

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS – General style	7 – 16 H.P.			
Responses : Cue is forcing				
IN BAL. POS. : 0 – 12 H.P.				
Responses : Natural				
TAKE – OUT DOUBLE : General style	11 + H.P.			
Responses : Natural				
IN BAL. POS. 6 + H.P.				
Responses : Natural				
1 N.T. OVERCALL	RESPONSES		Other meanings	
15–17 H.P. regular	Same as opening			
4th pos. 10–14 H.P	Stayman ; Jacoby			
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
Rule –2 , -3	X	X		
UNUSUAL N.T. 2 lowest remaining suits 11 + H.P.				
Responses : Natural				
DIRECT CUE BID 2 highest remaining suits				
Responses : Natural				
Vs. N.T. Suction = color just above or the 2 other colors				
Vs. PRE-EMPTS Natural				
World convention				
Vs; ARTIFICIAL STRONG 1 ♣ OR 2 ♣ OPENINGS				
Vs; 1 ♣ Suction				
Vs; 2 ♣ Natural				
OVER OPPONENTS TAKE-OUT DOUBLE				
Redouble = 9+ H.P. and 2 other suits				
Fit showing jumps (ex: 1♥-!-3♣ = ♥support + ♣)				

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 made 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	TXXX	
KXXXX	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 :	MAKROPOULOS	BILLY	
	MULLENS	RONY	
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
Major 5 – card , diamond 4 - card			
Variable N.T. opening			
non vulnerable : 12 – 14 H.P vulnerable : 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		
2 ♣	Strong		
2 ♦/♥/♠	Weak with 5 + card		
4 N.T.	Minors		
4 ♥ / ♠	8-9 tricks		
Special competitive bids that may require defence			
SPECIAL NOTES THAT DON'T FIT IN ELSEWHERE			
DRURY when partner opens in 3 rd hand			
1♥/♠ - 2♣ = DRURY 9-12 H.P with 3 card support			
1♥/♠ - 2♦ = DRURY 9-12 H.P with 4 card support			
PSYCHIC OPENINGS	Rare	OTHER	

OPENING	MIN. NR. OF CARDS	TICK IF ARTIF.	DESCRIPTION	RESPONSES (INCLUDING MODIFICATIONS OVER COMPETITION)	SUBSEQUENT AUCTION	
1 ♣	2	X	Non vuln. = Forcing (10) 11 + H.P.	1♦ = weak with 0 – 5 H.P. or normal with 4 + card and 6 + H.P.		
1 ♦	4		(10) 11 + H.P.			
1 ♥	5		(10) 11 + H.P.	2♥/♠ = 9 – 11 H.P. and 3 card 2 N.T. = 8-11 or 16+ H.P. and 4+card Splinterbids = 10-13 H.P and 4+card 3 N.T. = 12-15 H.P. and 4+card	3♣ = relay 3♦/♥/♠ = 4+card strong 3♥/♠ = small opening	
1 ♠	5					
1 N.T.			12 -14 H.P. non vulnerable	2♣ = Relay – any distribution 2♠ = Transfer for ♣ 2 N.T. = Transfer for ♦	3♥/♠ = 5 card 15 – 16 H.	
			15 – 17 H.P. vulnerable			
2 ♣		X	23-24 N.T. / 25+N.T. 3♣ / ♦ = 9-10 tricks 3♥ / ♠ = 8 – 9 tricks 2♥ / ♠ = M.F.	2♦ = Relay 3 X = closed suit (6+ card)	2♥ / ♠ = G.F. with 5+ card 2 N.T. = 23-24 H.P. regular 3♣ / ♦ = 9-10 tricks 3♥ / ♠ = 8 – 9 tricks 3 N.T. = 25 + H.P. regular	
2 ♦	5 +		3 – 10 D.H.P.	2 N.T. = forcing 2♥ / 2♠ / 3♣ = non forcing	3♦ = mini 3 x = splinter 3 N.T. = maxi	
2 ♥	5 +		3 – 10 D.H.P.	2 N.T. = forcing 2♠ / 3♣ / 3♦ / 3♥ = non forcing 3♥ / ♠ = barrage	3♥/♠ = mini 3 x = splinter 3 N.T. = maxi	
2 ♠	5 +		3 – 10 D.H.P.			
2 N.T.			(20-22 H.P) 5 card ♥/♠ possible	3♣ = Niemeyer 3♠ = Good minor (s) 3♦/♥ = Jacoby	3 N.T. = at least QX any minor 4♣ / ♦ = XX in the minor	
3 ♣/♦/♥/♠	6 +		Preempt	Natural	SLAM APPROACH AND COVENTIONS	
3 N.T.	7 +		Gambling	Pass or 4 ♣		
4 ♣/♦	7 +		5 – 10 H.P.	Natural		4 N.T. = RKC for major 14/03 4 ♣/♦ = RKC for ♣/♦ 14/03 5 X = RKC with void in X
4♥/♠						Control bids. Splinters Dopi - Ropi
4 N.T.			5 – 5 ♣/♦ barrage			