	DING Dening)
OVERCALLS (Style: Responses: 1 / 2 Level; Reop Sound vulnerable	(ming)
Responses new suit : one round force	
responses new suit : one round force	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopen	ing)
Natural 16 – 18 HCP	
Follow-up: as if opening Reopening: 11 – 14 HCP on 1 minor; 12 – 15 HCP o	n 1 maia
Responses: 2 \clubsuit relay; others Texas	п т шајог
Responses : 2 & Telay , others Texas	
JUMP OVERCALLS (Style; Responses; Unusual N	(TI
Weak non-vulnerable // Intermediate vulnerable)
2 NT response : as if 2 M opening	
2111 Tesponse . us if 2 111 opening	
Reopen: Strong	
DIRECT & JUMP CUE BIDS (Style; Response; Re	eopen)
2K over minors = Higher 2suits, 2NT = 2 Lowest	P)
Over M &Reopening :cue= Michaëls	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2 ♣ :4S + any 5+ suit (against weak NT any ¼ M or 4S	S+5min)
2 ♦ : Multi	
334 34 1 1	
2 M : Muyderberg	
Double : against weak NT : penalty	
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit	
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem	
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid	ls)
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double : take-out	ls)
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid	ls)
Double: against weak NT: penalty Against strong NT: 4H + any 5+ suit Reopening: idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double: take-out Cue-bid & 4 minor: strong 5/5	
Double: against weak NT: penalty Against strong NT: 4H + any 5+ suit Reopening: idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double: take-out Cue-bid & 4 minor: strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 20	r 2 ♣
Double: against weak NT: penalty Against strong NT: 4H + any 5+ suit Reopening: idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double: take-out Cue-bid & 4 minor: strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ o Double: Multi // 1 ◆ diamonds & spades // 1 ♥ hearts	r 2♣ & spades
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double : take-out Cue-bid & 4 minor : strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ o Double : Multi // 1 ◆ diamonds & spades // 1 ♥ hearts 1 ♠ clubs & spades // 1 NT : 6 card minor // 2 ♠ clubs	r 2♣ & spades
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double : take-out Cue-bid & 4 minor : strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ o Double : Multi // 1 ◆ diamonds & spades // 1 ▼ hearts 1 ♠ clubs & spades // 1 NT : 6 card minor // 2 ♠ clubs 2 ◆ diamonds & hearts // 2 NT minors	r 2♣ & spades
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double : take-out Cue-bid & 4 minor : strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ o Double : Multi // 1 ◆ diamonds & spades // 1 ♥ hearts 1 ♣ clubs & spades // 1 NT : 6 card minor // 2 ♣ clubs 2 ◆ diamonds & hearts // 2 NT minors OVER OPPONENTS' TAKEOUT DOUBLE	r 2♣ & spades
Double : against weak NT : penalty Against strong NT: 4H + any 5+ suit Reopening : idem VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bid Double : take-out Cue-bid & 4 minor : strong 5/5 VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ o Double : Multi // 1 ◆ diamonds & spades // 1 ▼ hearts 1 ♠ clubs & spades // 1 NT : 6 card minor // 2 ♠ clubs 2 ◆ diamonds & hearts // 2 NT minors	r 2♣ & spades

OPENING I	LEADS STYLE			
	Lead			ner's Suit
Suit	3° / 5°		3° / 5°	
NT	id		id	
Subseq	attitude		lavinth	al
Other:				
LEADS				
Lead	Vs. Suit		Vs. N7	Γ
Ace	Asks for atti	tude		strong suit
King	Asks for cou	ınt	Strong	
Queen	Q high or K	Q		l or KQ short
Jack	Natural		Natura	l or QJ short
10	Nat		Nat	
)	Nat		Nat	
Hi-X	even		even	
Lo-X	odd		odd	
	N ORDER OF P	_		
Pa	rtner's Lead	Declarer's L	ead	Discarding
	nall encouraging	Parity		Odd encouraging
Suit 2 Parity		Lavinthal		Parity
	vinthal			Lavinthal Odd encouraging
	1 Small encouraging		Small encouraging	
NT 2 Pa		Parity		Parity
	vinthal	Lavinthal		Lavinthal
	uding Trumps): Re		r lavintha	
smith by sma	all cards both sides	s against NT		
		DOUBLES		
TAKFOUT	DOUBLES (Styl	e. Resnonses:	Reoneni	na)
1° double : T		c, responses,	Ксорсии	ng)
	oints/optional			
3° double : p				
•	-			
SPECIAL, A	ARTIFICIAL &	COMPETITI	VE DBL	S/RDLS
JI 13 (11.11.)			, 2 2 2 2 2	5/112.25
1 37 1 37	Intervention held	w 2 Y) · Dou	hle · 3 car	d fit or strong han
1 X = 1 Y = 1				

CATEGORY: Green NCBO: belgium PLAYERS: 2500-6729 MARECHAL-COUTEAUX SYSTEM SUMMARY GENERAL APPROACH AND STYLE card ♦ card major Strong NT : 15 – 17 HCP 2 ♣: Game Force or 2M 8+ Tricks semi-forcing . ♦ :Multi ♥ /EKREN at least5H-4S 2 **♠**: 5/5 minors 10-14HP SPECIAL BIDS THAT MAY REQUIRE DEFENSE SPECIAL FORCING PASS SEQUENCES n game forcing situations Common sense MPORTANT NOTES **PSYCHICS: Rare**

W B F CONVENTION CARD

	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU				
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		2	4 ♥	Natural	T Walsh-	,double 2 ;not over 1C-1S	New Suit jump promises fit
					forcing jumps		1 level suit Forcing / 2 level NF
1♦		4	4 ♥	Natural (at least J10xx)	forcing jumps	Roudi 3levels	id
1M					1NT forcing 1		DRURY(2C : check back)
1♥		5	4 ♦	Natural	2 NT : GF 4cards// 2 min orH over S=Natural GF except repetition or 2NTover 2C	Roudi over 1H-1S-1NT	2M+1 = fit + single & relay
					3 ♣ / 3 ♦ : Bergen // Double jump : splinter		no bergen
1♠		5	id	Natural	id		id
INT				15 – 17 HCP	Stayman / 2 ◆, 2♥, 2 ♠ Texas / 2 NT natural	Smolen	Ruben tex
					3 ♣Texas; 3♦: Nat limit; 3 M : minors +3cards M		2/3 level intervention : double TO
2.	X			Acol one M suit or - 24+ bal or anyGF	2 ♦0-1 It C,2♥=2 It Crrl, 2♠=3+ it Ctrl;2NT :8-11ss 3cont;3any Transfert 6+ cards no 3 it C	2NT relay	Pass negative, Double: points
2◆	X			Multi, 6M-or Strong; 22-24bal;Acol 8+tricks in a minor	2 ♥ 2 ♠:P/C ;2NT: relay	3C/D= H/S min;3H/S = S/H max; 3NT =AKQ inM	
2♥		5/4		Weak 5H+/4S+ below 12HCP	2 NT relay; 3M limit, 4C/D:suitwood H/S	5 levels responses	
2♠	X	5/5	4♦	weak 5/5 minors 10-14HCP	2NT relay; others to play		id
2NT				Balanced 20 – 22 - HCP	3 ♣ relay / 3 ♦, 3 ♥ Texas / 3 ♠ 5/4+ minors	id	Double :; points
					4 ♣ / 4 ♦:4C/4P unic chelem,		
3♣		7(6)		Preempt exc Favourable V/n V	Common sense	id	Double penalty
3♦		7(6)		id	id	id	id
3♥		7		Preempt	id	id	id
3♠		7		Preempt	id	id	id
3NT		7(8)		destructive in a minor			
4♣		7		Namyats	4 ♦ relay // 4 ♥ sign-off		
4♦		7		Namyats	4 ♥ realy // 4 ♠ sign-off		
4♥		8		Natural			1
4 ♠		8		Natural			
4NT				Minors 6/5 +	defensive		
5 ♣		8		Natural to play		HIGH LEVEL B	BIDDING
5 ♦		8		id		Cue: 1° or 2° round control	
5 ∀		8		id		5 ace BW (0-3;1-4;2;2+Q)	
5♠		8		id		DOPI	
			1			<u> </u>	