9	
Hi-X	even	Xx, Xxx, xXxx, HXx, xXxxx	
Lo-X	odd	HxX, HxxX, HxxXx, xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High - Low : even	High - Low : even	High - Low : even
Suit 2	H : Encouraging	Suit preference	H : Encouraging
3	Suit preference		
1	High - Low : even	High - Low : even	High - Low : even
NT 2	H : Encouraging	Smith echo	H : Encouraging
3		Suit preference	Suit preference
Signals (including Trumps):			
Standard count High - Low : even			
A and Q leads ; High : Encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if shaped.			
Natural responses			
Cue bid forcing 1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ 1♦ DBLE : no 4 card major			
1♣/♦ 1♥ DBLE : no 4 ♠			
DBLE from the opener : good hand and support			
Lihtner			

CONVENTION CARD
OPEN FRANCE
PIERRE ZIMMERMANN FRANCK MULTON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major – Better minor
1♦ may have 3 cards w 4432
1NT NV : 10-13 / V : 15-17
2♣ : GF or strong in ♥, aces responses, note 1
2♦ : Multi,
2♥ NV : weak 4+♥ and 4+♠ note 2
2♥ V : weak 5+♥ and 4+♣/♦
2♠ : weak : 5+♠ and 4+♣/♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ : transfer responses
Two-suiter overcalls :
1♣/♦ 2♦ : ♥+♠
1♣ 2NT : ♦+♥ / 1♦ 2NT : ♣+♥
1♥ 2♥ : ♠+♣ (in balancing seat : ♠+♣/♦)
1♠ 2♠ : ♥+♣ (in balancing seat : ♥+♣/♦)
1NT strong DBLE : ♣/♦ singleton or strong
SPECIAL FORCING PASS SEQUENCES
Usual slam try in competitive bids.
When Pass is forcing, bid is weaker than Pass then bid.
IMPORTANT NOTES
Opening bids in 3 <sup>rd</sup> seat may be very light w good suit.
3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round
PSYCHICS: rare



OPEN – FRANCE – ZIMMERMANN – MULTON

Supplementary sheet

Note 1 : 2♣ : GF or 5+♥ strong

2♣ after overcall : dble = 5+ HCP,  
 2x = natural 5 cards not so bad  
 3x = natural 6 cards not so bad

2♣-2♦ : no ace  
 2♣-2♥ : one red ace => 4♣ = which one ?  
 2♣-2♠ : one black ace => 4♣ = which one ?  
 2♣-2NT : balanced, 8+ HCP or 2 kings  
 2♣-3♣ : 2 aces ♥♦ or ♠♠  
 2♣-3♦ : 2 aces ♣♦ or ♥♠  
 2♣-3♥ : 2 aces ♣♥ or ♦♠

2♣ - 2♦ - 3♥ : GF  
 2♣ - 2♦ - 2♥ - 2♠ => 2SA = F => 3♥ : NF  
 2♣ - 2♦ - 2♥ - 3♣/♦ - 3♥ : NF

2♣ - 2♥/♠ - 3♥ - 3♠ relay => 3NT : 20-23  
 4♥ : was GF but now NF  
 4NT : 24+

2♣ - 2♥/♠ - 4♥ : strong in ♥ not GF => RKCBW, 4 keys

2♣ - 2NT - 3♥ - 3♠ relay => 4♥ : 5+♥ strong not GF

Note 2 : 2♥ NV : 4+♥ and 4+♠, 6-10 HCP

2♥ - 2♠ : to play

2♥ - 3♥ : preempt

2♥ - 2NT relay => 3♣ = 5♥ + 4♠ then 3♦ relay => 3♥ : mini => 3♠ : to play  
 3♠ : maxi  
 3♦ = 5♠ + 4♥ then 3♥ relay => 3♠ : mini  
 3NT : maxi

3♥ = 4♥ + 4♠ mini  
 3♠ = 4♥ + 4♠ maxi  
 3NT = 5♥ + 5♠ mini  
 4♣/♦ = 5♥ + 5♠ maxi and single

2♥ - 3♣ natural forcing

2♥ - 3♣ - 3♦ = mini  
 3♥ = maxi without support  
 3♠ = maxi with support  
 3NT = maxi with ♦ stopper

2♥ - 3♣ natural forcing

2♥ - 3♦ - 3♥ = mini  
 3♠ = maxi without support  
 3NT = maxi + ♣ stopper

