	Min of cards		Neg dble thru	Description	Responses	Subsequent auction	Modifications over competition and with passed partner
1♣	3 Can be 2		4♥	11 h + 12-14 in 1st and 2nd hand if NV	1♦ walsh / 2♣ inverted minor /3♣ 8-11dhb. 2 ♦, 2 ♠ weak 6 cards 4-9H, 2♥ Bessis 4-9	1♣ – 1♥/♠ – 1NT – 2♣ roudi 1♣ – 1♦/♥/♠– 2♣ = 3rd forcing 1♣-1x-1NT-2♣ Check-back 1♣-1x-1NT-2♦ Game forcing	2332
1♦	3 Can be 2		4♥	11 h + 15-17 in 1st and 2nd hand if NV	2♦ inverted minor /3♦ 8-11H/ 2NT 0-8 H 2♠ weak 6 cards 4-9H	roudi and 3 rd forcing 1♦-1x-1NT-2♣ Check-back 1♦-1x-1NT-2♦ Game forcing	
1♥	5		4♥	11 h +	2♦= natural or fit 5-7H 2NT = fit 3 cards with >11DH 3♣/3♦/3♥ = fit 4 cards >11DH / 8-10 dh / 0-7 dh; 2 ♠ = 6-9 H whith 6 cards	Control	Responses = same if overcall in colour except 2♦ natural 2NT Truscott after Dbl After pass 2♣ /2♦ drury
1♠	5		4♥	11 h +	same		
1NT				12- 14 and 15-17 h (follow position and vulnerability see “General approch”)	2♣ staym. can be weak 2♦/♥/♠/NT texas 3♣ puppet 3♥ = 2suit minor (can be 5/4) 3♠ = 2suit minor (55)	Special after 2♠/NT if 3 cards max	
1NT				9-11 if NV in 1st and 2nd hand can have M5 or m6	2♣ puppet stayman (12+)	2♦ 1 or 2 M4 and then 2♥ = 4 cards 2♠ = 4 cards 2♥ = 5 cards in ♠ 2♠ = 5 cards in ♥	Rubenshol and Rdbl SOS 2♣/2♦ after dbl = 2 suiters 2♥/2♠ after dbl = natural 5 cards
2♣		x		Weak whith 6 diamonds or strong hands	2♦ = relay 2♥/♠ F1 5 card; 2NT ask description 3♦= pass or correct	3♦ mini with diamonds; 3X F1 max whith something in X or strong	
2♦		x		Multi Weak whith M6 or Game Forcing	2NT strong ask description 3♣/3♦ strong suit forcing 3♥ = pass or correct 4♣/4♦ ask to bid major in transf; 4♥/4♠ to play	3♣/♦ 6-8 whith ♥/♠; 3♥/♠ 9-11 whith ♠/♥	
2♥	5/4	x		6-11h whith 45, 54, 55 ♥/♠	2NT = >15 h ask description	3♣= mini 5♥/4♠ 3♦ = mini 4♥/5♠ 3♥= max 5♥/4♠ 3♠= max 4♥/5♠	
2♠	5/4	x		5 cards + another suit+ 6-11	3♣ asking minor < 15h / 3♦ fit limit game 2NT = >15 h	Pass or 3♦ 3♣/♦ mini 3♥ max with ♣ 3♠ with ♦	
2NT				Bal. 20-22	3 ♣ = puppet Staym 3♦/♥ = texas 3♠ = asking for minors 3NT = 5♠/4♥ 4m=13 pi 1,48 po natural	3♦=1or2Maj 4; 3♥/3♠=Maj 5;3NT=no M 4 3SA no fit 4C♣/4♦ = 4 cards 3NT = no minor 4	
3♣-3♦	5	x		Pre-empt, NV ag Vul from 5 cards 0-8H			
3♥- 3♠	5			Pre-empt , V ag Vul from 5 cards 0-8H			
3SA	7	x		Gambling / undet.suit + A K Q			
4♣-4♦	7			Transfer ♥- ♠ whith nothing to protect			
4♥- 4♠	7			To play			
4 NT				For minors		**SLAM APPROACH AND CONVENTIONS**	
						4 NT = 5 keycard BWD 41-30, DOPI ROPI	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style natural and Cue-bid/2NT/ = 2 suits, 3♣ nat

Responses : nat

IN BAL. POS. nat

Responses :

TAKE-OUT DOUBLE - General style > 16 h — Or calling Maj.

Responses : nat

IN BAL. POS. nat

Responses : nat

1NT OVERCALL	Responses
2nd pos. 15-18 h	Stayman on minor opening
	2 ♦/♥/♠ = transfer
4th pos. 10-13 h	Stayman and transfer

JUMP OVERCALL	WEAK			

Responses :

UNUSUAL NT :

Responses :

DIRECT CUE-BID STYLE 5+ /5+

Responses :nat

VS NT (strong)
Pos 2 : Dbl >16H, rest multilandy
Pos 4: idem

VS NT (weak)
Dble= points
Others: 2 ♣landy, rest nat

VS 2♥/2♠ weak
cue bid = 5/5 minor FG
4♣/♦ = 5/5 with other maj FG

X = Take-out

VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS

1X= nat, 1NT= min, 2X multilandy

Double= call Maj stronger then 2♣

OVER OPPONENT' TAKE-OUT-DOUBLE

Rdbl = 9 h with 2 other suit 4th or fit with 3 cards

Trucott (inverted on minor)

LEADS AND SIGNALS

OPENINGS LEADS

SUIT	3rd / 5th	
NT	4th	

SUBSEQUENT LEADS :

	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	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	KXX**X**X X	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 le	E	D		
	On declarers le	2	1		
	Discarding			E	D
NT	On partner's le	E	D		
	On declarers le	2	1		
	Discarding	S	S		

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
1ST ITALIAN DISCARD LAVINTHAL	Smith (low encouraging) On K lead (odd –even) On AQ lead low encouraging

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

COMPETITIVE

Support double

SPECIAL FORCING PASS SEQUENCES

FBB-BBF CONVENTION CARD

SYSTEM STYLE

Natural	**GREEN**
~~**Strong Club**~~	~~**BLUE**~~
~~**Artificial**~~	~~**RED**~~
~~**Highly Unusual**~~	~~**YELLOW**~~

DARDENNE P. 4200 — **POLETTO P. 5289**

SYSTEM SUMMARY 2026:2027

GENERAL APPROACH AND STYLE

MAJ 5TH Diamond 3rd(except NV in 1st and 2nd pos. if 15-17 reg can be 2 cards)

Variable 1 NT: 9-11 in 1st and 2nd pos. if NV;
12-14 in 1st and 2nd pos if V against V and in 3rd pos. if NV

13-15 in 4th pos

2♣ / 2♦ / 2 ♥ / 2♠ = artif.

OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.1 2♣	Weak♦ or strong undetermined
OP.2 2♦	♥ or ♠ 6 cards (6-11) or game forcing
OP.3 2♥	2 suit ♥+♠ 54 45 55 (6-11)
OP.4 2♠	5 cards whith a 4+ minor (6-11)
OP.5	
OP.6	
OP.7	
OP.8	

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

If 1NT is doubled by opps => Rdble obliged for 2♣, 2♣ whith ♣ +X, 2♦ whith ♦ + X, 2M =to play

Rubenshol, Bessis

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

3rd and 4th suit forcing

After pass on Maj openings: 2♣ drury 9-11 and 3 trumps; 2♦= 9-11 and 4 trumps; 2M= 5-8;

PSYCHIC OPENING : rare