

COMPETITIVE BIDDING	
OVERCALLS (Style, Responses, 2/1, in bal position)	
Sound suit (5-17H)	
Responses : Cue=ask val of overcall / Jump shift=nat+support	
1NT=9-12H/2NT<jump>=13-14H/New Suit=F1 excp 2 ov 1	
In Bal : Suit w/o jump=id Overcall / 1NT=9-13H / 2NT=17-19H	
X=3suiter 7 ⁺ H or str or 14-16H bal/Jump suit=id open 4 th Seat	
NT OVERCALLS (2 nd , 4 th , responses, in bal position)	
1NT = 15+-18H (9-13H in bal position)	
2NT = 2-suiter (2 lowest) if overcall / 17-19H in bal pos	
Responses	
Aft min opening: same as aft 1NT opening (or 2NT if natural)	
Aft Maj opening : all Trf (imposs trf=Stayman)/id aft 2NT nat	
JUMP OVERCALLS (style, responses, unusual NT, in bal)	
Suit = pre-emptive, except (1♣)-2♦ = 2 suiter ♥/♠	
2NT = 2-suiter (2 lowest) /// Responses : Common sense	
In bal pos = natural / id opening in 4 th seat	
CUE-BID OVERCALLS (style, responses, in bal position)	
W/o jump = 2-suiter (OM + m on M) / (1♣) - 2♣ = nat	
Jump = ask for stopper // then common sense	
In bal : same as overcalls	
OVERCALLS OVER 1NT (Strong/weak, in bal, responses)	
Vs strg N : X=penalty (15+H)	
2♦ 1-suit M (resp multi) / 2NT=♣/♦ / 2♣=♥/♠ / 2♥/♠=M+m	
In bal : id // Aft 2NT opening=id 1NT at corresponding level	
Vs weak NT: same except X = 13+H	
(1NT)-P-(2X<St/Trf>)-X=13 ⁺ H bal	
OVERCALLS ON PREEMPTS (X, cue-bid, jumps, NT)	
X take out (then 2NT Lebensohl style)	
(2M)-4m=m+OM-id aft(1/2M)-(3M)et(3M)/(2M)-3M=ask	
stopp or ♣/♦/(3m)-4om=om+M/(3m)-4m=♥+♠/Oth positive	
Vs 2♦Multi:2♥/♠ or 3m=nat / X=13 ⁺ bal/2NT=16-19	
OVER OPPONENTS 2-SUITERS	
Cue lowst st=invit supp/highst=4 th suit F1/2NT=GF/4 th suit NF	
OVER STRONG ARTIFICIAL OPENINGS	
AFTER OPPONENTS TAKE OUT DOUBLE	
1M-(X):3/4M preempt / new suit =nat NF excp 1 ov 1	
3♣/♦=nat + sup / 2NT = 4c sup invit +	
XX=10 ⁺ poss 3c supp in M	
1m-(X):2NT sup (strg or wk)/3m invit	

LEADS AND SIGNALS			
LEAD CONVENTIONS			
	Lead	In partner's suit	
Suit	Count (3 rd / 5 th)	Count (3 rd / 5 th)	
NT	Count (3 rd / 5 th)	Count (3 rd / 5 th)	
Subsequent	Count / Low enc	Count (3 rd / 5 th)	
Other : Head of sequence (excepted in case of opportunity)			
Switch : low encouraging			
OPENING LEADS			
Card	Suit	NT	
Ace	AKx(..) or opportunity	AKx(x) or opportun.	
King	AKx(..) KQ(..) poss Rx	KQJ(..) / KQ10(..)	
Queen	QJ(..) possibly Qx	QJ(..) poss KQ(..)	
Jack	J10(..) possibly Jx	(A/K)J10(..)/J10(..)	
10	109(..) possibly 10x	Head of sequence	
9	98(..) possibly 9x	Count	
High	3 rd / 5 th /// xxxx	Count	
Low	3 rd / 5 th /// xxxx	Count	
SIGNALS BY ORDER OF PRIORITY			
	On partner's lead	Suit played by the declarer	Discard
Suit : 1 st	Low enc	Count	1 st italian
2 nd	Count	Preference	Count
3 rd	Preference		
NT : 1 st	Enc (A/Q)	Count	1 st italian
2 nd	Count (K)	Smith	Count
3 rd	Unblock (K)	Preference	
Other: Smith (small encouraging)			
MISCELLANEOUS			
1♠-1NT-2♣-2♦=5c in ♥ 8 ⁺ H			
TAKE-OUT DOUBLE			
Classic / Resp Cue min = 8 ⁺ H 2 M4 or opening values			
In bal = 7 ⁺ H 3-suiter or Strong			
SPECIAL OR ARTIFICIAL DOUBLES / REDOUBLES			
Supporting X and XX aft 1♥/♠ responses			
Lightner Double (vs slams)			
1X-(P)-2Y-(2Z)-X = take-out			

CONVENTION CARD	
(2020 – 2021)	
Johan FASTENAKELS - Damien CALAS	
SYSTEM SUMMARY	
GENERAL PRINCIPLES AND STYLE (H = HCP)	
5-card Majors / 4-card ♦	
1♥/♠ - 1NT = Forcing 1 round / 2 over 1 GF aft Maj Opening	
Walsh (after 1♣ Opening) // 1♦ - 2♣ = Forcing 1 round (F1)	
1NT= 15-17H Vul // 2NT=20-21H (5c Maj poss)	
2♦ = Multi / 2♣ = Game Force	
2♥/♠=(5x)(4 ⁺ x) 6-10H	
3♣/♦/♥/♠ = pre-emptive	
3NT = gambling	
SPECIAL CONVENTIONS THAT MAY IMPLY A DEFENCE SCHEME	
2♣ = game force	
2♦=Multi, either 2 Maj weak or strong hands (4 th seat=strong)	
2♥ 2-suiter Maj weak 4 ⁺ 4 ⁺ xx 4-11H (4 th seat=6c Nat 11-14H)	
2♠=5x(4 ⁺ x) 6-10H (5c ♠ + 4 ⁺ c min) / (4 th seat=6c 11-14H)	
4♣/♦ = Namyats (♥/♠)	
4♥/♠ = pre-emptive	
4NT = strong 2-suiter in minors	
IMPORTANT NOTES NOT INDICATED ELSEWHERE	
Game Try bids: Suit=seek cplmt/2NT general	
After 1♣/♦-(1NT): 2♣=for Maj / 2♦/♥/♠=Transfer (max 8H)	
After 1♥/♠-(1NT) : 2♣/♦/♥/♠ = Transfer (max 8H)	
Aft (1X)-1NT-(X):id defence vs penalty X of 1NT (see verso)	
1X-(P)-1NT-(2Y)-X=pen	
PSYCHICS : Seldom	

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)	Walsh / inv m sup / 2M weak	2♣ Double 2 // 3 rd +4 th forc	Cue=invit
					3♣ preempt	2NT moder // 1♣-1♦-1NT poss M4	2 ov 1 F1 aft Ovcall NF aft X
1♦		4	Take out X up to 4♥	10-23H (poss 7-8 aft P)	Walsh / inv m sup / 2Mweak	2♣ Double 2 // 3 rd +4 th forc	Same as after 1♣ opening
					3♦ preempt	2NT moder // 1♦-2♣-2♦ poss mini	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 M	Aft 2/IGF: min/max exc 2M + 3NT	Cue=invitational supp or more
					3♣/♦ Bergen / 3NT Spl OM	2♣ Double 2 // 4 th suit forcing	2♣ Drury (weak repetition)
					4m = Spl // 3M = preempt	Aft 2NT : descr strength and shape	2 ov 1 F1 aft Ovcall NF aft X
					1♥-2♠ nat str / 1♠-3♥= nat str		Jump=nat + supp//2NT=supp M (4c)
							Cue= sup M (3c)
1NT	X			15-17H balanced	2♣ stayman (3 resp) // 3♣/♦ = strong nat		if X Stay:P =♣/si X Trf: XX sup
					2♦/♥/♠/NT=Trf // 3♥/♠=min+short in M	No rect Trf = good support	Rubensohl
					4♣ 2 suiter min / 4♦ 2 suiter Maj / Smolen		Aft (X)pen: XX SOS + 2X nat
					4M=nat // 1NT-2♥-2♠-3♥=55xx slam try	Aft Trf min : description shortness	
2♣	X	0		Game Force	2♦ = relay / 2/3X = good suit		If Overcall : common sense
2♦	X	0	Either Or	Weak 2 in Major	2-3♥/♠ pass or corr / 3NT+4♥/♠ tp	Aft 2NT : descr strength and shape	Aft X or ovcall 2♠ to 3♦: same
				Various strong hands	2NT rel F1 / 3m F1 / 4♣ask trf / 4♦ ask M		Aft X : 2♥ tp
2♥		5		x5(4 ⁺ x) 6-10H	3♣ P/C in min/2NT F1/3♥ preemp/4♥ tp	Aft 2NT: descr strength and shape	Aft (X): XX inv/2NT inv ♠ / 3♣ P/C
				5 cards in ♥ + 1 min 4 ⁺	2♠ nat invit NF / 3♦ invit ♥		3♦ tp ///After Overcall : X penalty
2♠		5		5x(4 ⁺ x) 6-10H	3♣ P/C in min/2NT F1/3♠ preemp/4♠ tp	Aft 2NT: descr strength and shape	Aft (X): XX inv/2NT inv ♠ / 3♣ P/C
				5 cards in ♠ + 1 min 4 ⁺	3♥ nat invit NF / 3♦ invit ♠		3♦ tp ///After Overcall : X penalty
2NT				20-21H balanced	3♣ Romex / 3♦-♥ Trf / 3♠=minors 5+4+	Rectif Trf = 3+ cards	Aft (3X): X t/o
				possibly 5 cards in Maj	4♣/♦ nat F1		
3♣		(6)7		Pre-empt	Common sense	Common sense	After (X): XX strong
3♦		(6)7		Pre-empt	Common sense	Common sense	After (X): XX strong
3♥/3♠		(6)7		Pre-empt	Common sense	Common sense	Common sense
3NT	X			Gambling	4♣ P/C	Common sense	Common sense
4♣/4♦	X	0	Double Trf	Str Pre-empt in ♥/♠	4♥/♠ t p	Common sense	Common sense
4♥/4♠		7 ⁺		Pre-empt in ♥/♠	Common sense	Common sense	Common sense
4NT	X			Strong 2-suiter ♣/♦	Common sense	Common sense	Common sense
5♣/5♦		8 ⁺		Pre-empt / To play	Common sense	Common sense	Common sense

SLAM APPROACH AND CONVENTIONS

Splinters (not slamish by advancer / strong if by opener) / Control bids (1st - 2nd round)

Pass after double of a control bid = 2nd round control / Redouble = 1st round control / Other = no control

Blackwood 5 Aces 41-30 (relay 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 (if ask Q, response on 1st supported suit)

If Overcall on 4NT Blackwood and no space left for response: Pass = odd nbr of Aces / Dble = even nbr /// 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