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 /// xxxx	Count
Low	3rd / 5th /// xxxx	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 (2018 – 2019)

ERE DIVISIE / DIVISION HONNEUR

Hervé HUNTZ (3743)-Damien CALAS (6890)

24/8/18

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**

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	Either Or	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