

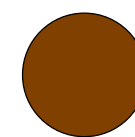
DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General Style	as opening bids
Responses	as opening bids

O P E N I N G	SUIT	3rd/5th:	4th:	Attitude: yes	Rusinow:
		Others			
	N.T.	3rd/5th:	4th: rarely	Attitude: yes	Rusinow:
		Others			



CONVENTION CARD



IN BAL POS.	same
Responses	same

SUBSEQUENT LEADS	same
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BBF	Nierinck Nicole 12580	Cornelis Tom 19600
NCBO	NAME OF PLAYER	NAME OF PLAYER

TAKE-OUT DOUBLE - General Style	opening values, support unbid suits
Responses	NAT

Circle opening leads vs no-trumps
Underline leads against suit contracts if different

SAME LEADS IF OUR SIDE SHOWED SUIT	
YES	NO

AK	KQ	QJ	J10	10x	
AK x	KQ x	QJ x	J10 x	109	
AK J x	KQ x(x)	QJ 10 9	J10 9 8	109 x	
AK J 10 x	KQ J x	KQ 10 x	KJ10 9	9 8 x	x x
AQJ x	KJ10 x	KQ 10 9 x	K10 9 8		x(x) x
A J x(x)	K x(x)	Q x(x)	J(x)(x)	10(x)(x)	x(x) x x
K J x(x)(x)	K x x(x)	Q x x(x)	J(x)(x)	10(x) x x	x(x) x x x
K x x(x)(x)	K x x(x)(x)	Q 10 9 x	J(x)(x)(x)	10(x) x x x	x(x) x x x x

IN BAL POS.	same
Responses	NAT

1NT OVERCALL	Responses	Other Meanings
2nd pos. 15-18	cue-bid = Stayman, others NAT	
or wk, (7)8+ c.		
4th pos. 10-13	same	

JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	2M: 9-11, 6+	3m: 10-12, 6+		
2♦: 11-15, 5+	3M: 7-8, 7+		3M: 12-13, 7+	

SIGNAL WHEN FOLLOWING SUIT OR DISCARDING
USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE
BRACKET THE SIGNALING SYMBOL WHEN RARELY USED

Responses	NAT
UNUSUAL NT	16+, at least 5-5 (suits unknown)
Responses	NAT

DIRECT CUEBID	STYLE 11-15, at least 5-5 (suits unknown)
Responses	NAT

	CARDS	HIGH	LOW	ODD	EVEN
S U I T	On partner's lead	E	D		
	On declarer's lead	(2)(S)	(1)(S)		
	Discarding	E	D		
N T	On partner's lead	E	D		
	On declarer's lead	(2)(S)	(1)(S)		
	Discarding	E	D		

VS. NT	Responses
2♣: both M	NAT
X: strong	NAT
others: NAT	NAT

VS. PREEMPTS	NAT
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SIGNALS IN TRUMP SUIT	OTHER SIGNALS
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SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS	are treated as natural opening bids
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1♣-(1♦/1♥)-X: 5-8 hcp
1♣-(1♠)-X: 7-11 hcp
1♦-(1♠)-X: 4-card ♥ suit

OVER OPPONENTS TAKEOUT DOUBLE	XX = hcp with opposition and no game interest
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SPECIAL FORCING PASS SEQUENCES

PSYCHICS: OPENINGS	extremely rare	OTHER	very rare
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SYSTEM SUMMARY: GENERAL APPROACH AND STYLE
strong club
4-card majors, 1♠ with 4-4 M

RESPONSES: 1NT	NF NAT	2 OVER 1	ORF
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ARTIFICIAL STRONG 1♣ Response Style	HCP
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CANAPE:	OPENING	ALL	STRONG	SPECIAL	✓
	RESPONSES	HANDS	HANDS	SEQUENCES	

OP.1 1♣	17+ hcp
OP.2 1♦	10-13, 2+♠2+♥2+♦1+♠, no 9x doub ♦/♥/♠ or weaker
OP.3 1NT	13-16 BAL or weak with (7)8 card suit
OP.4 2m	13-16, 5+m
OP.5 2M	9-11, 6+M
OP.6 2NT	11-15, 5-5 both m
OP.7 3M	7-8 or 12-13, 7+M
OP.8 3NT	solid m + stopper

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE	
OPENINGS	DESCRIPTION

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE	
CB. 1 1♦ overall:	same as opening
CB. 2 vs. 2♦ multi:	2M = T/O over that M
CB. 3 direct cue-bid:	11-15, unknown 5-5
CB. 4 2NT jump overall:	16+, unknown 5-5
CB. 5	
CB. 6	

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
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DOLLING	TICKET	ARTIF	MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
						(Including modifications over competition)		
PASS								
1♣	✓	0			17+ hcp	1♦: 0-6, 1♥: 7-8, 1♠: 9-11, 1NT: 12-14, 2♣: 15+ jump shift: 3-4, 6-card suit or longer 2NT: 9-11, any 4-4-4-1 (R)DBL up to and incl 1♥: 5-6 or no alternative DBL on 1♠: 7-8 or no alternative 2♣ or higher without jump after intervention: FG, 5+	1♥: re-asks strength (1♠: 0-4, others: 5-6 NAT) 1♣-1♦-1♥-1♠-2NT: re-asks strength (3♣: 0-2, others: 2-4 NAT) 1♣-1♦-1♥-1♠-2NT-3♣-3♦: asks for major 2NT with jump: any 4-4-4-1 (3♣: asks => 3NT: ♣, others: that sin) jump shift after 1♦/1♥/1♠: minimum with solid suit jump shift after 1NT/2♣: 4-4-4-1, that sin; 1♣-2♣-3NT: (4-4-4-1)	
1♦	✓	2			10-13 hcp, 2+ ♠, 2+ ♥, 2+ ♦, 1+ ♣ no 9x doub ♠/♥/♦ or weaker usually at least 9 hcp in ♥/♦/♠ not as strict in 3rd/4th seat	2♣: artificial one-round forcing 2NT: artificial gameforcing others: NAT, DBL on 1♠: 4-card ♥ suit, others penalty	NAT, 2NT: 12-13 BAL (3♦ Stayman), 3♣: 12-13 (4-4-4-1) 3♦: 10-11 5♦5♥, 3♥: 10-11 5♥5♠, 3♠: 10-11 5♠5♦ 3♣: singleton, 3X: 5+, 3NT: BAL	
1M		4			(11-12)13-16 with 4-4 M => 1♠ 5m4M possible if weak minor suit	1NT: 6-9 BAL, 2 over 1: forcing, 6+ hcp 2NT: 12-14 BAL, jump shift: 6-9, 6+ with 2+ support	rebid jump new suit = 15-16 with 5-5 or better	
1NT	✓				13-16 BAL or weak with any (7)-card suit	2♣: weak Stayman, possibly no 4M, 2♦: asks 3/4-card M 2M: to play, 3♠/♦/♥/♠: FG, 5+ 2NT: slam try DBL by opener over RHO: 16 hcp with strong opposition	2NT: 16 hcp with good 3-card support lowest 4-card suit any jump by opener: weak	
2m		5			(12)13-16 hcp	2NT: 10-11 BAL, no 4M 2♦: no 5+ M unless 6+♦ 2♣-3♦ and 2m-3M: FG, 6+M	2NT rebid = MAX, 5332/5422/6322	
2M		6			(8)9-11(12) hcp	2NT: asks for feature and min/max new suit NF		
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)								
2NT	✓				11-15, at least 5-5 both m	3M asking (3NT: M doub, other M: 3-card suit)	4♣ if not natural: asks for kings (4♦ = 0/3, 4♥ = 1/4, 4♠=2)	
3m		6			10-12	new suit forcing; 3♦: asks for 3-card M suit	4♦ if not natural: asks for weakness (4NT = no weakness, other = weak suit)	
3♥		7			7-8 or 12-13 hcp	3♠ asks for strength (4♥ = 7-8)	4NT asks for aces: 5♣ = 0/3, 5♦ = 1/4, 5♥ = 2, 5♠ = 1 + ♠ void, 5NT = 2 + void	
3♠		7			7-8 or 12-13 hcp	4♣ asks for strength (4♠ = 7-8)	5NT asks for kings or queens (kings: 6♣ = 0/3, 6♦ = 1/4, 6♥ = 2; queens: 6♠ = 0 or ♣, 6♦/♥/♠ = that queen, 6NT: 2)	
3NT	✓				Gambling with stopper		splinter bids with once ace outside the trump suit, unless splinterer has been limited	
4♣		8			NAT PRE			
4♦		8			same			
OTHERS		8			same			