DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style : Sound

Responses : Natural style	Cue asks for strength
1NT = 9-12HCP	2NT = 13-14HCP
Shifts = F1 excepted 2 over 1	Jump shifts = natural + support
IN BAL. POS. : Nat NF	Id overcall (8-17HCP)
Responses : Natural style	Same as after overcall

TAKE-OUT DOUBLE - General style : Sound 3 suiter or 18^{+}HCP

Responses : Nat style / Cue min = 44xx 8^{+}hcp or any 11^{+}HCP

IN BAL. POS. 7^{+}HCP if 3suiter or 14-16 bal or 16^{+} unbal or 20^{+} any shape

Responses : Nat style

1NT OVERCALL	Responses
2nd pos. 15^{+} - 18HCP	Id 1NT opening after 1♣/♦
	2♣ to 2♠ = transfer after 1♥/♠
4th pos. 9 – 13HCP	Id 2nd position

JUMP OVERCALL	WEAK	INTERM	STRONG	BICOL
Vul		X		(2 suit)
Non Vul	X			(2 suit)

(1x)-2NT=2 lwst / In bal pos : 2NT = nat 17-19HCP / (1M)-2M=OM+m

(1♣) – 2♦ = ♥+♠ / In bal pos also

Responses :Common sense

DIRECT CUE-BID 2 suiter / ask for stopper if jump / (1♣)-2♣ = ♠+♦

2 Suiter : weak or strong /// In bal pos : Cue min=♥+♠ / Cue maj=OM + m

Responses :Common sense

VS NT 2♣ Landy	Resp :Pref or 2♦ no pref / 2NT=cue
Dble= 2 suiter m/M or weak in ♦	2♣=pref m/2♦=pref M/2NT=cue
2♦ = 1 suiter Major	Id 2♦ Multi
2♥/♠ = 2 suiter M/m	Id 2♥/♠ Muiderberg

VS PREEMPTS : Nat style / take out Dble (till 4♥) / (2M)-4♣/♦=OM+m

(2M)-3M=ask stop or 2 suiter♣/♦ / 2NT cue pos aft Dble /(3m)-4m=♥-♠

(3m)-4om=♥+om // id in bal pos // and extended to (3M), (1/2M)-(3M)

VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS

Vs 1♣ : Dble = ♠+♥ / 1♦♥♠ = nat	1NT = ♣+♦
/2/3X = preempt	
Aft (1♣)-P-(1♦) : id	

SPECIAL FORCING PASS SEQUENCES

In control bids sequences / Against preempts

Possible punitive passed hand after overcall

LEADS AND SIGNALS

OPENINGS LEADS

SUIT	3rd / 5th	
NT	3rd / 5th	

A and Q ask for enc or disc / K asks for count or unblock

SUBSEQUENT LEADS : Low encouraging

vs no-trump			vs suit contracts	
A K	K Q	Q J	J T	T 9
A K X	K Q X	Q J X	J T X	T 9 X
A K J X	K Q X X	Q J T 9	J T 9 8	9 8 X
A K J T X				
K Q J X	A J T X	K J T X	K J T 9	X X
A Q J X	K Q T X	K Q T 9 X	K T 9 8	X X X
A J X X	Q T 9 X	H X X	T X	X X X X
K J X X X	KXXXXX	H X X X	H X X X X	X X X X X

SIGNAL WHEN FOLLOWING OR DISCARDING

1 = odd numbers of cards	D = discouraging
2 = even numbers of cards	E = encouraging
[ ] = when rarely used	S = suit preference

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	2/D/S	1/E/S		
	On declarers lead	2/S	1/S		
	Discarding			E	D/S
NT	On partner's lead	2/D	1/E		
	On declarers lead	2/S	1/S		
	Discarding	S	S	S	S

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
	Smith signal (low encouraging)

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Informative Dble + RDble aft overcall = ½ support in Maj or Strong hand

Lightner Double // Game try Double (if no space available)

1♣-(1♦)-X=4 or 5 ♥ / 1♣-(1♦)-1♥ = 4 or 5 ♠ / 1♣-(1♦)-1♠ = trf for 1NT

1♣/♦-(1♥)-X= 4 or 5 ♠ / 1♣/♦-(1♥)-1♠ = trf for 1NT

OVER OPPONENT' TAKE-OUT-DOUBLE

Aft 1M-(X) : preempt raises /2♣=7-9 or GF 3c supp

2NT=4c supp 11^{+} / Rdble=10^{+} poss 3c supp if 10-11 / jump = nat + supp

excpt 2♠=wk / Oth=nat nf ///// Aft 1m-(X) : 3m=lim / 2NT=supp wk or str

/ 2♥/♠ = weak / jump om = natural + support

FBB-BBF CONVENTION CARD

SYSTEM STYLE
Artificial RED

Chantal COURTOIS 71053
Michel CLAES 6321

2028-08-27

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♥/♠ = 5^{+} cards / 1♦ = 3^{+} cards / 1♣ = 3^{+} cards (Walsh)

1NT = 15-17HCP / 2NT = 20-21 HCP

2♣ semi forcing or Ekren

2♦ multi or game forcing

2♠/♥ = muiderberg 6-10HCP

3♥♦♣ Transfer weak 1 suiter or strong 2 suiter

3♠ Closed minor (♣ or ♦) / 3NT preemt ♣

4♣/♦ = Namyats

OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS		DESCRIPTION
OP.1	2♣	Ekren or semi forcing
OP.2	2♦	Multi or Game forcing
OP.3	2♥♠	Muiderberg
OP.4	3♣♦♥	Transfer weak 1suiter or strong 2 suiter
OP.5	3♠	Closed minor (♣ or ♦)
OP.6	3NT	Preemt ♣
OP.7	4♣/♦	Defensive preempt in ♥/♠ (side values)
OP.8	4♥/♠	Offensive preempt in ♥/♠
OP.9		

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1	2NT good bad (after opponents' support in Majors)
CB.2	Transfer bids (2NT to 3♥) after jump overcalls (2X)
CB.3	After 1♥/♠ - (1NT) : 2♣/♦/♥/♠ = transfers
CB.4	After 1♣/♦ - (1NT) : 2♦/♥/♠ = transfers / 2♣ asks for Majors
CB.5	4NT opening = strong 2 suiter ♣/♦
CB.6	

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

Drury (aft passed part): 2♣=3cards/2♦=4cards balanced/2NT=4cards unbal

Game try bids (2NT or 3X strength)

3rd and 4th suit forcing

PSYCHIC OPENING : RARE

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♣	3		4♥	10-23HCP (8+ in 3rd) /4 bad ♦ poss	Walsh / 2♣ natural forcing / 2♦♥♠ strong / 3♣preem/3♦/♥/♠spl	2♣/♦ Double Two / 3rd- 4th suit forcing	Cue = positive support
1♦	3		4♥	10-23HCP (8+ in 3rd)	2♦ natural forcing / 3♦ preempt / 2♥♠ strong / 3♣/♥/♠spl	2♣/♦ Double Two /3rd- 4thsuit forcing	id 1♣ opening
1♥/♠	5		4♦	10-23HCP (8+ in 3rd)	2♣ fit 5-8 or nat/2M=3c 9-10/3♣-♦-M Bergen	Aft 2♣, 2♦=18+/3rd- 4th suit forc	Drury(see recto)/Cue=posit supp
					2NT=3+c supp limit+/ Splinters / 1♥-2♠ strong	2♣/♦ Double Two /Game try bids	Jump shift aft Pass = nat + supp
1NT				15-17HCP / balanced, 5M or 6m or (5422) or single A or K possible	Stayman (3 resp) / 2SA = natural non forcing / Transfers : 2♦/♥/♠(♣ or limit)/NT. 4♣ = ♣+♦ // 4♦ = ♥+♠	Smolen /after TRF min, descr shape / After TRF Maj, Non rectif = max 4c showing an Ace	Rubensohl if overcall 2X / X=t/o / If Dble Stayman, resp in transfer
2♣	0	X		Weak (5+4+)xx, Strong one-suiter or 2-suiters (♥+♠) or 22-23HCP balanced	2♦ relay / 2M suit pref	Aft 2♣-2X-2NT: id 2NT opening	Common sense
2♦	0	X		Game forcing or 6cM 6-10HCP	2♥ stop if weak in ♥/2♠-3♥-3♠ P/C / 2NT strong relay	Aft 2♦-2X-2NT: id 2NT opening / AFT 2♦-X : pass=To Play, XX=Bid your M	Common sense
2♥/♠	5			Muiderberg 5 cards M-4+card m 6-10HCP	2NT F1 ask for descr / new suit F1 / 3♣ P/C /3♦ fit limit	Aft 2NT descr strength and shape	Common sense / 2♥ 4th seat = 6c 11-14HCP
2NT				20-21 HCP balanced 5 cards in ♥/♠ possible	3♣ relay / 3♦/♥ transfer / 3♠=xx55 / 3NT 53xx / 4x 6 cards slem interest		
3♣		X		Preempt ♦ / strong 2 suiter ♦+ x	Natural and common sense		
3♦		X		Preempt ♥ /strong 2 suiter ♥ + x	Natural and common sense		
3♥		X		Preempt ♠ / strong 2 suiter ♠ + x	Natural and common sense	**SLAM APPROACH AND CONVENTIONS**	
3♠		X		Closed minor (♣ or ♦)	Natural and common sense	Splinter bids / Control bids / Control asking bids (CAB) aft preempts /	
3SA		X		Preempt ♣ 7+ cards	4♣ = pass or correct / 4♦ = relay	Blackwood 5 Aces 41/30 / Blackwood for Kings (1-2-3)	
4♣		X		Preempt in ♥ / defensive	4♦ = slam try	Natural responses after question about Q of trumps / / 5NT GSF	
4♦		X		Preempt in ♠ / defensive	4♥ = slam try	If Overcall After Blackwood (if no space) : DEPO - REPO	
4♥	7			Preempt / offensive	Common sense	If Overcall After Control bid : Pass 2nd round /Dble 1st round /Else = no	
4♠	7			Preempt / offensive	Common sense	If Double After Control bid : Pass 2nd round /XX 1st round /Else = no	
4 NT		X		Strong 2 suiter ♣/♦	Common sense		