

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 th H or str or 14-16H bal/Jump suit=id open 4 th Seat
1NT OVERCALLS (2 nd , 4 th , 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 4 th 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 th H bal/2♣=♥/♠/Trf in 2 nd -4 th /2NT=♣/♦
X more flexible in bal //(1NT)-P-(2X<St/Trf>)-X=14 th H bal
OVERCALLS ON PREEMPTS (X, cue-bid, jumps, NT)
X take out (2NT mini cue vs weak 2: 8 th H or 10 th 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 th c if short OM/X=13 ⁺ bal/2NT=16-19
OVER OPPONENTS 2-SUITERS
Dep seq F1-NF:Cue= supp/stop/4 th suit /2NT=GF/4 th suit=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 preempt/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 (3 rd / 5 th)	Count (3 rd / 5 th)	
NT	Count (3 rd / 5 th)	Count (3 rd / 5 th)	
Subsequent	Count / Low enc	Count (3 rd / 5 th)	
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	3 rd / 5 th /// xxxx	Count	
Low	3 rd / 5 th /// xxxx	Count	
SIGNALS BY ORDER OF PRIORITY			
	On partner's lead	Suit played by the declarer	Discard
Suit : 1 st	Low encour	Count	1 st italian
2 nd	Count	Preference	Count
3 rd	Preference		
NT : 1 st	Enc (A/Q)	Count	1 st italian
2 nd	Count (K)	Smith(low enc)	Count
3 rd	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 th H			
1M-2X-2M-2NT=relay F1 // (1/2X)-1/2NT-(3X)-X=take-out			
TAKE-OUT DOUBLE			
Classic / Resp Cue min = 8 th H 2 M4 or opening values			
In bal = 7 th 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 (2016 – 2017)
ERE DIVISIE / DIVISION HONNEUR
Hervé HUNTZ (3743)-Damien CALAS (6890)
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 Vul or 12-14H N Vul
2♣ = game force
2♦=Multi, either 2 Maj weak or strong hands (4 th seat=strong)
2♥ 2-suiter Maj weak 4 ⁺ 4 ⁺ xx 4-11H (4 th seat=6c Nat 11-14H)
2♠=5x(4 ⁺ x) 6-10H (5c ♠ + 4 ⁺ c min) / (4 th seat=6c 11-14H)
3♣/♦/♥/♠ = pre-emptive (4 th seat =7c 11-14H)
4♣/♦ = defensive pre-empt in ♥/♠ 6-7 tricks (4 th seat =nat)
4♥/♠ =offensive pre-empt in ♥/♠ 7-8 tricks (4 th 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
Aft 1♣/♦-(1NT): 2♣=for Maj /2♦/♥/♠=Transfer (max 8H)
Aft 1♥/♠-(1NT) : 2♣/♦/♥/♠ = Transfer (max 8H)
Aft 4 th 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 3 rd suit forcing at 2♥: 3♣ = 4 cards ♥
PSYCHICS : Seldom

DESCRIPTION OF OPENINGS							
Opening	Tick if 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/1NT8-10/2♠54xx10-11	2♣/♦ rel/3 rd 4 th forc/1♣-2♣-2♦ wk?	Cue=invit/Jump=nat+sup exc 2Mwk
					2♦ xx54 /2♥54xx 6-9 //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/1NT6-10/2♠54xx10-11	2♣/♦ rel / 3 th + 4 th suit forcing	Same as after 1♣ opening
					3♣ xx45 /2♥54xx 6-9 //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 / 4 th 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 Vul	2♣ stayman (3 responses) // 3♦/♥Trf str	1NT-2♣-2♦/♥-2♠ 5xxx invit	if X Stay:P no stop/si X Trf: XX sup
				12-14H balanced N Vul	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	2-3♥/♠ pass or correct / 3NT+4♥/♠ tp	Aft 2NT : 3M = weak 2/ 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♦ 4 th 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 (4 th :nat 11-14H)	2NT rel F1/3♣/♦ F1/3M preempt/4M tp	3NT(or 4♥) 55(21) /4♣/♦ 55(30)	Aft 2♥ 4 th seat: 2♦ rel exc good suit
2♠		5		5x(4 ⁺ x) 6-10H	3♣ P/C in min/2NT F1/3♠ preempt/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 (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 = 30 / Dble or Rdbld = 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) // PHENIX I // 2015-2016

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
compet = competitive
F1 / forc = forcing for 1 round
H = HCP
m / min = minor(s)
nbr = number
Op = opening
P/C = pass or correct
resp = response
strg / str = strong
trf = transfer
w/o = without

artif = artificial
descr = description
gen = general
IC = Italian control (Ace = 2 / King = 1)
M / Maj = Majors(s)
NF = non forcing
opp = opponents
pen = penalty
sing = singleton
supp / sup = support
trks = tricks
X / Dble = Double

CAB = control asking bid
enc / encour = encouraging
GF = game force
inv m sup = inverted minor support
moder = moderate values
om = other minor
oth = other
rel = relay
st = suit
t/o = take out
vs = versus
XX = Redouble

CBS = check back Stayman
excp / exc = excepted
GSF = grand slam force
invit = invitational
nat = natural
OM = other Major
P = pass
repet = repetition
stop = stopper
tp = to play
wk = weak