


DEFENSIVE & COMPETITIVE BIDDING	LEADS & SIGNALS	FEDERATION BELGE DE BRIDGE
Overcalls – General style : Natural	Opening leads : 3 rd or 5 th (Parity)	
Responses :		Division 3♠
Natural, Jump, Redouble, Cue-bid	Subsequent leads : Idem	Cercle Liégeois  Name of players :
	Examples are : (Same leads if our side showed suit)	Hautot André (1195) & Pirene Christian (1753)
	Bold = NT contract. Underlined = suit contract (if different)	SYSTEM SUMMARY
Take-out double – General style : may be weak	<u>AK</u> <u>RQ</u> <u>QJ</u> <u>J10</u> <u>10x</u> <u>AKx</u> <u>KQx</u> <u>QJx</u>	
Responses : Natural	<u>J10x</u> <u>109</u> <u>AKJx</u> <u>KQxx</u> <u>QJ109</u> <u>J1098</u>	General approach : Natural, Major 5, Diamond 4, Club 0
Jump = 10 HCP & Cue-bid = 12 HCP and more	<u>AQJx</u> <u>KJ10x</u> <u>KQJx</u> <u>KQ10x</u> <u>KJ109</u> <u>AJxx</u>	2♣ Albaran ; 2♦, 2♥, 2♠ & 2NT Multi
	KJxxx Kxxxx Kxxxx Kxxx Kxx	Responses : 2/1 forcing ; INT forcing on 1♥ or 1♠
	Qxx Jxx 10xx 10xxx Qxxx Q109x	2NT is forcing and fitted on 1♥ or 1♠
	xxxxxx xxxxx xxxx xxx xx	
INT overcall - Responses - Other meanings		Special openings & resp. that may require defence :
2 nd pos. 15-18 & 4 th pos. 11-14 : No stopper needed !!		1♠ = 11-23 HCP no card needed (see page two)
Resp. : Idem openings, exc. : 2NT = Stayman	Signals when following suit or discarding : Parity	1NT = 15-17 (2♣ = Stayman weak or strong)
Jump overcall : weak non vuln. & medium vuln.		2♣ = Forcing game (exc. 2♣ 2♦ 2SA)
Two suiter : Cue bid, 2NT, 3♣ (& 3♦ on 1♠)	Exception : Versus NT contracts, the King asks to	2♦ = Weak with 6♥ or 5♥+5minor OR strong elsewhere
Responses : Natural & Cue-bids	unblock ; call by lowest card on ace or queen lead	2♥ = Weak with 6♠ or 5♠+5X OR strong in ♥
Unusual NT = Call for minors or Psychic		2♠ = Weak with 6♣ OR 24-25H regular
Responses : Natural	Signals in trump suit : parity reversed	2NT=Weak with 6♦ or 5♦+5♣ OR strong with 5♥5♠
Direct Cue-bid = Two suiter 5-5 (Exc. 1♠ 2♠=natural)	Other signals : Lavinthal after parity	3NT = Gambling
Responses : Natural & Cue-bids		
VS. NT : Texas overcall = 6 cards or two-suiter		
DBL = 6 cards ♠ or both majors at least 4-4		
Responses : Relays	Special, artificial & competitive doubles :	Special competitive bids that may require defence :
	Negative double when fitted under the game	2♥ or 2♠ jump overcall is weak if non vulnerable
VS. Preempts : Natural	DBL & RDBL after opening is 15H & more	Sputnik up to 3♠
		Third and fourth suit are forcing
VS. Artificial strong 1♠ or 2♠ : Natural		
	Special forcing pass sequences :	
	1X (1Y) Pass	Psychic openings : possible in 3 rd position & favourable vulnerability
	1♥ (2♣ or 2♦) Pass	
	1♠ (2♣ or 2♦ or 2♥) Pass	
Over opponent's take-out double : Truscott	Pass = Weak or Punitive asks for a double if less than 3 cards in opener's hand	

Opening Min cards	artificial	Description	neg. dbl	Responses, including modifications over competition	Subsequent auction	Modifications over comp.
Pass		nothing				
1♣	yes	0 (1) card if 4450 or 4441 & 17-19H	3♣	Natural. Jump=weak (exc. 1♣ 2♦=fit ♣, >12HCP)	2♥=11-12H; 2♠=13-14H; ...	1♣ DBL 2♦ = weak
1♦			3♣	Idem (1♦ 3♣=fit ♦, >12HCP)	3♦=11-12H; 3♥=13-14H; ...	1♦ DBL 3♣ = weak
1♥ / 1♠			3♠	1NT forcing (exc. Overall)		
				Simple jump = misfit & weak		
				Double jump = fit 13-15 + single		
				2NT = fit (13 and more)	3♣ is relay	
				3NT = fit 16-18 regular		
1NT		5 cards major possible (15-17)		2♣ = Stayman, weak or strong; 2♦/2♥ = Texas		
				2♠ = Baron; 3♣ = game Stayman or 6♣ strong		
				3♦, 3♥ & 3♠ = natural & strong		
				4♠ = Gerber; 4NT = quantitative		
2♣	yes	Forcing game (exc. 2♣ 2♦ 2SA)		2♦ = negative; 2NT = 8H or two kings		
				Others = As responses		
2♦	yes	Weak with 6♥ or 5♥+5minor OR strong but not in ♥		2♥ = negative if weak; another suit is not forcing	3♥ is minimum with 6 cards	DBL is positive RDBL is non FCG
2♥	yes	Weak with 6♠ or 5♠+5X OR strong in ♥		2NT is positive (see ⇒)		
2♠	yes	Weak with 6♣ OR 24-25H regular		2♠ = negative if weak; another suit is not forcing	3♠ is minimum with 6 cards	DBL is positive RDBL is non FCG
2NT	yes	Weak with 6♦ or 5♦+5♣ OR strong with 5♥+5♠ (15-17H)		2NT is positive (see ⇒)		
				2NT=positive without a major 5 or negative with it		
3♣/3♦		6 or 7 seven tricks, good suit with the ace		3♣ = suit ♣ better than suit ♦	2NT = 5♥+5♠ (15-17H)	DBL & RDBL are positive
3♥/3♠		6 or 7 seven tricks		3♦ = negative with the fit ♦; Others = forcing		RDBL is positive
3NT	yes	Closed suit				
4X	7	7 or 8 seven tricks		4♣ is weak and 4♦ is strong		

Slam approach and conventions :
4NT Blackwood (five aces when fitted) OR quantitative OR stop.
Relays asking for the number of kings, including the eventual trump queen.
Controls and anticontrols. 5NT Josephine. Exclusion Blackwood.