DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						100	
2 nd max. 18 HCP - 4 card possible		Lead In Partner's Suit			er's Suit	1		
	Suit	3 rd /5 th		3 rd /5 th		i		
	NT	attitude		3 rd /5th		i		
4 th max. 15 HCP - 4 card possible	Subsequent	attitude attitude		i				
The state of the s	Other:	Kantar: 8/9/10 = top or 2 higher				i		
	0	. Trantal. 0/3/10 – top of 2 higher					Green	
							Belgium	
1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					Event:	2 o.g.a	
2 nd 16-18 HCP		Vs. Suit		Vs. NT			Hubert Janssens 11956 - Johan De Grave 15303	
	Ace	asks count		asks count or unblock			Carl Verhoeven 14155 – Greet Vydt 15602	
4 th over 1 ♣/♦ : 11-14 HCP	King	asks on/off		asks on/off			,	
over 1 ♥/♠: 12-15 HCP	Queen	asks on/off			unt or unblock	SYSTEM SUM	MARY	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	top		QJ(x) - top		GENERAL APPROACH AND STYLE		
2 nd weak (non vulnerable) - at least 5 card	10	KJ10 - top			J10 - top	5 card major		
weak to intermediate (vulnerable) - at least 6 card	9	K109 - Q109 - top			•	longer minor		
2 NT = Michaels (lower suits)	8	K98 - Q98 - J98	- top	K98 - Q9	98 - J98 - top	1 NT opening	p: 14-16 HCP	
4 th 12-15 HCP + ≥ good 6 card					•	2-over-1 resp	oonse: game force	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY						S THAT MAY REQUIRE DEFENCE	
2 nd cue over 1 $\checkmark/$ = ≥ 5 card other major + ≥ 5 card minor		Partner's Lead	Declare	r's Lead	Discarding	2 🍨 wea	k → or strong hands	
1 ♣ - 2 ♣ = 5-4 ♥+♠ / 1 ♣/♦ - 2 ♦ = ≥ 5 ♥ + ≥ 5 ♠	Suit: 1st	lo/hi = on/off	lo/hi = e	even/odd	Roman	2 ♦ wea	k ♥ or strong hands	
jump cue = asking stopper for 3 NT	2 nd	lo/hi = even/odd			lo/hi = even/odd	2 ♥ wea	k ∳ or strong hands	
4 th cue = 2 suiter with higher suit	3 rd	lavinthal				2 ♠ 5 ca	rd ♠ + ≥ (3)4 card minor	
jump cue = asking stopper for 3 NT	NT: 1 st	lo/hi = on/off lo/hi = ev		even/odd	Roman	2 NT pre-	empt ♣ or 2 suiter ♣ + x or NT strong ♣ suit	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) Paco	2 nd	lo/hi = even/odd			lo/hi = even/odd	3 ♣ pre-	empt ♦ or 2 suiter ♦ + x or NT strong ♦ suit	
against strong nt against weak nt	3 rd					3 ♦ pre-	empt ♥ or 2 suiter ♥ + x	
dbl = ≥ 5 card • or majors penalty	OTHER SIGNAL	LS (INCLUDING TRU	JMPS)			3 ♥ pre-	empt ♠ or 2 suiter ♠ + x	
$2 \stackrel{\bullet}{=} = \ge 5 \text{ card} \stackrel{\bullet}{\bullet} $ $\ge 5 \text{ card} \stackrel{\bullet}{\bullet} \text{ or majors}$	Trump: Lavintl	nal				3 ≜ gam	bling	
2 • = ≥ 6 card ♥/♠ idem	Smith: low = encouraging					3 NT pre-	empt ♣/ ♦	
2 ♥/♠ = 5 card ♥/♠ idem						4 <u>♣</u> /• pre-	empt ♥/♠ without side value	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)						4 ∀ / ♠ pre-	empt ♥/♠ with side value or 2-suiter ♥/♠ + minor	
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands								
over weak 2, muiderberg and 3 level opening:	DOUBLES							
dbI = informative (\rightarrow 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)					SPECIAL FOR	CING PASS SEQUENCES	
world convention (4 ♣ = ♣ + major - 4 ♦ = ♦ + major)	2 nd ≥ 10 HCP + shape							
VS. ARTIFICIAL STRONG OPENINGS	or strong NT (≥ 16 HCP)							
1 ♣ - dbl = ≥ 5 card ♥								
1 ♣ - 1 ♦ = ≥ 5 card ♠	4 th ≥ 8 HCP + shape					IMPORTANT N	NOTES THAT DON'T FIT ELSEWHERE	
- 1 ♥/♠ = two suiter with ≥ 4 card ♥/♠ or any ≥ 16 HCP					1 ♦ opening frequently with 4 card ♦ + 5 card ♣			
1 ♣ - 1 NT = minors						1 ♣ opening frequently with 3 ♣ + 4 ♦ (3343)		
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					1 x - pass - 1 y - 1 NT = 5/4 unbid suits + max. 13 HCP		
1 x - dbl - 1 y = ≥ 4 card + forcing 1 round	support doubles					1 x - pass - 1	y - 2 x = ≥ 5/5 unbid suits / 2 y = natural	
1 ♣/♦ - dbl - inverted minor (2 NT = 0-6 HCP)	responsive doubles							
1 ♥/♠ - dbl - Bergen / transfer	competitive doubles					Psychics: rare		
1 x - 1/2 y – Rubensohl (transfers)						Often weak o	penings in 3rd hand if NV	

1	OPENII	OPENING BID DESCRIPTIONS										
Inverted minor	Ope- ning	if	No	Dbl Thru	Description	Responses	Subsequent Auction	Modifications over competition and with passed partner				
1	1 •		3	4 🔻		inverted minor 1 ♣ - 2 NT = 0-6 HCP + ♣ fit 1 ♦ - 3 ♣ = inviting ≥ 6 card ♣ 1 ♣ - 2 ♦/♥/♠ = weak or GF ♥/♠/♦	long and short trials	(2 NT = 0-6 HCP) 1 ♥/♠ - dbl -1 NT/2♠/2♦/2♥ = transfer ♠/♦/♥/♠ 1 x - 1/2 y - Rubensohl				
S S S C Add 1 Dossible S S C Add 1 Dossible S S Add 1 Dossible Add 1 Dossible Add 1 Dossible Add 1 Dossible Do			5	4 ♥	9-22 HCP	2 \sqrt{A} = 8-10 HCP + 3(4) card support 2 NT = GF + ≥ (3)4 card support 3 ♠ = 7-9 HCP + ≥ 4 card support 3 ♦ = 10-11 HCP + ≥ 4 card support 3 \sqrt{A} = 0-6 HCP + ≥ 4 card support		over 3 rd & 4 th hand opening: inverted Drury				
strong suit (not GF) or strong on-autonomous suit (GF) or 2 suiter (GF) /5 ★ + 4 x (GF)	1 NT				5 card major / 6 card minor / 5422 / 4441 possible	2 •/♥/♠/NT = transfer 3 •/• = 4441 black/red singleton 3 •/• = short with ≥ 5/4 minor 4 • = two suiter majors						
Strong suit (GF) / 5 * + 4 x (GF) 2 NT = relay (force)	2 🏚	х			strong suit (not GF) or strong non-autonomous suit (GF) or	2 ♠ = non forcing	3 ♣ = Romex Stayman 3 ♣ = minor slam try 4 ♣ = weak two suiter majors	weak 2 in 4 th hand =				
NT 23-24 or NT strong \$\sistems \text{ with \$9\$-10 top tricks or strong 3 suiter 19-24 HCP}	2 •	Х					4 ♦ → 5 ♠ = weak transfer					
2 ★ X 5	2 🔻	х			NT 23-24 or NT strong ♣/♦ suit + 9-10 top tricks or							
3 ★ X pre-empt ♦ or 2 suiter ♦ + x (4/5 losers) or NT strong ♦ suit with side stoppers 3 ★ X pre-empt ♥ or 2 suiter ♥ + x (4/5 losers) 3 ▼ X pre-empt ♥ or 2 suiter ♥ + x (4/5 losers) 3 ★ X gambling NT 3 NT X 8 pre-empt ♦ or 2 suiter ♦ + x (4/5 losers) 3 NT X 8 pre-empt ♦ without side value 4 ♦ X pre-empt ♦ without side value 4 ♦ X pre-empt ♦ or 2-suiter ♥ + minor 4 ♦ X pre-empt ♦ or 2-suiter ♦ + minor 4 ♦ X 2 suiter minors	2 •	х	5		5 card ♠ + ≥ 4 card minor	3 ♣ = pass or correct to 3 ♦ 3 ♦ = transfer ♥		5332 possible in 3 rd hand				
3	2 NT	Х										
3 ★ x x pre-empt ♥ or 2 suiter ♥ + x (4/5 losers) pre-empt ♠ or 2 suiter ♠ + x (4/5 losers) 3 ★ x gambling NT gambling NT 3 NT x 8 pre-empt ♠/◆ pre-empt ♥ without side value 4 ♠ x pre-empt ♠ without side value pre-empt ♠ or 2-suiter ♥ + minor 4 ♠ x pre-empt ♠ or 2-suiter ♥ + minor pre-empt ♠ or 2-suiter ♠ + minor 4 ♠ x pre-empt ♠ or 2-suiter ♠ + minor 2 suiter minors	3 🍨	Х										
3 ★ X gambling NT 3 NT X 8 pre-empt ★/◆ 4 ★ X pre-empt ★ without side value 4 ▼ X pre-empt ★ or 2-suiter ▼ + minor 4 ★ pre-empt ★ or 2-suiter ★ + minor 4 NT X 2 suiter minors	3 🔸	х										
3 NT x 8 pre-empt ♦/♦ 4 ★ x pre-empt ♦ without side value 4 ▼ x pre-empt ♦ or 2-suiter ♥ + minor 4 ★ pre-empt ♠ or 2-suiter ♠ + minor 4 NT x 2 suiter minors	3 ♥	Х			pre-empt ♠ or 2 suiter ♠ + x (4/5 losers)							
4 ★ x pre-empt ♥ without side value 4 ◆ x pre-empt ♠ without side value 4 ▼ pre-empt ♥ or 2-suiter ♥ + minor 4 ♠ pre-empt ♠ or 2-suiter ♠ + minor 4 NT x 2 suiter minors	3 ♠											
4 ◆ X pre-empt ♠ without side value 4 ▼ Pre-empt ♥ or 2-suiter ♥ + minor 4 ♠ Pre-empt ♠ or 2-suiter ♠ + minor 4 NT X 2 suiter minors	3 NT	_	8									
4 ▼ pre-empt ▼ or 2-suiter ▼ + minor 4 ♠ pre-empt ♠ or 2-suiter ♠ + minor 4 NT x 2 suiter minors	4 🍨											
4 ★ pre-empt ♠ or 2-suiter ♠ + minor 4 NT x 2 suiter minors		Х			<u> </u>							
4 NT x 2 suiter minors	-				<u> </u>			-				
		,,						<u> </u>				
			SIDDING		2 Suiter Hilliors							

Roman key card Blackwood (41-30) - Exclusion Blackwood (41-30) - DIPO/RIPO Over dbl: bid = 1st control / rdbl = 2nd control / pass = no control