DEFENSIVE AND COMPETITIVE BIDDING

4⁺cards 6-16 HCP **OVERCALLS:** Responses 1/1 2/2 & Cue bid F1 Jump fit BERGEN 4⁺ cards 2nd 15-18 HCP / 4th 10-13 HCP **1NT OVERCALLS:**

Responses after pass J3 On 1 Major 2x Texas except Stay. On 1 Minor 2. Stayman 2x Texas

Responses after X J3: Texas(XX \rightarrow 2 \bullet ; pass ask XX (baron or pass)

JUMP OVERCALLS

1 ♥/♠ P 2 ♥/♠ 4♣/♦=M'/m; 3♣ 4♣=♦&♥; 3♣/♦ 4♦=♥&♠ 3♥/♠ 4SA= ♣&♦; 3♥ 4♥= ♠&m; 3SA(♣/•) 4♣=♦&♥ | 4♦=♥&♠ PREEMPTS IN TEXAS ex: 1
ightharpoonup 2
ightharpoonup -6
ightharpoonup (5 pos.) <math>2
ightharpoonup -6
ightharpoonup (5 pos.)

DIRECT & JUMP CUE BIDS 2 SUITERS 5⁺&5⁺

on 1. $2 \bullet (\bullet \& \bullet) 2 \bullet (\bullet \& \bullet) 2NT (\bullet \& \bullet) (Ghestem in Texas)$ 2♠ Natural 2♠(♠&♥) 2NT(♥&♠) (Ghestem in Texas) on $1 \checkmark / \spadesuit$ $2 \checkmark / \spadesuit$ (M'& •) $2NT(\clubsuit \& •)3 \spadesuit$ (M'& •) (Ghestem)

VS. Strong/weak NT

 $2 = \text{Majors} (4^+ \& 5^+); 2 = \text{Vor} (5)6; 2 \text{V/} = \text{Vor} (5) \& 4^+ \text{m}$ $2NT = (4)5 * & (4)5 * \text{ or a strong 5M & 4}^{+}\text{m; } X = 15^{+}\text{HCP}$

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠(or 2♣/♦/NT)

 $X=\Phi \circ \bullet \& \Psi - n \bullet = \Psi \circ r \bullet \& \Phi - n \Psi = \Phi \circ r \bullet \& \Phi - n N T = \Phi \& \Psi \circ r \bullet \& \Phi$ (Rainbow)

VS.2♣/♦/♥**EKREN** (4⁺♥&4⁺♠ weak)

 $X = 14^{+}HCP$ REGULAR HAND / $2NT=14^{+}HCP$ & minors $(5^{+}\&4^{+})$

VS.2♦ MULTI

X=12⁺HCP: 2♥/♠=Short ♥/♠:2SA=19-21 HCP: 3SA= to play 3♣/◆/♥/♠ 6⁺ 15⁺H; After Pass **X**=TO; 2SA=16-18 HCP; $2 / 3 / 4 / 4 = 5^{\dagger} 11 - 14$: $3SA = 5 / 4S + 4M = 5^{\dagger} / 4M = 5^{\dagger} / 4M$

VS.2♥/♠ WEAK or MUIJDERBERG

X=14⁺HCP x(x) ♥/♠;2SA=16-18HCP; 2♠/3♣/♦/♥ (5)6⁺ 14⁺HCP Response to X=2NT Lebensohl, Other 8⁺HCP

OVER OPPONENTS' BICOLOR

1 ♥/♠ (2SA) : 1st CB Strong(fit) ; 2^d CB Strong(4st color) 3♥/♠: NF 4♣/♦: Splinter: 4st color to play 1♣/♦ (2♦): X=Punitif à ♥/♠ 2♥/♠: arrêt 2NT/3♣/♦... TEXAS 3♥/♠ Splinter SA Nat.

OVER OPPONENTS' TAKEOUT DOUBLE

1m (X): Texas except $2 = 4^{+} \checkmark \& 5^{+} \land$:

1M(X): Texas, jump fit, $2NT = Fit4-11^+S$, $2(M-1) = Fit3 5-7 or <math>11^+S$

VS.PREEMTS

 \overline{X} = PENALITY or TAKE OUT OTHER RUBENSOHL

LEADS AND SIGNALS

OPENING LEADS STYLE

4th best in NT and 3/5th in SUIT Contracts

Attitude (small = positive) on ace or queen, King asks distribution SUBSEQUENT LEADS

Attitude, count in partner suit

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK or Ax	AK or Ax
King	AK or KQ or $K(x)$	AKJxx or ARV10
Queen	KQ or QJ	KQ or QJ
Jack	(x)JT	Jx or VX(x)
10	(x)T9	(x)VX or X9x
9		(x)X9 or 9x
Hi-X	3/5 th	1^{th} (1-2-3) or 2^{d} (4)
Lo-X	3/5 th	4 th best

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
S	Suit 1 Parity	Parity	Italian
S	Suit 2		
S	Suit 3		
	NT 1 Parity	Parity	Italian
	NT 2		
	NT 3		
α.	1 (1 1	To the American	

Signals (including Trumps): Parity or Attitude Smith Echo Low = Encouraging

DOUBLES

TAKEOUT DOUBLES Standard, 3 suiters CUE BID F1; jump 8-10 Responses 1/2/3NT 7-11/11-12/12-15 HCP Standard, 2 suiters IN BAL POSITION

CUE BID F1

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

E B L CONVENTION CARD

CATEGORY:

NCBO: BELGIUM

PLAYERS: MAHY Alain (BE-71152) ()

MATELART Marc (BE-5729) (500354)

EVENT: ZW DIV1 FBB DIV1 Version 5.02 31/8/22

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: NATURAL

MAJOR 5TH – Best Minor - WALSH - INVERTED MINOR 1NT $(14^{+})15-17$ HCP - 2 FG or SF in $\sqrt{-2}$ FG or SF in $\sqrt{-2}$ ON 1♥/♠: 1NT FORCING 2 OVER 1: FG

ON 1 ◆ : 1NT 5-10 HCP 2 • : 10 + HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE: **OPENING:**

2♣: MULTI WEAK in • or FG or SF in • or •

2 ♦ : MULTI WEAK in vor ♦ or SEMI FORCING in ♣/♦/NT

2♥ PREEMPT: 3-11 HCP & BOTH MAJORS (4-4 possible) $2 \triangleq /3 \neq /4 \neq PREEMP(4/4/4)$ or FG $5^+ \neq /4/4 \neq 8$ $5^+ x$

3♠ Long Closed Color

INTERVENTION: Natural or in Texas if made with Jump 2 SUITERS: 5+&5+

on 1. $2 \clubsuit (\checkmark \& \spadesuit) 2 \spadesuit (\spadesuit \& \checkmark) 2NT (\spadesuit \& \spadesuit) (Ghestem in Texas)$ 2♠ Natural 2♠(♣&♥) 2NT(♥&♠) (Ghestem in Texas) on $1 \checkmark / \spadesuit$ $2 \checkmark / \spadesuit$ (M'&\) 2NT(\(\disp\&\ \left\))3\(\disp\) (M'\(\disp\\eta\)) (Ghestem)

RESPONSE on 1♣/♦:

w/ Jump: 2♦/♥ 2 SUITERS & 8-10 HCP 2♠ PREMPT in ♣/♦ 3 (on 1)///Texas for // (Strong/Weak) 3 Texas for 3NT2.DRURY 2WAY CHECKBACK

3rd & 4th FORCING RUBENSOHL 2NT GOOD/BAD 4♣/♦ NAMYATS

SPECIAL FORCING PASS SEQUENCES

AFTER COMPETITIVE BID IN PREMPTIVE SITUATION

IMPORTANT NOTES

COULD PASS WITH SOME 12 HCP HANDS (RARE)

PSYCHICS: RARE

U	F 1AL	. OF					
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		3	4S	(10)11-23DH	NATURAL - 2♦/♥:2 SUIT.8-10 HCP 2♣ F1 2♠/3♣ PREEMPT in ♣ - 3♦/♥/♠: TEXAS ♥♠NT		After X or 1♦/♥/♠: TEXAS After 1♠ SPTNK/ISA NAT
1•		3	4S	(10)11-23DH	NATURAL - 2♥:2 SUIT.8-10 HCP 2♦ F1 2♠/3♠ PREEMPT in ♦ - 3♣/♥/♠: TEXAS ♥♠NT		After X or 1♦/♥/♠: TEXAS After 1♠ SPTNK/1SA NAT
1♥/1♠		5	4S	(10)11-23DH	1NT F1 0-19HCP;2♥/♠8-10S; 3/4♥/♠PREEMPT 3♠11-12S; 3♠/M'13-15S; 2NT16 ⁺ S BAL; 4x 16 ⁺ S Splinter; 3NT 15-17 HCP; 2x NAT FG	2NT GAME TRY - 3♥/♠ PREEMPT – 2/3x Natural GAME TRY	After X or after 1♠ on 1♥ Texas; 2(M-1)= FIT3 5-7or 11*S JUMP FIT; 2NT FIT4 11*S After pass: 2♠ FIT3 2♠/NT FIT4
INT				(14 ⁺)15-17HCP 5Major;6minor; 5-4 possible; single also (Rare)	2♣ STAYMAN 3; 2♠/♥/♠/NT TEXAS ♥/♠/♠/♠ 2♠ also minors weak or 22-(54) FG; 2♠ ask force; 3♠ ask 5M?; 3♠ minors FG; 3♥/♠ (13)(54) FG; 3NT	NATURAL; QUEST TRANSFERT;	RUBENSOHL
2.	XXX	0		Any FG or SF in ♥ or SF in ♠ or FG 5 ⁺ ♥ & 5 ⁺ ♠ or WEAK in	2 • 1 ACE or 5 ⁺ HCP; 2 • to play if 2 • SF NF; 2 • to play if 2 • SF NF; 3 • 4 ⁺ h & 4 ⁺ s weak F1; 2NT minors; 3/4 • / • / • / 4 • HHHxxx / AKQxxx	NATURAL; 3♥/♠ (13)(54) FG	After X XX or 2x 5 ⁺ HCP After 2x X or 2y 5 ⁺ HCP
2 •	XXX	0		SF in ♣/◆/ NT or WEAK in ♥/♠(6c)(5poss.) or FG 6 ⁺ ♠ & 5 ⁺ ♥	2♥ NF; 2♠ 3 ⁺ c; 2NT F1; 3♠/♠ NAT F1; 3♥/♠ PREEMPT; 4♠ ASK MAJOR IN TEXAS 4♠ ASK MAJOR; 3NT/4♥/4♠ TO PLAY	Over 2NT 3♣/♦ MIN of 2♥/♦ or Natural SF 3♥/♦ MAX OF 2♠/♥(FG);3NT SF REG	After X pass to play XX ask descrition
2♥	(X)	4		WEAK Majors 2 Suiter (4*&4*)	Pass/2♠ TO PLAY; 2NT/3♣/3♠ F1 3♥/♠ PREEMPT; 3NT/4♥/4♠ TO PLAY;	Over 2NT 3♣ 55;3♦ min 45;3M 5M'4MMaxi Over 3♦ 3♥/♠ Min; 3SA/4♣/♦/♥/♠ Maxi	After X 2♠/ 3♣/♦ to play After X 2NT to play 3♣or 3♦
2.	(X)	0		PREEMT in $(7^+c)(6 \text{ poss.})$ or STRONG 5^+ & 5^+ \checkmark or $)$	2NT F1; 3♠ asking 3♠ /♥/♠ to play if opener is not FG.		
2NT				20-21HCP 5major;6minor; 5-4 possibles; single also (Rare)	3♠ MUPPET; 3♠/♥/♠ TEXAS; 3NT 5s&4h; 4♠ 5s&5h; 4♥/♠ short; 4NT QTT; 5♠BWD4	4 MINOR SUIT ASKING→ 4 \checkmark (4t); → 4 \spadesuit (4k);	
3.	(X)	0		PREEMT in \bullet (7 ⁺ c)6 poss.) or STRONG 5 ⁺ \bullet & 5 ⁺ \checkmark / \bullet / \bullet	3 ◆ asking→3 ▼/♠ FG with ▼/♠; 3NT/4 ♣ PREEMPT in ♣		NATURAL
3♦	(X)	0		PREEMT in (7 ⁺ c)6 poss.) or STRONG 5 ⁺ ★ & 5 ⁺ ★/◆	3♥ asking→3♠/3SA FG with ♥&♠/♦; 3NT/4♦ PREEMPT in ♦		NATURAL
3♥	(X)	0		PREEMT in \spadesuit (7 ⁺ c)6 poss.) or STRONG 5 ⁺ \spadesuit & 5 ⁺ \spadesuit / \spadesuit	3♠ asking		
34	(X)	0		CLOSED SUIT (7 ⁺) ANY 10 ⁺ H	4♣ ask for closed suit 4♦ forcing, other non forcing		
3NT		0		PREEMPT ♣/♦ bad color	4♣ ask for closed suit 4♦ forcing, other non forcing		
4♣/♦		0		PREEMPT \checkmark/\spadesuit (6 ⁺) nothing to			
4 ♥ /♠		6		protect or A/K Def.		CL 124 1 PPP CCF 127	CONVENIENCY
4NT 5♣/◆		7	<u> </u>	BLACKWOOD		SLAM APPROCH AND CONVENTION	
3♣/♦		/		PREEMT		KBWD5 41; 30; 52; 52+Q; 2+v; 2+v+Q;1+v;1+v+Q AFTER INTERVENTION ON KBWD5 : X(X)=41;pass=30;etc(DOPI ROPI)	
						Cue-bid - X, pass = no control, other = single or K, XX = void or A	
						Raise to 5 of a major ask 2 top honors or the control of a suit.	