

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS – <b>General style</b>	<b>7 – 16 H.P.</b>
Responses : <b>Cue is forcing</b>	
IN BAL. POS. : <b>0 – 12 H.P</b>	
. Responses : <b>Natural</b>	
TAKE -OUT DOUBLE : <b>general style</b>	<b>11 + H.P.</b>
Responses : <b>Natural</b>	
IN BAL. POS.	<b>6 + H.P</b>
Responses : <b>Natural</b>	
1 N.T. OVERCALL <b>15 – 17 regular</b>	
RESPONSES <b>Same as opening</b>	
<b>4th pos. 10 – 14 H.P Stayman ; jacoby</b>	
JUMP OVERCALL <b>Weak Intermediate rule -2 ; -3</b>	
UNUSUAL N.T. <b>2 lowest remaining suits 11 + H.P.</b>	
Responses : <b>Natural</b>	
DIRECT CUE BID <b>2 highest remaining suits</b>	
Responses : <b>Natural</b>	
Vs. N.T. : <b>! = 5 card ♣ or 4♦ + 4♥</b>	
<b>2 ♣ = 5 card ♦ or 4♥ + 4♠</b>	
<b>2 ♦ = 5 card ♥ or 4♠ + 4♣</b>	
<b>2 ♥ = 5 card ♠ or 4♣ + 4♦</b>	
<b>2♠=♠+♦ 2 NT=♣+♥</b>	
Vs. PRE-EMPTS <b>Natural / World convention</b>	
Vs; ARTIFICIAL STRONG 1 ♣ OR 2 ♣ OPENINGS	
Vs; 1 ♣ <b>Suction = same as Vs. N.T.</b>	
Vs; 2 ♣ <b>Natural</b>	
OVER OPPONENTS TAKE-OUT DOUBLE	
<b>1 ♣/♦/♥/♠ - ! - Redouble = 9+ H.P. and 2 other suits</b>	
<b>1 N.T. - ! – Brozel</b>	

LEADS AND SIGNALS					
Opening trads	SUIT	3 rd/5th	4th	Attitude	Rusinow
		Others	Small is positive		
	N.T.	3red/5th	4th	Attitude	Rusinow
		Others	Small is positive		
SUBSEQUENT LEADS    Doubleton high - low					
Opening leads vs N.T. and suit contracts are maked in red					
SAME LEADS IF OUR SIDE SHOWED SUIT : YES					
AK	KQ	QJ	JT	TX	XX
AKX	KQX	QJX	JTX	T9	XXX
AKJX	KQXX	QJT9	JT98	T9X	XXXX
AKJTX	KQJX	KQTX	KJT9	98X	XXXXX
AQJX	KJTX	KQT9X	KT98	TXX	XXXXXX
AJXX	KXX	QXX	JXX	TXXX	
KJXXX	KXXX	QXXX	JXXX	TXXXX	
KXXXXX	KXXXX	QXXXX	JXXXX		
Signal when following suit or discarding use 1 = odd no.cards 2 = even no. cards    D = discouraging    E = encouraging S = suit preference bracket the signalling when rarely used					
CARDS		HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	1	2		
	On declarer's lead	1	2		
	Discarding	S	S		
N.T.	On partner's lead	1	2		
	On declarer's lead	1	2		
	Discarding	S	S		
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
none			S = Revan		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
Support double					

CONVENTION CARD							
PLAYERS :	Exelmans Hans						
	Mullens Rony						
SYSTEM SUMMARY							
GENERAL APPROACH AND STYLE							
Major 5 – card , diamond 4 - card							
Weak N.T. opening							
1st / 2 <sup>nd</sup> / and 3th hand :10 – 13 H.P.							
4 <sup>th</sup> hand :15 – 17 H.P.							
Responses : 1 N.T.		5 – 11 H.P.		2 over 1	MF		
	opening	All hands		Strong hands		Special sequence	
	responses						
Special openings and responses that may require defence							
Openings		Description					
1 N.T.		10-13 no singleton a 6 card minor possible					
2 ♣		Strong or weak in ♦					
2 /♥/♠		5 card ♥/♠ and 4+ card ♣/♦					
4 N.T.		Minors					
4 ♣/♦/♥/♠		8-9 tricks					
Special competitive bids that may require defence							
SPECIAL NOTES THAT DON'T FIT IN ELSEWHERE							
PSYCHIC OPENINGS		Rare		OTHER			

OPENING	MIN. NR. OF CARDS	TICK IF ARTIF.	DESCRIPTION	RESPONSES (INCLUDING MODIFICATIONS OVER COMPETITION)		SUBSEQUENT AUCTION
1 ♣	2	X	Forcing (10) 11 + H.P.	1 ♦ = weak with 0 – 5 H.P. or normal with 4 + card and 6 + H.P.		1 N.T. = 14 – 16 H.P. 2 N.T. = 17 – 18 H.P.
1 ♦	4		(10) 11 + H.P.			
1 ♥	5		(10) 11 + H.P.	1 N.T. = forcing 1R 3♥/♠ = weak 0-6 H.P. 3♣ = 6 - 8 H.P. and 4 card support 3♦ = 9 - 11 H.P and 4 card support 2 N.T. 12+ H.P. unbalanced support 3 N.T.= 12-14 H.P. balanced support		2♣/♦ = 3+ card  Short suit trial
1 ♠	5					
1 N.T.			10 -13 H.P. 5 card ♥/♠ possible 6 card ♣/♦ possible	2♣ = 11-14 H.P invite puppet staym. 2 N.T. = M.F. 15+ H.P. 3♦ = sleminterst minor 3♣ = 6+ card non forcing 3♥/♠ = M.F. with 5 + card		2♥/♠ = 5 card ; 3♣/♦ = 6 card ; 2♦ = no 6 card minor and no 5 card major 3♣ = puppet stayman ; 3♦/♥=transfer♥/♠ 3♥ = 4 card ♣ / 3♠ = 4 card ♦ 3N.T. = no 4 card ♣/♦ / 4♣ = ♣ and ♦
			15 – 17 H.P. 4 <sup>th</sup> hand			
2 ♣		X	Weak 6 + ♦	2♦ = Relay 3 X = closed suit ( 6+ card)		Pas = weak ♦ 2 N.T. = 23 – 24 H.P. regular 2♥ / ♠ = M.F. with 5+ card 3 N.T. = 27 + H.P. regular
			23 – 24 N.T.			
			2♥/♠ M.F. 5+ card			
			27 + H.P.			
2 ♦		X	19 – 20 N.T. weak ♥/♠ 5+ card	2♥ = relay		2 N.T. = 19 – 20 H.P. Pas / 2♠ = weak with 5+ card  3♣/♦/♥/♠ = semi forcing (8-9 tricks) 3Z.T. = 25 – 26 H.P.
			Semi forcing any color 25 – 26 N.T.			
2 ♥	5♥ + 4+♣/♦		3 – 10 H.P	2 N.T. = game forcing 3♣ = non forcing for ♣/♦ 3♦ = invite 3♥ / ♠ = barrage		3♥/♠ = mini 3 x = splinter 3 N.T. = maxi zonder single
2 ♠	5♠ + 4+♣/♦		3 – 10 H.P.			
2 N.T.			(21-22 H.P) 5 card ♥/♠ possible	3♣ = Niemeyer 3♠ = Good minors 5 – 5 3♦/♥ = Jacoby 4♣/♦ = good 6+ krt en RKC		3 N.T. = XX any minor 4♣ / ♦ = good minor support en RKC
3 ♣/♦/♥/♠	6 +		Preëmt	Natural	SLAM APPROACH AND COVENTIONS	
3 N.T.	7 +		Gambling	Pass or 4 ♣		
4 ♣/♦ / ♥ / ♠	7 +		5 – 10 H.P.	Natural		
4 N.T.			5 – 5 ♣/♦ barrage			
				4 N.T. = RKC for major 14/03 4 ♣/♦ = RKC for ♣/♦ 14/03 5 X = RKC with void in X	Control bids. Splinters Dopi - Ropi	