

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS General Style MAY BE WEAK
 Responses Suit Change = SEMI-FORCING with tolerance
 IN THE REOPENING POSITION MAY BE WEAK
 Responses
TAKE-OUT DOUBLE General Style SHAPE AND STRENGTH
 Responses
 IN THE REOPENING POSITION 9+ AND SHAPE
 Responses
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD
INT OVERCALL 2nd pos 15-18
 Responses 4th pos 9-12 HFC
 AS FOR INT OPENING
JUMP OVERCALL WEAK MAJORS INTERMINORS
 OTHERS
 Responses
2NT OVERCALL
 Shows lowest (5+5+)
DIRECT CUE-BID
 Michaels (2 ♠ always majors on mind opening)
VS. STRONG NT 2nd pos 4th pos
 Double = long suit Both Maj
 2♠/2♦ = Multi Landy Natural
VS. WEAK NT 2nd pos 4th pos
 Double = PENALTY PENALTY
 2♠/2♦ = ? Natural
VS. PREEMPTS Double = NEGATIVE
VS. ARTIFICIAL STRONG OPENINGS
 DBL = ♠ 1♦ = ♠ 1♥ = 4+♥ & 4+♥
 1 NT = ♠/♥ or ♠/♥ 2 ♠/♥ = weak
 3 ♠/♥ = bid OVERCALLS MAY BE VERY WEAK
OVER OPENMENTS TAKE-OUT DOUBLE
 Redouble = 9+
 INVERTED TRUSCOTT IN MINORS

LEADS AND SIGNALS

OPENING LEADS
 ● SUIT
 3rd/5th 4th Attitude Rushinow
 Other KANTAR
 NT
 3rd/5th 4th Attitude Rushinow
 Other KANTAR
SUBSEQUENT LEADS
OPENING LEADS VS NO-TRUMPS (TRIG)
 Underline leads against suit contracts if different
 AK - AKx - AKJx - AKJ10x - A♣Jx - A♣Jx
 KJxx - Kxxx - KQ - KQx - KQxx - KQJx
 KJ10x - Kxx - Kxx - Kxxx - QJ - QJx
 QJ109 - KQ10x - KQ109x - Qxx - Qxx
 Q109x - J10 - J10x - J1098 - KJ109 - K109
 Jxx - Jxxx - Jxxx - 10x - 109 - 109x - 98x
 10xx - 10xxx - 10xxx - xx - xx - xxx
 xxx - xxx
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING
 USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS,
 D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF
 BRACKET THE SIGNALING METHOD WHEN RARELY USED

CARDS	HIGH	LOW	ODD	EVEN
Suit On partner's lead	E (2)	D		
On declarer's lead	E (2)	1		
Discarding	E			
NT On partner's lead	E (2)	D		
On declarer's lead	E (2)	1		
Discarding	E			

SIGNALS IN TRUMP SUIT
 ON A, Q: ENCOURAGE
 ON K: DISTRIBUTION
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES
 NEGATIVE DOUBLES
 RESPONSIVE DOUBLES
 OPTIONAL COMPETITIVE DOUBLES
SPECIAL FORCING PASS SEQUENCES

CONVENTION CARD

NAME OF PLAYER Jerome Meis 12449

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 NATURAL
 MAJORS 5, 4, 4, 2
SPECIAL OPENING BIDS AND RESPONSES
 OPENINGS DESCRIPTION
 1 2♠ WEAK ♠ SEMI GF M / GF M bic / strong NT
 2 2♦ WEAK Maj / GF Maj / GF min / strong NT
 3 2♥ WEAK ♥ and ♠
 4 2♣ MUDERBERG (1-2pos)
 5
 6
 7
 8
 9
SPECIAL COMPETITIVE BIDS
 1 transfer over 1♠
 2 inverted drury
 3 2 way Checkback
 4
 5
 6
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
 PSYCHICS POSSIBLE

OPEN -ING	MIN NO OF CARDS	TICK IF ARTIF -ICIAL	DESCRIPTION	NEG DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♠	2			4♥	1♠=4♥, 1♥=4♠, 1♠=bal or, 1NT=8-10	accepting transfer on 1level=3card or 4card unbal	
					2♠=8 with ♠	accepting transfer on 2level=4card, 1-1-1-4 bal	
					2NT=0-11, 3♠=10+	3NT=Balanced fit (18-19)	
1♦	5		4♦ in 4-4-4-1	4♥	1♥/♠=natural, 2♥=12+, 2♠=6-9 with ♠ 2M=natural GF		
					3♠=natural invite, 3♠=6-9 3M=limit		
1♥/♠	5		10+ can be lighter/shorter in 3th seat	4♦	1NT = FORCING / 2NT = GAME FORCING	2♠, 2♦ = LONGEST MINOR	
					2♠ Relay / 2♦ 5c GF	3♠ = single	
					3♠, 3♥ = 7-9 (5c and support)	3♦ = void	
1NT			15-17 (5 card major, 6 card minor possible)		2♠ = STAYMAN (not promising 4 card major) 2♦, 2♥, 2♠, 2NT = TRANSFER 3♠ = GF Puppet Stayman 3♥/♠ = short with 5/4 minors, no 4 OM	3M=18+, 3OM=15-17 3NT=12-14	RUBENSOHL after interference: Transfers
2♠		x	WEAK ♠, or GF Maj(bio)/SGF Maj		2♦/2NT = RELAY	2NT = 23-24	DOUBLE = PENALTY
			22-23 NT				
2♦		x	2-11 MULTI		2♥ = RELAY	3♠ 2-8 and ♥, 3♥ and ♠	
			Weak ♥/♠, or GF Maj(unio) or 24-25 NT or GF Minor		2NT = ASKING	3♥ 9-11 and ♠, 3♠ and ♥	
2♥	4		2-11 Both Maj (4+4+)		2NT = ASKING	3NT = AKOxxx	
					2NT = ASKING	3♠= min, 3♥= max 4/4, 3♥/♠ max with 5♠/4♥, 3NT=5/5 max, 4♥/♠=void	
2♠	5+		2-11 5♠ + 4+minor (1-2 pos)		3♠ = PUPPET STAYMAN	2-8 : 3♠ 4+card ♠, 3♥ 4+card ♠	
			2-11 5♥+ (3-4 pos)		3♥, 3♥ = Tr 3♠ = big min 4♥/♠ = unic min	9-11 : 3♥ 4+card ♠, 3♦ 4+card ♠, 3NT ♠and♦	
2NT			20-21		3NT = To Play	accepting transfer = no 3 card	DOUBLE = PENALTY
3♠	6+		PRE-EMPT IN ♠				
3♦	6+		PRE-EMPT IN ♦				
3♥	6+		PRE-EMPT IN ♥				
3♠	6+		PRE-EMPT IN ♠				
3NT			GAMBLING				
4♠	8+		PRE-EMPT IN ♥				
4♦	8+		PRE-EMPT IN ♠				
4♥	8+		PRE-EMPT IN ♥				
4♠	6+		PRE-EMPT IN ♠				
4NT			Minors (5-5)				

SLAM APPROACH AND CONVENTIONS

4NT = KEY CARD BLACKWOOD 41-30
 Exclusion 0,1,2
 SPLINTER BIDS 4.5 CONTROLS