

<b>COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style, Responses, 2/1, in bal position)
Sound suit (8-17H)
<b>Responses</b> : Cue=ask val of ovcall / Jump shift=nat+support 1NT=9-12H/2NT<jump>=13-14H/New Suit=F1 excp 2 ov 1
<b>In Bal</b> : Suit w/o jump=id Ovcall /1NT=9-13H /2NT=17-19H X=3suiter 7+H or str or 14-16H bal/Jump suit=id open 4 <sup>th</sup> Seat
<b>1NT OVERCALLS</b> (2 <sup>nd</sup> , 4 <sup>th</sup> , responses, in bal position)
1NT = 15+-18H (9-13H in bal position)
2NT = 2-suiter (2 lowest) if overcall / 17-19H in bal pos
<b>Responses</b>
Aft min opening: same as aft 1NT opening (or 2NT if natural)
Aft Maj opening : all Trf (imposs trf=Stayman)/id aft 2NT nat
<b>JUMP OVERCALLS</b> (style, responses, unusual NT, in bal)
Suit = pre-emptive, including (1♣)-2♦
2NT = 2-suiter (2 lowest) /// Responses : Common sense
Cue2 min = 2majors, cue 3 min = ♠+other min,, cue maj=♣+othermaj , 1M 3♣ = ♦+other maj
<b>In bal pos</b> = natural id opening in 4 <sup>th</sup> seat and cue =2 suit Mm
<b>CUE-BID OVERCALLS</b> (style, responses, in bal position)
<b>W/o jump</b> = 2-suiter (OM + m on M / Maj on m, incl 2♣)
<b>Jump</b> = ask for stopper // then common sense
<b>In bal</b> : w/o jump = 2-suiters (1m)-2m = 2-suiter Maj (1M)-2M=2-suiter OM+m // then common sense
<b>OVERCALLS OVER 1NT</b> (Strong/weak, in bal, responses)
<b>Vs strg N</b> : X = penalty
2♦ 1-suit M(resp multi) /2NT=♣/♦ /2♣=♥/♠ /2♥/♠=M+m
In bal : id //Aft 2NT opening=id 1NT at corresponding level
<b>Vs weak NT</b> : X 14 <sup>+</sup> H bal/2♣=♥/♠/Trf in 2 <sup>nd</sup> -4 <sup>th</sup> /2NT=♣/♦ X more flexible in bal //(1NT)-P-(2X<St/Trf>)-X=14 <sup>+</sup> H bal
<b>OVERCALLS ON PREEMPTS</b> (X, cue-bid, jumps, NT)
X take out (2NT mini cue vs weak 2: 8 <sup>+</sup> H or 10 <sup>+</sup> H if in bal) (2M)-4m=m+OM-id aft(1/2M)-(3M)et(3M)/(2M)-3M=ask stopp or ♣/♦/(3m)-4om=om+M/(3m)-4m=♥+♠/Oth positive
<b>Vs 2♦Multi</b> :2♥/♠=nat 4 <sup>+</sup> c if short OM/X=14 <sup>+</sup> bal/2NT=16-19
<b>OVER OPPONENTS 2-SUITERS</b>
Dep seq F1-NF:Cue= supp/stop/4 <sup>th</sup> suit /2NT=GF/4 <sup>th</sup> suit=nat nf, cue eco fit + , cue high 4 <sup>th</sup> gf
<b>OVER STRONG ARTIFICIAL OPENINGS</b>
<b>Vs 1♣ strg</b> : X=2 majors/1NT=min 2-suiter
<b>AFTER OPPONENTS TAKE OUT DOUBLE</b>
1M-(X):3/4M preempt/New NF excp 1 ov 1/2NT GF 3♣/♦=Bergen/4X+3♥aft 1♠ nat+sup/1♥(X) 2♠ wk

<b>LEADS AND SIGNALS</b>			
<b>LEAD CONVENTIONS</b>			
	Lead	In partner's suit	
Suit	Count (3 <sup>rd</sup> / 5 <sup>th</sup> )	Count (3 <sup>rd</sup> / 5 <sup>th</sup> )	
NT	Count (3 <sup>rd</sup> / 5 <sup>th</sup> )	Count (3 <sup>rd</sup> / 5 <sup>th</sup> )	
Subsequent	Count / Low enc	Count (3 <sup>rd</sup> / 5 <sup>th</sup> )	
Other : Head of sequence (excepted in case of opportunity)			
Rusinow in suit contracts (down to 98xx)			
<b>OPENING LEADS</b>			
Card	Suit	NT	
Ace	AKx(..) or opportunity	AKx(x) or opportun.	
King	AKx(..) possibly Rx	KQJ(..) / KQ10(..)	
Queen	KQ(..) possibly Qx	QJ(..) poss KQ(...)	
Jack	QJ(..) possibly Jx	(A/K)J10(..)/J10(..)	
10	J10(..) possibly 10x	Head of sequence	
9	109(..) possibly 9x	Count	
High	3 <sup>rd</sup> / 5 <sup>th</sup> /// xxxx	Count	
Low	3 <sup>rd</sup> / 5 <sup>th</sup> /// xxxx	Count	
<b>SIGNALS BY ORDER OF PRIORITY</b>			
	On partner's lead	Suit played by the declarer	Discard
Suit :1 <sup>st</sup>	Low encour	Count	1 <sup>st</sup> italian
2 <sup>nd</sup>	Count	Preference	Count
3 <sup>rd</sup>	Preference		
NT : 1 <sup>st</sup>	Enc (A/Q)	Count	1 <sup>st</sup> italian
2 <sup>nd</sup>	Count (K)	Smith(low enc)	Count
3 <sup>rd</sup>	Unblock (K)	Preference	
Other: Smith/signal in trump= possible preference			
<b>MISCELLANEOUS</b>			
P-1m-2♥/♠=nat + support/Jump aft P+Op M=nat+supp			
P-1M-2NT-3♣=ask short/P-1♥-2NT-3♦=not GF if short in ♠			
P-(P)-1M-(2X)-3Y=supp 3M /// 1♠-1NT-2♣-2♦=5c in ♥ 8 <sup>+</sup> H			
1M-2X-2M-2NT=relay F1 // (1/2X)-1/2NT-(3X)-X=take-out			
Aft 3 <sup>rd</sup> suit forcing at 2♥: 3♣ = 4 cards ♥			
<b>TAKE-OUT DOUBLE</b>			
Classic / Resp Cue min = 8 <sup>+</sup> H 2 M4 or opening values			
In bal = 7 <sup>+</sup> H 3-suiter or Strong/1X-(P)-1NT-(P)-(3/4Y)-X=str			
<b>SPECIAL OR ARTIFICIAL DOUBLES / REDOUBLES</b>			
Supporting X et XX aft 1♥/♠/			
Game try Doubles (compet /gen if no space/balanced if space)			
Lightner Doubles / SOS Redoubles /			
1X-(P)-2Y-(2Z)-X=take-out/1m-1M-3M-3M+1 relay			
XX=10 <sup>+</sup> no supp in M/1m-(X):2NT supp(strg or wk)/3m invit			

<b>CONVENTION CARD</b>	
<b>TEAMS</b>	
<b>BBC4 (SAISON 2020-2021)</b>	
<b>DIVISION 1</b>	
<b>Hervé HUNTZ (3743)-Caroline VANDENBOSSCHE (3741)</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL PRINCIPLES AND STYLE (H = HCP)</b>	
5-card Majors / 4-card ♦	
1♥/♠ - 1NT = Forcing 1 round / 2 over 1 GF aft Maj Opening	
1♦ - 2♣ = Forcing 1 round (F1)	
//2NT=20-21H (5c Maj poss)	
2♥ =K2 5♥ 3+♠ and single-in minor / 2♦ = weak ♥ or semi forcing / 2♣ = weak ♦ or Game Force	
2♠ = weak ♠	
3♣/♦/♥/♠ = pre-emptive	
3NT = pre-empt in a minor	
<b>SPECIAL CONVENTIONS THAT MAY IMPLY A DEFENCE SCHEME</b>	
1NT=15-17H	
2♣ = game force or weak ♦	
2♦ = Weak ♥ or semi forcing (4 <sup>th</sup> seat=strong)	
2♥ =Weak K2 5♥ 3+♠ and single-in minor (4 <sup>th</sup> seat=6c Nat 11-14H)	
2♠ = weak ♠/(4 <sup>th</sup> seat=6c 11-14H)	
3♣/♦/♥/♠ = pre-emptive (4 <sup>th</sup> seat =7c 11-14H)	
4♣/♦ = offensive pre-empt in ♥/♠ 7-8 tricks (4 <sup>th</sup> seat =nat)	
4♥/♠ =defensive pre-empt in ♥/♠ 6-7 tricks (4 <sup>th</sup> seat =nat)	
4NT = blackwood special	
<b>IMPORTANT NOTES NOT INDICATED ELSEWHERE</b>	
Game Try bids ///Poss P for pen	
2NT Good bad (on opp Maj support + aft 1X-(2M)-P-P)	
Rubensohl aft Ovcall : 2NT to 3♥=Trf (id aft P)	
Support Trf = 3 cards // Cue-bid Trf = 4 cards	
No Rubensohl after Suit opening and specified 2-suiter bid	
After 1♣/♦-(1NT): 2♣=for Maj /2♦/♥/♠=Transfer (max 8H)	
After 1♥/♠-(1NT) : 2♣/♦/♥/♠ = Transfer (max 8H)	
Aft 4 <sup>th</sup> suit forc: repet or under=unlimited/ P aft X = no stop	
<b>PSYCHICS : Seldom</b>	

DESCRIPTION OF OPENINGS							
Opening	Tick if artificial	Min nmb of cards		DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IF PASSED PARTNER (and modification after overcall)
1♣		2	Take out X up to 4♥	10-23H (poss 7-8 aft P)	inv m sup/1NT8-10/2♦♥♠ strong 3♦♥♠ splinter	2♣2♦ double 2, 3 <sup>rd</sup> and 4 <sup>th</sup> forcing, 2nt moderateur	Cue=invit/Jump=nat+sup (+Rub),X / P
1♦		4	Take out X up to 4♥	10-23H (poss 7-8 aft P)	Inv m supp/1NT6-10/2♦♥♠ strong 3♦♥♠ splinter	Double 2 / 3 <sup>th</sup> + 4 <sup>th</sup> suit forcing 2NT moder // 1♦-2♣-2♦ minimum	Same as after 1♣ opening P-1♦-2♣ non forcing
1♥/♠		5	Take out X up to 4♦	10-23H (poss 7-8 aft P)	1NT F1 / 2M 8-10 3c / 2NT supp GF 3♣/♦ Bergen/2 ov 1 GF/3NT splinter Dble jump =splinter+supp//3M=preempt 1♥/♠ - 1NT - 2NT = Game forcing	Aft 2/1GF: min/max exc 2M + 3NT Double 2 / 4 <sup>th</sup> suit forcing Aft 2NT : descr shortness by zone If no space :id resp void, rel for sign	Cue=invitational supp or more 2♣/♦/NT Drury (weak repetition) Rubensohl aft Ov Jump=nat + supp
1NT	X			15-17H balanced Vul	2♣ stayman (4 responses) // 2♦/♥/♠ 3♣ Trf /2NT nat NF/ 4♣ 2 suiter min /4♦ 2 suiter Maj 1NT-2♥-2♠-3♥ = 55xx slam try	1NT-2♣-2♦/♥-2♥2♠ 5xxx invit No rect Trf=sup 4c M/HCP+3c if m Smolen Aft Trf min : description shortness	if X Stay:P no stop/si X Trf XX sup Rubensohl / id aft Ovcall of 1NT Same if (X)artif/ Aft (X)pen:P=XX /2X DONT/2♠ 4x(6x)/XX Suit 5 <sup>+</sup>
2♣	X	0		Game Force or weak D	2♦ p/c, 2nt relay, 3♣♦ weak	After2nt level3 weak♦ other strong	If Overcall : common sense
2♦	X	0	Either Or	Weak 2♥ Various strong hands	2-3♥ p/c / 2nt relay, 4♦ trf 3♣ ask hcp, other nat rf	Aft 2NT : 3♣ = weak 2/ oth =strong	Aft (X): P to play / XX str/ Aft 2♦ 4 <sup>th</sup> seat : common sense
2♥	X	5		K2, 5♥3+♠ and single/void in minor	2nt relay, 3♦ invit maj, 3♣ p/c, 4♣♦ splinter fit♥	Aft 2NT: descr	Aft (X): P OK / XX strg / oth NF
2♠		6		Weak 2	2NT F1/3♠ preemp/4♠ tp	Aft 2NT: descr strength and shape	Aft (X): XX strg/2NT ask m/ 3m tp
2NT				20-21H balanced possibly 5 cards in Maj	3♣ Puppet / 3♦-♥ Trf / 3♠ = 54xx 3NT 45xx NF /4♣♦♥♠ double trsfr	Rectif Trf = 2 cards (+ descr (52)xx) 4♣ ask for min	If X of Puppet : P = no stopper Aft (3X): X t/o /if (X) pen id 1NT
3♣		(6)7		Pre-empt, positive 1&2 se	New suit F1/ exc3♦ ask maj ,4♦ Bwood	Common sense	After (X): XX strong
3♦		(6)7		Pre-empt, positive 1&2 Se	New suit F1 exc 4♣ Bwood	Common sense	After (X): XX strong
3♥/3♠		(6)7		Pre-empt	4♦ cue/ 4♥/♠ t p /4♣Bwood	Common sense	Common sense
3NT	X			Pre-empt min autonome	4♣ P/C / 4♦ ask single/ 5♣ p/c	Common sense	Common sense
4♣/4♦	X	0	Double Trf	Pre-empt in ♥/♠ 7-8trks	4♥/♠ t p/ Suit +1 ask ctrl/	Common sense /	Common sense
4♥/4♠		7 <sup>+</sup>		Pre-empt in ♥/♠ 6-7trks	Pass or ask ctrl level sup	Common sense /	Common sense
4NT	X			blacwood	Special responses	Common sense	Common sense
5♣/5♦		8 <sup>+</sup>		Pre-empt / To play	Common sense	Common sense	Common sense

### SLAM APPROACH AND CONVENTIONS

Splinter bids / CAB (level of 5) after partner's pre-empt (gradual responses) / Control bids (1<sup>st</sup> -2<sup>nd</sup> round)

Pass after double of a control bid = no control / Redouble = 1<sup>st</sup> round control / Other = 2<sup>nd</sup> round control //// Special Blackwood after partner's pre-empt (5 responses /3 Key cards + trump Q)

Blackwood (sometimes Kickback) 5 Aces (relay asking for trump Q / gradual responses / lowest bid in trump suit denies Q / other bid shows Q (or equivalent) + possible side values / Kings)

5NT Response to Blackwood:= 2 Aces + useful void (with trump Q or equivalent) //// If double supp : Blackwood 6 Aces (4<sup>th</sup> level response shows both Queens)

If Overcall or X on 4NT Blackwood and no space left for response: Pass = 41 / Dble or Rdbble = 30 //// 5NT GSF //// X Lightner // Blackwood for Kings : natural responses

Exclusion Blackwood : if unusual jump in a suit (double or triple / responses 4 Aces) //// After quantitative 4NT: description of holdings in minors