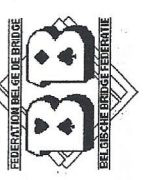


OP EN I N G	T C A I N F N E G. D B L T H R U I I N R F F O D S	DESCRIPTION	RESPONSES (Including modifications over competition)	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS	3♣	< 11 HP (rule of 18)			
1♣	3	10-21 HP (rule of 18)	longest minor: with 3♣ and 3♦ → 1♣ with 4♣ and 4♦ → 1♦		
1♦	3	10-21 HP (rule of 18)			
1♥	5	11-21 HP			
1♠	5	11-21 HP			
1NT		14-17 HP (5 card ♠/♣ possible) WITHOUT HONOR	2♣ = STAYMAN 2♦ = TEXAS for ♠ / 2♥ = TEXAS for ♣		
2♣	✓	SEMI 8-9 TRICKS 22-23 HP	2♣ = TEXAS for ♠ / 2♥ = TEXAS for ♣ DIAMONDS 2♦ = RELAIS 2♥ HEARTS = 8+HP 5-CARD 2♠ SPADES = 8+HP 5-CARD		
2♦	✓	2♥ + OR 10 TRICKS	2♦ = relais		
2♥/♠	6+	6-10 HP (with minimum Q-1) VULNERABLE (8-10)	only 2NT = forcing for 1 round bid in colour = NOT forcing	after 2NT = bid in another colour Ace or King or singleton = repeat of colour is weak or no other strength	
2NT	✓	29-22 HP 29HP WITH 5-CARD	3♣ = NIEMEYER 3♦ = TEXAS FOR HEARTS 3♥ = TEXAS FOR SPADES		
3♣	5	0-1 HP with 5 card ♣ + 5 card ♠			
3♦	5	0-1 HP with 5 card ♦ + 5 card ♠			
3♥	6+	3-11 HP	BICOLOR POSSIBLE		
3♠	6+	3-11 HP	BICOLOR POSSIBLE		
3NT	7	9-12 HP (7 card from AKQ...)	4♣ = a weak relais		
4♣	6+	3-13 HP	BICOLOR POSSIBLE		
4♦	6+	3-13 HP	BICOLOR POSSIBLE		
4♥	6+	3+ HP	BICOLOR POSSIBLE		
4♠	6+	3+ HP	BICOLOR POSSIBLE		

SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)

- Splinter bids on level 4 → only after an opening of 1♥/♠
- Control bids
- 4NT = asking for the number of aces → 5♣ = 0-3 / 5♦ = 1 red or 4 / 5♥ = 2+ QUEEN
5♠ = ACE
- 5NT = asking for the number of kings → 6♣ = 0 / 6♦ = 1 / 6♥ = 2 / 6♠ = 3 / 6NT = 4

4NT WITHOUT FIT... 5♣=0-3 / 5♦=1-4 / 5♥=2+ (10-3 KINGS) / 5♠=2+ (1-4 KINGS)
5NT = 2 + 2 KINGS



CONVENTION CARD

DE NEVE MIKKE

17022 - 27433 Vanderstraeten Andy
NAME OF PLAYER

NCBO _____ NAME OF PLAYER

SYSTEM SUMMARY: GENERAL APPROACH AND STYLE

♣/♠ = longest minor / ♥/♦ = 5 card major

RESPONSES: 1NT 6-10 HP 2 OVER 1 16 HP+ (5 card) --> after 1♣

ARTIFICIAL STRONG 1♣ Response Style

CANAPE:	OPENING	ALL	STRONG	SPECIAL
	RESPONSES	HANDS	HANDS	SEQUENCES

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE

OPENINGS DESCRIPTION

OP.1	2♦/1♠	10 tricks or minimum 23 HP (all distributions)
OP.2	2♣/1♣	8-9 tricks or 21-22 with a no trump distribution
OP.3	2♥/♠	weak (5-10 HP and a 6 card with minimum Q-J)
OP.4		
OP.5	3♣	weak (0-12 HP with a 6 card ♣ and DANGER)
OP.6	3♥	weak (0-12 HP with a 6 card ♥ and DANGER)
OP.7		
OP.8		

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

CB.1		
CB.2	1♥/♠	2♣ can be a 3 card
CB.3		
CB.4		
CB.5		
CB.6		

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS: OPENINGS OTHER

IMPORTANT: All text must be typewritten or block letters.

OPENS	3rd/5th:	4th:	Attitude:	Rusinow:
LEADS	SUIT	Others		
DEFENSE	N.T.	3rd/5th:	4th:	Rusinow:
SUBSEQUENT LEADS				

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

AK	KQ	QJ	J10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
AKx	KQx	QJx	J10x	109	
AKJx	KQx	QJ109	J1098	109x	
AKJ10x	KQJx	KJ109	KJ109	98x	
AQJx	KJ10x	KQ109x	K1098	x x x	
AJx	Kx	Qx	Jx	10x	x x x
KJx	Kx	Qx	Jx	10x	x x x
Kx x x x	Kx x x x	Q 10 9 x	J x x x x	10 x x x x	x x x x x

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

	CARDS	HIGH	LOW	ODD	EVEN
S	On partner's lead				
U	On declarer's lead	2	1	X	
I	Discarding				
N	On partner's lead	E	D		
T	On declarer's lead				
	Discarding				
	SIGNALS IN TRUMP SUIT	OTHER SIGNALS			
	ITALIAN combined with LAVINTHAL	versus no trump --> IDEM DITO			
	Number of cards				
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
	- a double in 4th hand can be from 8 HP				
	SPECIAL FORCING PASS SEQUENCES				

OVERCALLS - General Style - minimum a 5 card and 7-16 HP
Responses - support on level 2 = 7-9 HP
- support on level 3 = 4 card and weak / 1NT = 9-11 HP and no support
- cue - bid in openers colour is 10 support points or 10 HP (if no fit)
IN BAL POS. - minimum a 5 card and 7-16 HP
Responses - the same as a response on an overcall in 2nd hand
TAKE-OUT DOUBLE - General Style - min. 11 HP and 4-4-3 in other colours
Responses with 0-7 HP (as low as possible)
with 8-10 HP (jump) ----- with 11 HP and more (cue - bid)
IN BAL POS. - minimum 8 HP
Responses - jump, cue - bid or bid in 1 or 2 NT promises an opening
INT OVERCALL Responses
2nd pos. 16-18 HP after opening minor = 2♣ STAYMAN
after opening major = TEXAS answers
2NT = limit
the same as the responses in 2nd hand
4th pos. 11-14HP
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER
OTHERS
Responses after 2♥/♠ = 2NT forcing for 1 round / 3♥/♠ = barrage
JNUSUAL NT after 1♣/♠ = 2NT (5 card ♣ + another 5 card and 12 + HP)
Responses 3♣ = a weak relais / 3♥ = forcing and asking for 2nd colour
DIRECT CUEBID STYLE 1♥ ---> 2♥ = 5 card ♣ + another 5 card
(9-12 HP or 16+ HP) 1♣ ---> 2♣ = 5 card ♥ + another 5 card
Responses - with 9 HP and more ---> cue - bid or jump
/S.NT X=12-15HP + 5 card Responses 2♣ = a weak relais (maximum 7 HP)
2♣ = minimum 5-4 ♥/♠ or a 4 card ♥ + a 5 card ♣
2♥ = TEXAS for ♥
2♠ = TEXAS for ♠ with minimum a 2 card ♣
2♣ = a 5 card ♣ with maximum 1 card in ♥ or a 6 card ♣
/S.PREEMPTS - double = information
- an overcall is minimum a 5 card and 10-15 HP
/S.ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS
- versus artificial strong 1♣ = 1♥/♠ an overcall (5 card and 7-15 HP)
Double = TEXAS for ♣
/S.ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS
- versus artificial strong 1♣ = 1♥/♠ an overcall (5 card and 7-15 HP)
Double = TEXAS for ♣
/S.ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS
- versus artificial strong 1♣ = 1♥/♠ an overcall (5 card and 7-15 HP)
Double = TEXAS for ♣
/S.ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS
- versus artificial strong 1♣ = 1♥/♠ an overcall (5 card and 7-15 HP)
Double = TEXAS for ♣

EVER OPPONENTS TAKEOUT DOUBLE
- redouble = minimum 8 HP and no other bid available
- each bid on level 1 is forcing
- each bid on level 2 is NOT FORCING (a 6 card and maximum 7 HP)
IMPORTANT: Use symbols ♣ ♥ ♦ ♠ when needed