

	Min of cards	Neg dble thru	Description	Responses	Subsequent auction	Modifications over competition and with passed partner
1♣	3 Can be 2	4♥	11 h + 12-14 in 1 st and 2 nd hand if NV	1♦ walsh / 2♣ inverted minor /3♣ 8-11dhb. 2X weak 6 cards 4-9H	1♣ – 1♥/♠ – 1NT – 2♣ roudi 1♣ – 1♦/♥/♠ – 2♣ = 3 rd forcing 1♣-1x-1NT-2♣ Check-back 1♣-1x-1NT-2♦ Game forcing (ask distrib)	2332
1♦	3 Can be 2	4♥	11 h + 15-17 in 1 st and 2 nd hand if NV	2♦ inverted minor /3♦ 8-11H/ 2NT 0-8 H 2X weak 6 cards 4-9H	roudi and 3 rd forcing 1♦-1X-2♣ = 2suiter 44,54 or 45 1♦-1x-1NT-2♣ Check-back 1♦-1x-1NT-2♦ Game forcing (ask distrib)	
1♥	5	4♥	11 h +	2♣= natural or fit 5-7H 2NT = fit 3 cards with >11DH 3♣/3♦/3♥ = fit 4 cards >11DH / 8-10 dh / 0-7 dh; 2♠ = 6-9 H with 6 cards		Responses = same if overcall in colour except 2♦ natural 2NT Truscott after Dbl After pass 2♣ /2♦ drury
1♠	5	4♥	11 h +	same		
1NT			12- 14 and 15-17 h (follow position and vulnerability see "General approach")	2♣ staym. can be weak and without 4 MAJ 2♦/♥/♠/NT texas 3♣/3♦ = 5 cards (to slam) 3♥ = 2suit minor (can be 5/4) forcing game 3♠ = 2suit minor (can be 4/4) to slam	Special after 2♣/NT if 3 cards 3NT with M/ 4♣/♦ = 4 cards 3NT without 4 cards min.	
1NT			9-11 if NV in 1 st and 2 nd hand can have M5 or m6	2♣ puppet stayman (12+)	2♦ 1 or 2 M4 and then 2♥ = 4 cards 2♠ = 4 cards 2♥ = 5 cards in ♠ 2♠ = 5 cards in ♥	Lebenshol and Rdbl SOS for one suit 2♣/2♦ after dbl = 2 suiters 2♥/2♠ after dbl = natural 5 cards
2♣		x	Weak with 6 diamonds or strong hands	2♦ = relay 2♥/♠ F1 5 card; 2NT ask description 3♦ = pass or correct	3♦ mini with diamonds; 3X F1 max with something in X or strong	
2♣		x	Multi Weak with 6 or Game Forcing	2NT strong ask description 3♣/3♦ strong suit forcing 3♥ = pass or correct 4♣/4♦ ask to bid major in transfer; 4♥/4♠ to play	3♣/♦ 6-8 with ♥/♠; 3♥/♠ 9-11 with ♠/♥	
2♥	5/4	x	6-11h with 45, 54, 55 ♥/♠	2NT = >15 h ask description	3♣= mini 3♦= mini 3♥= max ♣ 3♠= max ♦	
2♠	5/4	x	5 cards + another suit+ 6-11	3♣ asking minor < 15h / 3♦ fit limit game 2NT = >15 h	Pass or 3♦ 3♣/♦ mini 3♥ max with ♣ 3♠ with ♦	
2NT			Bal. 20-22	3♣ = puppet Staym 3♦/♥ = texas 3♠ = asking for minors 3NT = 5♠/4♥	3♦=1or2Maj 4; 3♥/3♠=Maj 5;3NT=no M 4 3SA no fit 4C♣/4♦ = 4 cards 3NT = no minor 4	
3♣	7	x	Pre-empt			
3♦	7		Pre-empt			
3♥	7		preempt			
3♠	7		preempt			
3SA	7	x	Gambling / undet.suit + A K Q			
4♥	7					
4♠	7					
4 NT					SLAM APPROACH AND CONVENTIONS	
					4 NT = 5 keycard BWD 41-30	
					DOPI-ROPI	

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					FBB-BBF CONVENTION CARD																																							
OVERCALLS - General style natural and Cue-bid/2NT/3♣ = 2 suits (top-bottom/lowext/higest)					OPENINGS LEADS					<table border="1"> <tr> <th colspan="2">SYSTEM STYLE</th> </tr> <tr> <td>Natural</td> <td>GREEN</td> </tr> <tr> <td>Strong Club</td> <td>BLUE</td> </tr> <tr> <td>Artificial</td> <td>RED</td> </tr> <tr> <td>Highly Unusual</td> <td>YELLOW</td> </tr> </table>		SYSTEM STYLE		Natural	GREEN	Strong Club	BLUE	Artificial	RED	Highly Unusual	YELLOW																												
SYSTEM STYLE																																																	
Natural	GREEN																																																
Strong Club	BLUE																																																
Artificial	RED																																																
Highly Unusual	YELLOW																																																
Responses : nat					SUIT	3rd / 5th																																											
					NT	4th																																											
IN BAL. POS. nat					SUBSEQUENT LEADS :					DARDENNE P. 4200 POLETTO P. 5289 MARCHAL C 5057																																							
Responses :					<u>vs no-trump</u> <u>vs suit contracts</u>																																												
TAKE-OUT DOUBLE - General style > 16 h Or calling Maj.										SYSTEM SUMMARY GENERAL APPROACH AND STYLE MAJ 5 TH Diamond 3 rd (except NV in 1 st and 2 nd pos. if 15-17 reg can be 2 cards) Variable 1 NT: 9-11 in 1 st and 2nd pos. if NV; 12-14 in 1 st and 2nd pos if V against V and in 3 rd pos. if NV against V; 13-15 in 4 th position 15-17 in other pos. 2♣ / 2♦ / 2♥ / 2♠ = artif.																																							
Responses : nat					<u>A</u> K	<u>K</u> Q	<u>Q</u> J	<u>J</u> T	<u>I</u> 9																																								
IN BAL. POS. nat					<u>A</u> K X	<u>K</u> Q X	<u>Q</u> J X	<u>J</u> T X	<u>T</u> 9 X																																								
Responses : nat					<u>A</u> K J X	<u>K</u> Q X X	<u>Q</u> J T 9	<u>J</u> T 9 8	<u>T</u> 9 8																																								
1NT OVERCALL					Responses					GENERAL APPROACH AND STYLE MAJ 5 TH Diamond 3 rd (except NV in 1 st and 2 nd pos. if 15-17 reg can be 2 cards) Variable 1 NT: 9-11 in 1 st and 2nd pos. if NV; 12-14 in 1 st and 2nd pos if V against V and in 3 rd pos. if NV against V; 13-15 in 4 th position 15-17 in other pos. 2♣ / 2♦ / 2♥ / 2♠ = artif.																																							
					Responses							<u>A</u> Q J X	<u>K</u> Q T X	<u>Q</u> J T 9 X	<u>J</u> T 9 8	<u>T</u> 9 8																																	
2nd pos. 15-18 h		Stayman on minor opening			A J X X					Q T 9 X																																							
		2♦/♥/♠ = transfer			K J X X X					K X X X X																																							
4th pos. 10-13 h		Stayman and transfer			H X X X					I X																																							
					H X X X X					X X X X X																																							
JUMP OVERCALL		WEAK	INTERM	STRONG	SIGNAL WHEN FOLLOWING OR DISCARDING					OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE																																							
				G																																													
Vul		x			1 = odd numbers of cards					<table border="1"> <thead> <tr> <th>OPENINGS</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td>OP.1 2♣</td> <td>Weak♦ or strong undetermined</td> </tr> <tr> <td>OP.2 2♦</td> <td>♥ or ♠ 6 cards (6-11) or game forcing</td> </tr> <tr> <td>OP.3 2♥</td> <td>2 suit ♥+♠ 54 45 55 (6-11)</td> </tr> <tr> <td>OP.4 2♠</td> <td>5 cards whith a 4+ minor (6-11)</td> </tr> <tr> <td>OP.5</td> <td></td> </tr> <tr> <td>OP.6</td> <td></td> </tr> <tr> <td>OP.7</td> <td></td> </tr> <tr> <td>OP.8</td> <td></td> </tr> </tbody> </table>		OPENINGS	DESCRIPTION	OP.1 2♣	Weak♦ or strong undetermined	OP.2 2♦	♥ or ♠ 6 cards (6-11) or game forcing	OP.3 2♥	2 suit ♥+♠ 54 45 55 (6-11)	OP.4 2♠	5 cards whith a 4+ minor (6-11)	OP.5		OP.6		OP.7		OP.8																					
OPENINGS	DESCRIPTION																																																
OP.1 2♣	Weak♦ or strong undetermined																																																
OP.2 2♦	♥ or ♠ 6 cards (6-11) or game forcing																																																
OP.3 2♥	2 suit ♥+♠ 54 45 55 (6-11)																																																
OP.4 2♠	5 cards whith a 4+ minor (6-11)																																																
OP.5																																																	
OP.6																																																	
OP.7																																																	
OP.8																																																	
Non Vul		x			2 = even numbers of cards					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																							
Responses :					[] = when rarely used																																												
UNUSUAL NT :					D = discouraging					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																							
Responses :					E = encouraging																																												
DIRECT CUE-BID STYLE 5+ /5+					S = suit preference					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																							
Responses :nat																																																	
VS NT (strong)		VS NT (weak)			<table border="1"> <thead> <tr> <th>SUIT</th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td rowspan="3">SUIT</td> <td>On partner's lead</td> <td>E</td> <td>D</td> <td></td> <td></td> </tr> <tr> <td>On declarers lead</td> <td>2</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td></td> <td>E</td> <td>D</td> </tr> <tr> <td rowspan="3">NT</td> <td>On partner's lead</td> <td>E</td> <td>D</td> <td></td> <td></td> </tr> <tr> <td>On declarers lead</td> <td>2</td> <td>1</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td>S</td> <td>S</td> <td></td> <td></td> </tr> </tbody> </table>					SUIT	CARDS	HIGH	LOW	ODD	EVEN	SUIT	On partner's lead	E	D			On declarers lead	2	1			Discarding			E	D	NT	On partner's lead	E	D			On declarers lead	2	1			Discarding	S	S			SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
SUIT	CARDS	HIGH	LOW	ODD	EVEN																																												
SUIT	On partner's lead	E	D																																														
	On declarers lead	2	1																																														
	Discarding			E	D																																												
NT	On partner's lead	E	D																																														
	On declarers lead	2	1																																														
	Discarding	S	S																																														
Pos 2 : Dbl calling maj + Transfers		Dble 14H+			SIGNALS IN TRUMP SUIT OTHER SIGNALS																																												
Pos 4: Dbl calling maj + nat		Others: nat			1 ST ITALIAN DISCARD LAVINTHAL Smith (low encouraging) On K lead (odd -even) On AQ lead low encouraging					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																							
VS 2♥/2♠ weak																																																	
cue bid = 5/5 minor FG										SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																							
4♣/♦ = 5/5 with other maj FG																																																	
X = Take-out										CB.1 Against 1NT: Transfer and Dbl whith Majors																																							
					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					CB.2 Gesthem = cue-bid/2NT/3♣																																							
					COMPETITIVE					CB.3																																							
VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS										CB.4																																							
1X= nat, 1NT= min, 2X multiland		Double= call Maj stronger then 2♣			Support double					CB.5																																							
										CB.6																																							
					SPECIAL FORCING PASS SEQUENCES					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																																							
OVER OPPONENT' TAKE-OUT-DOUBLE										3 rd and 4 th suit forcing																																							
Rdbl = 9 h with 2 other suit 4 th or fit with 3 cards										After pass on Maj openings: 2♣ drury 9-11 and 3 trumps; 2♦= 9-11 and 4 trumps; 2M= 5-8;																																							

Trucott (inverted on minor)

PSYCHIC OPENING : no