|  |
| --- |
| COMPETITIVE BIDDING |
| **OVERCALLS** (Style, Responses, 2/1, in bal position) |
| Sound suit (5-17H) |
| ***Responses*** : Cue=ask val of ovcall / 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 Ovcall /1NT=9-13H /2NT=17-19H |
| X=3suiter 7+H or str or 14-16H bal/Jump suit=id open 4th Seat |
| **1NT OVERCALLS** (2nd, 4th, 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, including (1♣)-2♦  |
| 2NT = 2-suiter (2 lowest) //// Responses : Common sense |
|  |
| ***In bal pos*** = natural / id opening in 4th seat |
| **CUE-BID OVERCALLS** (style, responses, in bal position) |
| ***W/o jump*** = 2-suiter (OM + m on M / Maj on m, incl 2♣) |
| ***Jump*** = ask for stopper // then common sense |
| ***In bal*** : w/o jump = 2-suiters (1m)-2m = 2-suiter Maj |
|  (1M)-2M=2-suiter OM+m // then common sense |
| **OVERCALLS OVER 1NT** (Strong/weak, in bal, responses) |
| ***Vs strg N*** : X = penalty if ovc/ 2-suit Maj/min in bal position |
| 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:*** X 14+H bal/2♣=♥/♠/Trf in 2nd-4th/2NT=♣/♦ |
|  X more flexible in bal //(1NT)-P-(2X<St/Trf>)-X=14+H bal |
| **OVERCALLS ON PREEMPTS** (X, cue-bid, jumps, NT) |
| X take out (2NT mini cue vs weak 2: 8+H or 10+H if in bal) |
| (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♥/♠=nat 4+c if short OM/X=13+ bal/2NT=16-19 |
| **OVER OPPONENTS 2-SUITERS** |
| Dep seq F1-NF:Cue= supp/stop/4th suit /2NT=GF/4thsuit=nat |
| **OVER STRONG ARTIFICIAL OPENINGS** |
| *Vs 1♣ strg*: X=take out esp M/1♦=1M 5+c/1♥/♠/NT=2-suiter CRM/2X=1or 6c/Aft(1♣)-P-(1♦):X t/o/1NT bic/1M nat/2Xid |
| **AFTER OPPONENTS TAKE OUT DOUBLE** |
| 1M-(X):3/4M prempt/2X=Trf/New NF excp 1 ov 1/2NT GF |
|  3♣/♦=Bergen/4X+3♥aft 1♠ nat+sup/1♥(X) 2♠ wk |
| XX=10+ no supp in M/1m-(X):2NT supp(strg or wk)/3m invit |
| LEADS AND SIGNALS |
| LEAD CONVENTIONS |
|  | Lead | In partner's suit |
| Suit | Count (3rd / 5th) | Count (3rd / 5th) |
| NT | Count (3rd / 5th) | Count (3rd / 5th) |
| Subsequent | Count / Low enc | Count (3rd / 5th) |
| Other : Head of sequence (excepted in case of opportunity) |
| Rusinow in suit contracts (down to 98xx) |
| OPENING LEADS |
| Card | Suit | NT |
| Ace | AKx(..) or opportunity | AKx(x) or opportun. |
| King | AKx(..) possibly Rx  | KQJ(..) / KQ10(..) |
| Queen | KQ(..) possibly Qx  | QJ(..) poss KQ(…) |
| Jack | QJ(…) possibly Jx  | (A/K)J10(..)/J10(..) |
| 10 | J10(…) possibly 10x  | Head of sequence |
| 9 | 109(…) possibly 9x  | Count |
| High | 3rd / 5th /// x**x**xx | Count |
| Low  | 3rd / 5th /// x**x**xx | Count |
| SIGNALS BY ORDER OF PRIORITY |
|  | On partner's lead | Suit played by the declarer | Discard |
| Suit :1st | Low encour | Count | 1st italian |
| 2nd | Count | Preference | Count |
| 3rd | Preference |  |  |
| NT : 1st | Enc (A/Q)  | Count | 1st italian |
| 2nd | Count (K) | Smith(low enc) | Count |
| 3rd | Unblock (K) | Preference |  |
| Other: Smith/signal in trump= possible preference |
| MISCELLANEOUS |
| P-1m-2♥/♠=6c weak/Jump aft P+Op M=nat+supp (id if Ovc) |
| P-1M-2NT-3♣=ask short/P-1♥-2NT-3♦=not GF if short in ♠ |
| P-(P)-1M-(2X)-3Y=supp 3M /// 1♠-1NT-2♣-2♦=5c in ♥ 8+H |
| 1M-2X-2M-2NT=relay F1 // (1/2X)-1/2NT-(3X)-X=take-out |
| **TAKE-OUT DOUBLE** |
| Classic / Resp Cue min = 8+H 2 M4 or opening values |
| In bal = 7+H 3-suiter or Strong/1X-(P)-1NT-(P)-(3/4Y)-X=str |
| SPECIAL OR ARTIFICIAL DOUBLES / REDOUBLES |
| Supporting X et XX aft 1♥/♠/X of a Spl ask for Suit -1 |
| Game try Doubles (compet /gen if no space/balanced if space) |
| Lightner Doubles / SOS Redoubles / Belladonna Dbl |
| 1X-(P)-2Y-(2Z)-X=take-out/1m-1M-3M-3M+1 relay |
| Aft 1♣/♦-(1♦/♥): Trf bids (incl X + 1NT)/1♣-(1♦)-2♣ 54xx |
| Aft 1♣/♦-(X): Trf or inversion of Maj (XX and 1NT nat)  |
| CONVENTION CARD**TEAMS****PHENIX I (2017 – 2018)*****1ste DIVISIE / DIVISION 1*****Hervé HUNTZ (3743)-Damien CALAS (6890)****24/5/17** |
| **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) |
| //2NT=20-21H (5c Maj poss) |
| 2♥ = 2-suiter Maj weak / 2♦ = Multi / 2♣ = Game Force |
| 2♠=5x(4+x) 6-10H (5 cards in ♠ + at least 4 cards in a minor) |
| 3♣/♦/♥/♠ = pre-emptive |
| 3NT = pre-empt in a minor (not autonomous) |
| **SPECIAL CONVENTIONS THAT MAY IMPLY A DEFENCE SCHEME** |
| 1NT=15-17H |
| 2♣ = game force |
| 2♦=Multi, either 2 Maj weak or strong hands (4th seat=strong) |
| 2♥ 2-suiter Maj weak 4+4+xx 4-11H (4th seat=6c Nat 11-14H) |
| 2♠=5x(4+x) 6-10H (5c ♠ + 4+ c min) /(4th seat=6c 11-14H) |
| 3♣/♦/♥/♠= pre-emptive (4th seat =7c 11-14H) |
| 4♣/♦= defensive pre-empt in ♥/♠ 6-7 tricks (4th seat =nat) |
| 4♥/♠ =offensive pre-empt in ♥/♠ 7-8 tricks (4th seat =nat) |
| 4NT = strong 2-suiter in minors |
| important NOTes NOT INDICATED ELSEWHERE |
| Game Try bids (w or w/o shortness)///Poss P for pen |
| 2NT Good bad (on opp Maj support + aft 1X-(2M)-P-P) |
| Rubensohl aft Ovcall except (1♦): 2NT to 3♥=Trf (id aft P) |
|  Support Trf = 3 cards // Cue-bid Trf = 4 cards |
|  No Rubensohl after Suit opening and specified 2-suiter bid |
| After 1♣/♦-(1NT): 2♣=for Maj /2♦/♥/♠=Transfer (max 8H) |
| After 1♥/♠-(1NT) : 2♣/♦/♥/♠ = Transfer (max 8H) |
| Aft 4th suit forc: repet or under=unlimited/ P aft X = no stop |
| Aft (1X)-1NT-(X):id defence vs penalty X of 1NT (see verso) |
| 1m-2M-2NT=F1,asking for descr//1X-(P)-1NT-(2Y)-X=pen |
| 1m-(P)-1M-(1/2X)-2/3X<cue>= GF support in M |
| Aft 3rd suit forcing at 2♥: 3♣ = 4 cards ♥ |
| **PSYCHICS** : **Seldom** |

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| **DESCRIPTION OF OPENINGS**  |
| Opening | Tick ifi artificial | Min nmbr 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(2♦-2♥)/1NT 8-10 | 2♣/♦ rel/3rd 4th forc/1♣-2♣-2♦ wk? | Cue=invit/Jump=nat+sup exc 2Mwk |
|  |  | 2♣54xx 6-9 /2♠54xx lim/3♦♥♠ 6c 9-11 | 2NT moder //1♣-1♦-1NT poss M4 | 2ov1 NF or TRF if Ovc(+Rub),X / P |
| 1♦ |  | 4 | Take out X up to 4♥ | 10-23H (poss 7-8 aft P) | Inv m supp(2♥-3♣)/1NT 6-10 | 2♣/♦ rel aft 1NT/ 3rd + 4th suit forc | Same as after 1♣ opening |
|  |  | 2♦54xx 6-9 2♠54xx lim/3♥♠ 6c 9-11 | 2NT moder // 1♦-2♣-2♦ minimum | 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 4c GF | Aft 2/1GF: min/max exc 2M + 3NT | Cue=invitational supp or more |
|  |  | 3♣/♦ Bergen/2 ov 1 GF/3NT 4333 12-15 | 2♣/♦ rel / 4th suit forcing | 2♣/♦/NT Drury (weak repetition) |
|  |  |  |  |  | Dble jump shift=Nat+supp//3M=preempt | Aft 2NT : descr shortness by zone  | Rubensohl aft Ovcall, TRF aft X |
|  |  | 1♥-2♠ 6c NF/ 1♠-3♥= 6c 9-11 | Suit+1 ask shortness (3 sing/3 void) | Jump=nat + supp excp 2M weak |
|  |  |  |  |  | 1♥/♠ - 1NT – 2NT = Game forcing | If no space : id resp void, rel for sing (or no precision if no space at all) | P-1♠-3♥ = 6c 9-11 not convenient for a weak 2♥ opening |
|  |  |  |  |  |  |  |  |
| 1NT | **X** |  |  | 15-17H balanced  | 2♣ stayman (3 responses) // 3♦/♥Trf str | 1NT-2♣-2♦/♥-2♠ 5xxx invit | if X Stay:P no stop/si X Trf: XX sup |
|  |  | 2♦/♥/♠ 3♣ Trf /2NT nat NF/3♠ ask min | No rect Trf=sup 4c M/HCP+3c if m | Rubensohl / id aft Ovcall of 1NT  |
|  |  | 4♣ 2 suiter min /4♦ 2 suiter Maj  | Smolen | Same if (X)artif/ Aft (X)pen:P=XX |
|  |  | 1NT-2♥-2♠-3♥ = 55xx slam try | Aft Trf min : description shortness | /2X DONT/2♠ 4x(6x)/XX Suit 5+ |
| 2♣ | **X** | 0 |  | Game Force | 2♦ = 0-1 IC / 2♥ = 2 IC / 2♠ = 3+ IC  | + strong 2-suiter in Majors | If Overcall : common sense |
| 2♦ | **X** | 0 | EitherOr  | Weak 2 in Major | 2♥/♠ pass-corr/3♥/♠ =str/3NT+4♥/♠ tp | Aft 2♠/NT trf for wk M /oth =strong | Aft (X): P to play / XX str/ |
|  | Various strong hands  | 2NT rel F1 str or not/3♣/♦ nat F1  | 2♦-4♣ ask trf for M / 2♦-4♦ ask M | Aft 2♦ 4th seat : common sense  |
| 2♥ | **X** | 4 |  | 2-suiter Maj 4+4+xx 4-11 | P or 2♠ (preference)/4♣/♦ Bwood (♥/♠) | Aft 2NT: descr strength and shape | Aft (X): P OK / XX strg / oth NF |
|  |  |  |  | Not 6-4 (4th:nat 11-14H) | 2NT rel F1/3♣/♦ F1/3M preempt/4M tp |  3NT(or 4♥) 55(21) /4♣/♦ 55(30) | Aft 2♥ 4th seat: 2♦ rel exc good suit  |
| 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 strg/2NT ask m/ 3m tp |
|  |  |  |  | 5 cards in ♠ + 1 min 4+ | 3♥=nat F1/ /4♦ nat+♠/3♦=♥or inv ♠ | 2♠ - 4♣Blackwood / anti-cue aft Trf | After Overcall : X for penalty |
| 2NT |  |  |  | 20-21H balanced | 3♣ Puppet / 3♦-♥ Trf / 3♠ = 54xx | Rectif Trf = 2 cards (+ descr (52)xx) | If X of Puppet : P = no stopper |
|  | possibly 5 cards in Maj | 3NT 45xx NF /4♣/♦ nat F1  | 4♣ ask for min (not aft trf) | Aft (3X): X t/o /if (X) pen id 1NT |
| 3♣ |  | (6)7 |  | Pre-empt | New suit F1/Jump = CAB exc 4♦ Bwood  | Common sense / resp CAB+Bwood | After (X): XX strong |
| 3♦ |  | (6)7 |  | Pre-empt | New suit F1 exc 4♣ Bwood/Jump = CAB | Common sense / resp CAB+Bwood | After (X): XX strong |
| 3♥/3♠ |  | (6)7 |  | Pre-empt | 3♠+4♦ F1/ 4♥/♠ t p /4♣Bwood/CAB | Common sense / resp CAB+Bwood | Common sense |
| 3NT | **X** |  |  | Pre-empt min (not auton) | 4♣ P/C / 4♦ Bwood / Other NF | Common sense / resp Bwood | Common sense |
| 4♣/4♦ | **X** | 0 | Double Trf | Pre-empt in ♥/♠ 6-8trks | 4♥/♠ t p/CAB (incl Suit +1)/4NT Bwood | Common sense / resp CAB+Bwood | Common sense |
| 4♥/4♠ |  | 7+ |  | Pre-empt in ♥/♠ 7-8trks | Pass or CAB / 4NT Blackwood | Common sense / resp CAB+Bwood | 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** |
| Fragment bids + mini fragment bids / CAB (level of 5) after partner's pre-empt (gradual responses) / Control bids (1st -2nd round) |
|  Pass after double of a control bid = no control / Redouble = 1st round control / Other = 2nd round control //// Special Blackwood after partner's pre-empt (5 responses /3 Key cards + trump Q) |
| Blackwood (sometimes Kickback) 5 Aces 30-41 (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 (4th level response shows both Queens) |
| If Overcall or X on 4NT Blackwood and no space left for response: Pass = 30 / Dble or Rdble = 41 /// 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 |

**PRECISIONS (Huntz 3743 – Calas 6890)**

For an easier reading of this convention card:

- when xx55 or 5x4x is specified, the figures indicate the number of cards in each suit, considering their logical order, i.e. ♠ ♥ ♦ ♣.

 For example: - xx55 shows 5 cards in ♦ and 5 cards in ♣

 - 5x4x shows 5 cards in ♠ and 4 cards in ♦

- when x is mentioned, it indicates that the number of cards in the suit (corresponding to the position of this x) is not known

 For example: - xx55 means that the number of cards in ♠ and ♥ is not known

 - 5x4x means that the number of cards in ♥ and ♣ is not known

- if a figure is followed by a +, it shows a minimal number of cards in a specific suit (corresponding to the position of the figure)

 For example: - xx5+5+ means that the hand has at least 5 cards in ♦ and at least 5 cards in ♣

 - 5x4+x means that the hand has 5 cards à ♠ et and at least 4 cards in ♦

- if some figures are mentioned between brackets - for ex : (54)xx -, it means that the numbers of cards can correspond to any of the specified suits (corresponding to the positions of the figures)

 For example: - (54)xx means that the hand has either 5 cards in ♠ and 4 cards in ♥, or 5 cards in ♥ and 4 cards in ♠

 - (5x)(4+x) means that the hand has a major with 5 cards and a minor with at least 4 cards

**Legend**

aft = after artif = artificial CAB = control asking bid CBS = check back Stayman

compet = competitive descr = description enc / encour = encouraging excp / exc = excepted

F1 / forc = forcing for 1 round gen = general GF = game force GSF = grand slam force

H = HCP IC = Italian control (Ace = 2 / King = 1) inv m sup = inverted minor support invit = invitational

m / min = minor(s) M / Maj = Majors(s) moder = moderate values nat = natural

nbr = number NF = non forcing om = other minor OM = other Major

Op = opening opp = opponents oth = other P = pass

P/C = pass or correct pen = penalty rel = relay repet = repetition

resp = response sing = singleton st = suit stop = stopper

strg / str = strong supp / sup = support t/o = take out tp = to play

trf = transfer trks = tricks vs = versus wk = weak

w/o = without X / Dble = Double XX = Redouble