

	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 <sup>st</sup> and 2 <sup>nd</sup> 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 <sup>rd</sup> 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 <sup>st</sup> and 2 <sup>nd</sup> hand if NV	2♦ inverted minor /3♦ 8-11H/ 2NT 0-8 H  2X weak 6 cards 4-9H	roudi and 3 <sup>rd</sup> 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♣ puppet stayman 3♥ = 2suit minor (5:5+) short ♥ 3♠ = 2suit minor (5-5 +4) short ♠	Special after 2♣/NT if 3 cards 3♦ no M5 but can have 2 M4 3NT with M/ 4♣/♦ = 4 cards 3NT without 4 cards min.	
1NT			9-11 if NV in 1 <sup>st</sup> and 2 <sup>nd</sup> 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(5 pos if irregular) 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(5 pos if irreg) 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 5♥      3♠ = max ♠	
2♠	5/4	x	5 cards + another suit m+ 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. 20-21	3♣ = puppet Staym 3♦/♥ = texas 3♠ = asking for minors 3NT = 5♠/4♥	3♦ = 1 or 2 Maj 4; 3♥/3♠ = Maj 5; 3NT = no M 4 3SA no fit 4♣/4♦ = 4 cards      3NT = no minor 4	
3♣	7	x	Pre-empt; NV 0-8 with 5+ card			
3♦	7		Pre-empt; NV 0-8 with 5+ card			
3♥	7		Pre-empt; NV 0-8 with 5+ card			
3♠	7		Pre-empt; NV 0-8 with 5+ card			
3SA	7	x	Gambling / undet.suit + A K Q			
4♣- 4♦			Transfer for 4♥ and 4♠ with something to pr			
4♥	7		Nothing to protect			
4♠	7		Nothing to protect			
4 NT						
<b>SLAM APPROACH AND CONVENTIONS</b>						
						4 NT = 5 keycard BWD 41-30
						DOPI-ROPI – BW exclusion

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				FBB-BBF CONVENTION CARD																																																											
<b>OVERCALLS</b> - General style natural and 2♦ on 1m = majors/Cue-bid M = other M and ♣/2NT = 2 suits lowst/ 1♠-2♣ = natural Responses : nat				<b>OPENINGS LEADS</b> SUI T     3rd / 5th NT        4th				<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>SYSTEM STYLE</b>            Natural                      GREEN            Strong Club                 BLUE            Artificial                     RED            Highly Unusual             YELLOW         </div>																																																											
IN BAL. POS. nat Responses : <b>TAKE-OUT DOUBLE</b> - General style > 16 h     Or calling Maj.				<b>SUBSEQUENT LEADS :</b> vs no-trump                      vs suit contracts																																																															
Responses : nat				<b>A K            K Q            Q J            J T            I 9</b>				<b>DARDENNE P. 4200     POLETTO P. 5289</b> <b>MARCHAL C 5057</b>																																																											
IN BAL. POS. nat Responses : nat				<b>A K X            K Q X            Q J X            J T X            T 9 X</b> <b>A K J X            K Q X X            Q J T 9            J T 9 8            9 8 X</b> <b>A K J T X            K Q J X            K J T X            K J T 9            X X</b>				<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b> MAJ 5 <sup>TH</sup> Diamond 3 <sup>RD</sup> (except NV in 1 <sup>ST</sup> and 2 <sup>ND</sup> pos. if 15-17 reg can be 2 cards) <b>Variable 1 NT:</b> 9-11 in 1 <sup>ST</sup> and 2nd pos. if NV; 12-14 in 1 <sup>ST</sup> and 2nd pos if V against V and in 3 <sup>RD</sup> pos. if NV against V; 13-15 in 4 <sup>TH</sup> position 15-17 in other pos. 2♣/2♦/2♥/2♠ = artif.																																																											
<b>1NT OVERCALL</b>		Responses		<b>A Q J X            K Q T X            K Q T 9 X            K I 9 8            X X X</b>																																																															
2nd pos. 15-18 h		Stayman on minor opening 2♦/♥/♠ = transfer		<b>A J X X            Q T 9 X            H X X            I X            X X X X</b> <b>K J X X X            K X X X X            H X X X            H X X X X            X X X X X</b>																																																															
4th pos. 10-13 h		Stayman and transfer																																																																	
<b>JUMP OVERCALL</b> WEAK				<b>SIGNAL WHEN FOLLOWING OR DISCARDING</b>																																																															
Vul                      x                      3♣				1 = odd numbers of cards     D = discouraging 2 = even numbers of cards     E = encouraging [ ] = when rarely used         S = suit preference																																																															
<b>UNUSUAL NT :</b> Responses :				<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th></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>					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			<table border="1" style="width: 100%;"> <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 with 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 with a 4+ minor (6-11)	OP.5		OP.6		OP.7		OP.8	
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<b>VS NT</b> Double= max from NT opening, 2♣ Majors response 2♦ = no prefer 2♠= M5+, 2M= M5, m4				<table border="1" style="width: 100%;"> <thead> <tr> <th>SIGNALS IN TRUMP SUIT</th> <th>OTHER SIGNALS</th> </tr> </thead> <tbody> <tr> <td>1<sup>ST</sup> ITALIAN DISCARD LAVINTHAL</td> <td>Smith (low encouraging) On K lead (odd -even) On AQ lead low encouraging</td> </tr> </tbody> </table>				SIGNALS IN TRUMP SUIT	OTHER SIGNALS	1 <sup>ST</sup> ITALIAN DISCARD LAVINTHAL	Smith (low encouraging) On K lead (odd -even) On AQ lead low encouraging	<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>																																																							
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<b>VS 2♥/2♠ weak</b> cue bid = 5/5 minor FG 4♠/♦ = 5/5 with other maj FG X = Take-out				<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>																																																															
<b>VS ARTIFICIAL STRONG 1♠ or 2♣ OPENINGS</b>				Support double <b>SPECIAL FORCING PASS SEQUENCES</b>				<b>IMPORTANT NOTES</b> 3 <sup>RD</sup> and 4 <sup>TH</sup> suit forcing After pass on Maj openings: 2♣ drury 9-11 and 3 trumps; 2♦= 9-11 and 4 trumps; 2M= 5-8;																																																											
<b>OVER OPPONENT' TAKE-OUT-DOUBLE</b> Rdbl = 9 h with 2 other suit 4 <sup>TH</sup> or fit with 3 cards Trucott (inverted on minor)								<b>PSYCHIC OPENING : no</b>																																																											