Genk 1:CONVENTION CARD 3

Name of Player 1: Nelissen Sabine **Lidnummer: 21368**
Name of Player 3: Munteanu Octav **Lidnummer: 18831**
Name of Player 4: Piccart Guido **Lidnummer: 12742**

SYSTEM SUMMARY:

General Approach and Style:

5-Card Majors, 4-Card Diamond

Special opening bids and responses:

1. 2 ♣ : a) 20+, balanced
   b) Game Force 5-4 or 6-4
2. 2 ♦ : a) 5-11 HP, 6-card ♥ or ♠
   b) 8 tricks with any 6+-card
   c) Game force with any 6+-card
3. 2♥ and 2♠ : Muiderberg
4. 2NT: a) Game Force 4-4-4-1
   b) Game Force 5+-5+

Special competitive bids:

Special, artificial and competitive doubles:

Special forcing pass sequences:

Psychics:

rare

Important Notes that don't fit elsewhere:

1NT - overcall <= 14HP
After 1m : 4+ the other minor and at least 4+ in one unknown Major
After 1M : 4+ the other Major and at least 4+ in one unknown minor

DEFENSIVE AND COMPETITIVE BIDDING:

Simple Overcalls :

General style: 8 - 16 HP
Responses:
In reopening: 0 - 12 HP
Responses:

Take-Out Double:

General Style: 11+ HP
Responses:
In reopening: 6+ HP
Responses:

Jump Overcalls:

Vulnerable: weak to intermediate, based on tricks (rule 2-3)
Responses:
Non Vulnerable: weak
Responses:

1 NT Overcall:

2nd position: weak (<= 14 HP) 2-suiter
Responses: natural; cue-bid asks unknown suit
4th position: 10 - 14 HP regular
Responses: Stayman, Jacoby

2 NT Overcall:

General Style: 2-suiter 5+/5+ lowest remaining colors
Responses: natural

Bicolor Overcalls:

Cuebid = 5+/5+ 2-suiter with highest remaining color + unknown color

Defense versus strong NT:

! = penalty
Multi Ländy

Defense versus weak NT:

! = penalty
Multi Ländy

Defense versus preëmpts:

World Convention

Defense versus artificial strong 1C and 2C openings:

vs. 1C: Brozel

Special bids over opponents take-out !

!! = 9+ HP and 4+/4+ distribution in 2 unbid suits
Truscott; Inverted Minors

LEADS AND SIGNALS:

Opening-leads:

Vs. suit: 3rd/5th

Vs. NT: idem

Subsequent leads:

Signal System: REVAN:

When following suit on partners lead:
Smallest card = encouraging
Higher card = discouraging and preference
(not strictly): for highest suit when even
for lowest suit when odd

When following suit on opponents lead:
High-Low = even (not strictly)
Low-High = odd (not strictly)

When Discarding:
2-3-4 = preference for other suit in same color
(ex.: ♥ 2 asks ♦
♣ 4 asks ♠)
5-6-7 = encouraging for discarded suit
8-9-10 = preference for other suit of same value
(ex.: ♠ 10 asks ♥
♦ 8 asks ♣)

Signals in trump:

Other signals:

Lavinthal (when not need to signal the suit itself)

Opening leads vs. suit and no-trumps contracts:

A K (x) (x) / A K J 10 (x) / A Q J (x) / A J x x / K J x x x / K Q (x) x / K Q J (x) / K J 10 (x) / K 10 9 (x) / K x x x / K x x x x / Q J (x) / Q J 10 (x) / Q 10 9 (x) / J 10 (x)(x) / Q x x x / Q x x x x / 10 x / 10 9 / 10 9 x / 9 8 x / 9 8 x x / 10 x x / 10 x x x / 10 x x x x / x x / x x x / x x x x / x x x x x

OPENING	MIN.NR. OF CARDS	TICK IF ARTIF.	DESCRIPTION	NEG.DBL. THRU.	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS (over competition and with passed partner)
1 ♣	2		11 - 19 DHP	4♦	Inverted Minor		
					Symple jump new suit is 5+ and invite+	2NT Relay	
					Splinterbids		
1 ♦	4		11 - 19 DHP	4♦	Inverted Minor		
					Any simple jump in new suit is 5+ and invite+	2NT Relay	
					Splinterbids		
1 ♥	5		11 - 19 DHP	4♦	2NT = fit F1		
					3(4)♥ weak		
					Splinterbids		
					symple jump in new suit is 5+ with fit and invite+	3♥ negative	
1 ♠	5		11 - 19 DHP	4♦	2NT = fit F1		
					3(4)♠ weak		
					Splinterbids		
					sympe jump in new suit is 5+ with fit and invite+	3♠ negative	
1 NT			15 - 17 HP, 5-card Major possible	none	2♣ = relay	3♥/♠ = 5-card	
					2♦, 2♥, 2♠, 2NT = transfer		
					Rubensohl after opp. Overcall		
2 ♣	-	X	a) 20+ HP, balanced	none	2♦→2NT: tranfers, any strength	Tranfer acceptance = 20-23	
	5		b) GF with 5-4 or 6-4			Bypass = GF	
2 ♦	6	X	a) 5-11 HP, 6-card ♥ or ♠	none	2 ♥ = relay without 5+-card ♥, or not 2♥'s more than ♠'s	2NT = GF with any 6+card	
	6		b) 8 tricks with 6+-card		2♠ = 5+-card ♥, or 2♥'s more than ♠'s	3X = 8 tricks X	
	6		c) GF with 6+-card				
					2 NT = forcing 14+HP	3♣/3♦ = max. with 6-card ♥/♠	
						3♥/3♠ = min. With 6-card ♥/♠	
					3♥/3♠/4♥: pass or correct		
2 ♥ / 2 ♠	5/4+	x	Muiderberg, 5 -11 DHP 5M/4+m	none	2NT = forcing 14+ HP	3♣/3♦ = min. with ♣/♦	
						3♥/3♠ = max/ with ♣/♦	
					3♣ = to play 3♣ or 3♦		
					3♦ = limt for 4M		
					3M = preempt		
2 NT			a) GF 4-4-4-1	none	3 ♣ = relay	3 ♦ = 5+-5+ maxs. 2 losers, or 4441 with single minor	3 ♥ = relay♥
			b) GF 5+-5+			3♥/3S = 4441 with single ♥/♠	
						3NT→4♠ = 5+-5+	
3 ♣			Preëmpt		Natural	**SLAM APPROACH AND CONVENTIONS**	
3 ♦			Preëmpt		Natural	R(oman) K(ey)C(ards): 4♣, 4♦ (m); 4NT (M)	
3 ♥			Preëmpt		Natural		
3 ♠			Preëmpt		Natural	5NT - ask min-max : 6♣=min; 6♦=max; 6♥=super	
3 NT		x	Gambling		Natural	5x - slem invite	
4 ♣		x	9-10 tricks ♥		Natural		
4 ♦		x	9-10 tricks ♠		Natural		
4 ♥			Preëmpt		Natural		
4 ♠			Preëmpt		Natural		
4 NT		x	Preëmpt with 6+/5+ minors		Natural		
5 ♣			Preëmpt		Natural		
5 ♦			Preëmpt		Natural		

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