

OPENING	MIN. No. OF CARDS	TICK IF ARTIFICIAL	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Modifications over competition and with passed partner
PASS				0-9HCP			0-7HCP with passed partner
1♣	2		4♥	10-23HCP (8 <sup>+</sup> in 3 <sup>rd</sup> ) /4 bad ♦ poss	Walsh/Inverted minor raise GF/2♦=limit supp in ♣ 2♥ 54xx 6-9/2♠ 54xx 10-11/3♣preem/3♦/♥/♠spl	2♣ Check back stayman (Roudi) 3 <sup>rd</sup> - 4 <sup>th</sup> suit forcing	2 ov 1 NF aft Ovcall +Rubensohl Cue = positive support
1♦	4		4♥	10-23HCP (8 <sup>+</sup> in 3 <sup>rd</sup> )	3♠=lim supp ♦/3♦ preempt / else=id 1♣ opening	2♣ Ch back stay/3 <sup>rd</sup> - 4 <sup>th</sup> suit forcing	id 1♣ opening
1♥/♠	5		4♦	10-23HCP (8 <sup>+</sup> in 3 <sup>rd</sup> )	1NT F1//2M=3c 8-10//3♣-♦-M Bergen//2 ov 1 GF 2NT=4c supp GF / 1♥-2♠ wk/1♠-3♥ = nat + supp	Aft 1NT: 2m ½ Nat/3 <sup>rd</sup> - 4 <sup>th</sup> suit forc 2♣ Ch back Stayman /Game try bids	Drury(see recto)/Cue=posit supp Jump shift aft Pass = nat + supp
1NT				15-17HCP / balanced	Stayman (3 resp) / TRF : 2♥/♠ and 3♣ 2♦ = either TRF ♥ or xx(54) GF	Smolen /after TRF min, descr shape After TRF Maj, Non rectific = max 4c	Rubensohl if overcall 2X If Dble Stayman, P = no stopper
2♣	0	X		Game forcing Poss 2 suiter ♥/♠ strong	2♦ relay / other = good suit 3♥/♠ = preempt / 3NT or 4♥/♠ = to play	Aft 2♣-2X-2NT: id 2NT opening	Common sense
2♦	0	X		6c weak in ♥/♠ or 1 suiter strong Or 22-23 HCP balanced	2♥/♠=to play if wk in ♥/♠ /// 3♥/♠, 4♥/♠ = idem 2NT F1 ask for descr /// 3♣/♦ nat F1	Aft 2NT: descr min max Aft 2♦-2♥/♠-2NT: id 2NT opening	2♦-(X)-P = no pref / XX strong 2♦ in 4 <sup>th</sup> =str / 2♦-(2/3X)-X pun
2♥	4	X		4+4+xx 4-11HCP	2NT F1 ask for descr / 3♣/♦ NF		Common sense
2♠	5			Muiderberg 5x(4 <sup>+</sup> x) 6-10HCP	3♥ = game try in ♠ / ¾♠ = preempt / 3♦ = TRF ♥ 3♣ = pass or correct in m / 2NT F1 asks for descr	Aft 2NT descr strength and shape	2♠ 4 <sup>th</sup> seat = 6c 11-14HCP Aft Dble, 2NT ask for min
2NT				20-21 HCP balanced 5 cards in ♥/♠ possible	3♣ Puppet Stayman / TRF : 3♦/♥ / 3♠=54xx / 4♣/♦ = nat F1	Rectif TRF denies 3cards support 2NT-3♣-3♦-4♦=44xx 2NT-3♦-3♠ 52x /2NT-3♥-3NT 25x	If Dble Puppet, P = no stopper Rectif TRF aft ovcall = supp
3♣	6			Preempt	3♥/♠ = nat F1 / else = nat NF		
3♦	6			Preempt	3♥/♠ = nat F1 / else = nat NF		
3♥	6			Preempt	Shifts = nat F1	<b>SLAM APPROACH AND CONVENTIONS</b>	
3♠	6			Preempt	Shifts = nat F1	Splinter bids / Control bids / Control asking bids (CAB) aft preempts /	
3SA		X		Closed minor (♣ or ♦)	4♣ = pass or correct / 4♦ = relay	Blackwood 5 Aces 30-41 / 5NT GSF / Bwood for Kings (natural resp)	
4♣	0	X		Preempt in ♥ / defensive	4♦ = slam try	Natural responses after question about Q of trumps	
4♦	0	X		Preempt in ♠ / defensive	4♥ = slam try	If Overcall After Blackwood (if no space) : Dble = 0-2-4 / Pass = 1-3-5	
4♥	7			Preempt / offensive / side values	Common sense	If Overcall After Control bid : Pass no /Dble 1 <sup>st</sup> round /Else = 2 <sup>nd</sup> round	
4♠	7			Preempt / offensive / side values	Common sense	If Double After Control bid : Pass no /XX 1 <sup>st</sup> round /Else = 2 <sup>nd</sup> round	
4 NT		X		Strong 2 suiter ♣/♦	Common sense		

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						FBB-BBF CONVENTION CARD		
<b>OVERCALLS</b> - General style : Sound					OPENINGS LEADS						<b>SYSTEM STYLE</b> <b>Artificial</b> <b>RED</b>		
Responses : Natural style		Cue asks for strength			SUIT		3 <sup>rd</sup> / 5 <sup>th</sup>						
1NT = 9-12HCP		2NT = 13-14HCP			NT		4 <sup>th</sup> best						
Shifts = F1 excepted 2 over 1		Jump shifts = natural + support			A and Q ask for enc or disc / K asks for count or unblock								
IN BAL. POS. : Nat NF		Id overcall (8-17HCP)			SUBSEQUENT LEADS : Low encouraging								
Responses : Natural style		Same as after overcall			<b>vs no-trump</b>			<b>vs suit contracts</b>					
<b>TAKE-OUT DOUBLE</b> - General style : Sound      3 suiter or 18 <sup>+</sup> HCP					A <u>K</u>		<u>K</u> Q		Q J		<u>J</u> T		T 9
Responses : Nat style / Cue min = 44xx 8 <sup>+</sup> hpc or any 11 <sup>+</sup> HCP					<u>A</u> <u>K</u> X		<u>K</u> Q X		Q J X		<u>J</u> T X		T 9 X
IN BAL. POS. 7 <sup>+</sup> HCP if 3suiter or 14-16 bal or 16 <sup>+</sup> unbal or 20 <sup>+</sup> any shape					<u>A</u> <u>K</u> J X		<u>K</u> Q X X		Q J T 9		<u>J</u> T 9 8		9 8 X
Responses : Nat style					<u>A</u> <u>K</u> J T X		<u>K</u> Q J X		K <u>J</u> T X		K <u>J</u> T 9		<u>X</u> X
<b>INT OVERCALL</b>		Responses			A Q J X		<u>K</u> Q T X		<u>K</u> Q T 9 X		K <u>T</u> 9 8		X X X
2 <sup>nd</sup> pos. 15 <sup>+</sup> - 18HCP		Id INT opening after 1♣/♦			<u>A</u> J X X		Q <u>T</u> 9 X		H X X		<u>T</u> X		X X X X
		2♣ to 2♠ = transfer after 1♥/♠			K J X X X		K X X X X		H X X X		H X X X X		X X X X X
4 <sup>th</sup> pos. 9 - 13HCP		Id 2 <sup>nd</sup> position			<b>SIGNAL WHEN FOLLOWING OR DISCARDING</b>								
<b>JUMP OVERCALL</b>		WEAK	INTERM	STRONG	BICOL	1 = odd numbers of cards			D = discouraging				
Vul		Weak			(2 suit)	2 = even numbers of cards			E = encouraging				
Non Vul		Weak			(2 suit)	[ ] = when rarely used			S = suit preference				
(1x)-2NT=2 lwst / In bal pos : 2NT = nat 17-19HCP //// (1M)-3♣=OM+♦					SUIT		CARDS		HIGH	LOW	ODD	EVEN	
(1♣/♦)-2♦ = ♥+♠ / (1♠) - 2♣ = ♦+♠ / In bal pos = id opening in 4 <sup>th</sup> seat							On partner's lead		2/D/S	1/E/S			
Responses :Common sense					NT		On declarers lead		2	1			
<b>DIRECT CUE-BID</b> 2 suiter / ask for stopper if jump / (1♣)-3♣ nat							Discarding				E	D/S	
2 Suiter : weak or strong /// In bal pos : Cue min=♥+♠ / Cue maj=OM + m							On partner's lead		2/D	1/E			
Responses :Common sense							On declarers lead		2	1			
<b>VS NT 2♣ Landy</b>		Resp :Pref or 2♦ no pref / 2NT=cue					Discarding				E	D/S	
Dble= 2 suiter m/M or weak in ♦		2♣=pref m/2♦=pref M/2NT=cue											
2♦ = 1 suiter Major		Id 2♦ Multi			<b>SIGNALS IN TRUMP SUIT</b>			<b>OTHER SIGNALS</b>					
2♥/♠ = 2 suiter M/m		Id 2♥/♠ Muiderberg			Inverted count = asking for ruff			Smith signal (low encouraging)					
<b>VS PREEMPTS</b> : Nat style /take out Dble (till 4♥)/(2/3M)-4♣/♦=OM+m					<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>								
(2M)-3M=ask stop or 2 suiter♣/♦ / 2NT cue pos aft Dble /(3m)-4m=♥-♠					Informative Dble + RDble aft overcall = ½ support in Maj or Strong hand								
(3m)-4om=♥+om // id in bal pos // and extended to (3M), (1/2M)-(3M)					Lightner Double // Game try Double (if no space available)								
<b>VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS</b>					1♣-(1♦)-X=44xx / 1♠-(1♥)-1♥/♠ = 4 <sup>+</sup> cards /INT-(P)-TRF-(X)-XX=supp								
Vs 1♣ : Dble = ♥ / 1♦ = ♠		1♥/♠ = Muiderberg / INT = ♠+♦			1♣/♦-(1♥)-X=denies 4♣♠ / 1♣/♦-(1♥)-1♠ = 4 <sup>+</sup> cards								
2♣ = ♥+♠ / 2/3X = preempt					<b>OVER OPPONENT' TAKE-OUT-DOUBLE</b>								
Aft (1♣)-P-(1♦) : id except 1♥=♠					Aft 1M-(X) : preempt raises /2♣=7-9 or GF 3c supp								
<b>SPECIAL FORCING PASS SEQUENCES</b>					2NT=4c supp 11 <sup>+</sup> /Rdble=10 <sup>+</sup> poss 3c supp if 10-11/ oth jump=nat + supp								
In control bids sequences / Against preempts					except 2♠=wk / Oth=nat nf //// Aft 1m-(X) : 3m=lim / 2NT=supp wk or str								
Possible punitive passed hand after overcall					/ 2♥/♠ = weak / jump om = natural + support								
					<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>								
					OPENINGS		DESCRIPTION						
					OP.1 2♣		Game Forcing						
					OP.2 2♦		Multi Weak in ♥ or ♠ / or ½ strong (4 <sup>th</sup> =str)						
					OP.3 2♥		2 suiter majors 4-11HCP						
					OP.4 2♠		5x(4 <sup>+</sup> x) weak (4 <sup>th</sup> = 6 <sup>+</sup> c + 11-14HCP)						
					OP.5 3NT		Closed minor (♣ or ♦)						
					OP.6 4♣/♦		Defensive preempt in ♥/♠						
					OP.7 4♥/♠		Offensive preempt in ♥/♠ (side values)						
					OP.8								
					OP.9								
					<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>								
					Drury (aft passed part): 2♣=3cards/2♦=4cards balanced/2NT=4cards unbal								
					Game try bids (2NT or 3X at least ½ natural)								
					3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing								
					PSYCHIC OPENING : RARE								