CONVENTION CARD
TEAMS
BBC4 (SAISON 2020-2021)
DIVISION 1

Hervé HUNTZ (3743)-Caroline VANDENBOSSCHE (3741)

COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 2/1, in bal position)

Sound suit (8-17H)

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

Cue2 min = 2majors, cue 3 min =♠+other min,, cue maj=♣+othermaj , 1M 3 ♣ = ♦+other maj

In bal pos = natural id opening in 4th seat and cue =2 suit Mm

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

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=14+ bal/2NT=16-19

OVER OPPONENTS 2-SUITERS

Dep seq F1-NF:Cue= supp/stop/4th suit /2NT=GF/4thsuit=nat nf, cue eco fit + , cue high 4th gf

OVER STRONG ARTIFICIAL OPENINGS

Vs 1♣ strg: X=2 majors/1/NT=min 2-suiter

AFTER OPPONENTS TAKE OUT DOUBLE

1M-(X):3/4M prempt//New NF excp 1 ov 1/2NT GF

3♣/♦=Bergen/4X+3♥aft 1♠ nat+sup/1♥(X) 2♠ wk

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♥/♠=nat + support/Jump aft P+Op M=nat+supp

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

Aft 3rd suit forcing at 2♥: 3♣ = 4 cards ♥

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♥/♠/

Game try Doubles (compet /gen if no space/balanced if space)

Lightner Doubles / SOS Redoubles /

1X-(P)-2Y-(2Z)-X=take-out/1m-1M-3M-3M+1 relay

XX=10+ no supp in M/1m-(X):2NT supp(strg or wk)/3m invit

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

1♦ - 2♣ = Forcing 1 round (F1)

//2NT=20-21H (5c Maj poss)

2♥ =K2 5♥ 3+♠ and single-in minor / 2♦ = weak♥or semi forcing / 2♣ = weak♦ or Game Force

2♠= weak ♠

3♣/♦/♥/♠ = pre-emptive

3NT = pre-empt in a minor

SPECIAL CONVENTIONS THAT MAY IMPLY A DEFENCE SCHEME

1NT=15-17H

2♣ = game force or weak ♦

2♦= Weak ♥ or semi forcing (4th seat=strong)

2♥ =Weak K2 5♥3+♠and single-in minor (4th seat=6c Nat 11-14H)

2♠= weak ♠/(4th seat=6c 11-14H)

3♣/♦/♥/♠= pre-emptive (4th seat =7c 11-14H)

4♣/♦= offensive pre-empt in ♥/♠ 7-8 tricks (4th seat =nat)

4♥/♠ =deffensive pre-empt in ♥/♠ 6-7 tricks (4th seat =nat)

4NT = blackwood special

IMPORTANT NOTES NOT INDICATED ELSEWHERE

Game Try bids ///Poss P for pen

2NT Good bad (on opp Maj support + aft 1X-(2M)-P-P)

Rubensohl aft Ovcall : 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

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)	inv m sup/1NT8-10/2♦♥♠ strong 3♦♥♠ splinter	2♣2♦ double 2, 3rd and 4th forcing, 2nt moderateur	Cue=invit/Jump=nat+sup (+Rub),X / P
1♦		4	Take out X up to 4♥	10-23H (poss 7-8 aft P)	Inv m supp/1NT6-10/2♦♥♠ strong	Double 2 / 3th + 4th suit forcing	Same as after 1♣ opening
					3♦♥♠ splinter	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 GF	Aft 2/1GF: min/max exc 2M + 3NT	Cue=invitational supp or more
					3♣/♦ Bergen/2 ov 1 GF/3NT splinter	Double 2 / 4th suit forcing	2♣/♦/NT Drury (weak repetition)
					Dble jump =splinter+supp//3M=preempt	Aft 2NT : descr shortness by zone	Rubensohl aft Ov Jump=nat + supp
					1♥/♠ - 1NT – 2NT = Game forcing	If no space :id resp void, rel for sign	
1NT	**X**			15-17H balanced Vul	2♣ stayman (4 responses) //	1NT-2♣-2♦/♥-2 ♥2♠ 5xxx invit	if X Stay:P no stop/si X Trf XX sup
					2♦/♥/♠ 3♣ Trf /2NT nat NF/	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 or weak D	2♦ p/c, 2nt relay,3♣♦ weeak	After2nt level3 weak♦other strong	If Overcall : common sense
2♦	**X**	0	Either Or	Weak 2 ♥	2-3♥ p/c / 2nt relay, 4♦ trf	Aft 2NT : 3♣ = weak 2/ oth =strong	Aft (X): P to play / XX str/
				Various strong hands	3♣ ask hcp, other nat rf		Aft 2♦ 4th seat : common sense
2♥	**X**	5		K2, 5♥3+♠and single/void in minor	2nt relay, 3♦invit maj,3♣ p/c,4♣♦ splinter fit ♥	Aft 2NT: descr	Aft (X): P OK / XX strg / oth NF
2♠		6		Weak 2	2NT F1/3♠ preemp/4♠ tp	Aft 2NT: descr strength and shape	Aft (X): XX strg/2NT ask m/ 3m tp
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♣♦♥♠double trsfr	4♣ ask for min	Aft (3X): X t/o /if (X) pen id 1NT
3♣		(6)7		Pre-empt, positive 1&2 se	New suit F1/ exc3♦ask maj ,4♦ Bwood	Common sense	After (X): XX strong
3♦		(6)7		Pre-empt, positive 1&2 Se	New suit F1 exc 4♣ Bwood	Common sense	After (X): XX strong
3♥/3♠		(6)7		Pre-empt	4♦ cue/ 4♥/♠ t p /4♣Bwood	Common sense	Common sense
3NT	**X**			Pre-empt min autonome	4♣ P/C / 4♦ ask single/ 5♣ p/c	Common sense	Common sense
4♣/4♦	**X**	0	Double Trf	Pre-empt in ♥/♠ 7-8trks	4♥/♠ t p/ Suit +1 ask ctlr/	Common sense /	Common sense
4♥/4♠		7+		Pre-empt in ♥/♠ 6-7trks	Pass or ask ctlr level sup	Common sense /	Common sense
4NT	**X**			blacwood	Special responses	Common sense	Common sense
5♣/5♦		8+		Pre-empt / To play	Common sense	Common sense	Common sense

SLAM APPROACH AND CONVENTIONS

Splinter 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 (relay asking 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 = 41 / Dble or Rdble = 30 /// 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