

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS	General Style	MAY BE WEAK
Responses	Suit Change = SEMI-FORCING with tolerance	
IN THE REOPENING POSITION	MAY BE WEAK	
Responses		
TAKE-OUT DOUBLE	General Style	SHAPE AND STRENGTH
Responses		
IN THE REOPENING POSITION	9+ AND SHAPE	
Responses		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		
1NT OVERCALL	2nd pos	15-18
Responses		
	4th pos	10 - 14 HPC
Responses	AS FOR 1NT OPENING	
JUMP OVERCALL	<input checked="" type="checkbox"/> WEAK MAJORS	<input checked="" type="checkbox"/> INTERM MINORS
OTHERS		
Responses		
2NT OVERCALL	shows lowest (5+,5+)	
DIRECT CUE-BID	Michaels (2 ♦ always majors on minor opening)	
VS STRONG NT	2nd pos	4th pos
	Double =	PENALTY opening
	2♣ / 2♦ =	Multi Landy Landy
VS WEAK NT	2nd pos	4th pos
	Double =	PENALTY PENALTY
	2♣ / 2♦ =	Multi Landy Landy
VS PREEMPTS	Double = NEGATIVE	
VS ARTIFICIAL STRONG OPENINGS		
DBL = ♥, 1♦ = ♠, 1♥/♠ = 4+♥/♠ & 4+ m		
1 NT = ♥/♠ or ♣/♦, 2 ♣/♥/♠ = weak		
3 ♣/♥/♠ = pre OVERCALLS MAY BE VERY WEAK		
OVER OPPONENTS' TAKE-OUT DOUBLE		
	Redouble = 9+	
	INVERTED TRUSCOTT IN MINORS	

LEADS AND SIGNALS

OPENING LEADS	<ul style="list-style-type: none"> ● SUIT <input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input type="checkbox"/> Attitude <input type="checkbox"/> Rusinow Other KANTAR ● NT <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow Other KANTAR 																																						
SUBSEQUENT LEADS																																							
OPENING LEADS VS NO-TRUMPS (Bold)																																							
Underline leads against suit contracts if different																																							
AK - AK_x - AK_{Jx} - <u>AKJ10</u>_x - <u>AQJ</u>_x - <u>AJxx</u>_x KJxx_x - Kxx_x<u>x</u> - KQ - KQ_x - <u>KQxx</u> - KQJ_x KJ10_x - Kxx_x - Kxx_x - Kxxx_x - QJ - QJ_x QJ10₉ - KQ10_x - KQ10_{9x} - Qxx_x - Qxx_x Q10_{9x} - J10 - J10_x - J10₉₈ - KJ10₉ - K10₉₈ Jxx_x - Jxx_x - Jxxx_x - 10_x - 10₉ - 10_{9x} - 9_{8x} 10xx_x - 10_{xxx} - 10_{xxx}<u>x</u> - xx_x - xx_x - xx_{xx} xxx_{xx} - xxx_{xx} 																																							
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING																																							
USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS, D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF																																							
BRACKET THE SIGNALING METHOD WHEN RARELY USED																																							
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>On partner's lead</td> <td>D (1)</td> <td>E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>D (1)</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td></td> <td>S</td> <td>D</td> </tr> <tr> <td rowspan="3">NT</td> <td>On partner's lead</td> <td>D (1)</td> <td>E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>D (1)</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td></td> <td>S</td> <td>(S)</td> </tr> </tbody> </table>		CARDS	HIGH	LOW	ODD	EVEN	Suit	On partner's lead	D (1)	E			On declarer's lead	D (1)	2			Discarding			S	D	NT	On partner's lead	D (1)	E			On declarer's lead	D (1)	2			Discarding			S	(S)
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SIGNALS IN TRUMP SUIT	OTHER SIGNALS																																						
smith low=enc	ON A, Q : ENCOURAGE																																						
	ON K : DISTRIBUTION																																						
	reverse smith / roman discard																																						
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																																							
NEGATIVE DOUBLES																																							
RESPONSIVE DOUBLES																																							
OPTIONAL COMPETITIVE DOUBLES																																							
SPECIAL FORCING PASS SEQUENCES																																							

CONVENTION CARD

NAME OF PLAYER Leentje Verleyen 14171
NAME OF PLAYER Betty Luyckx 14252

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

MAJORS 5, ♦4, ♣2

SPECIAL OPENING BIDS AND RESPONSES

OPENINGS	DESCRIPTION
1 2♣	WEAK ♦ SEMI / GAME FORCING M
2 2♦	WEAK ♥ / GF minor / strong NT
3 2♥	WEAK ♥ and ♠
4 2♠	MUIDERBERG
5	
6	
7	
8	
9	

SPECIAL COMPETITIVE BIDS

1	transfert over 1♣
2	inverted drury
3	
4	
5	
6	

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS POSSIBLE

OPEN-ING	MIN NO OF CARDS	TICK IF ARTIFICIAL	DESCRIPTION	NEG DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	2			4♥	1♦=4+♥, 1♥=4+♠, 1♠=bal or♦, 1NT=11-12 bal	accepting transfer on 1level=3card or 4card unbal	
					2♣=10+with♣	accepting transfer on 2level=4card, 11-14 bal	
					2NT=0-6 with♣,3♣=6-9 3x=limit	3NT=Balanced 4c fit (18-19)	2NT balanced 10-11
					2♦/♥=weak Transf or GF solid suit		
1♦	4		1♦ from 4-4(5) minor	4♥	1♥/♠ = natural, 2♣=12+, 2♦=10+ with♦ 2M=Weak, 2NT=10-11		2NT balanced 10-11
					3♣= natural invite, 3♦=6-9 3M=limit		
1♥/♠	5		10+ can be lighter/shorter in 3th seat	4♦	1NT = FORCING / 2NT = GF fit	2♣, 2♦ = LONGEST MINOR	
					2♣ GF Relay / 2♦ 4+c GF	3♣ = single	
					3♣, 3♦, 3♥ = Bergen 4c♥	3♦ = void	
					(5-9) (9-11) (0-5)		
1NT			(14)15 - 17		2♣ = STAYMAN (can be weak)		RUBENSOHL after interference :
			(5 card major, 6 card minor possible)		2♦,2♥,2♠,2ZT= TRANSFER or 2♠=8-9 no Maj		Transfers
					3♣/♦ = SLAM TRY		
					3♥/♠= short with 5/4 minors, no 4 OM		
2♣		x	WEAK♦, SGF or GF Major unbalanced 22 - 23 NT		2♦/2NT = RELAY	2NT = 23 - 24	DOUBLE = PENALTY
					REST = F1R		
2♦		x	2 - 11 MULTI		2♥ = RELAY	3♣ 2-8 and♥, 3♦ and♠	
			Weak♥/♠ or 24 - 25 NT or GF any suit		2NT = ASKING	3♥ 9-11 and♠, 3♠ and♥	
					4♣ = bid color in Tr 4♦ = bid color		
2♥	4		2 - 11 Both Maj (5+-4+)		2NT = ASKING	3♣= min, 3♦= max 4/4, 3♥/♠ max	
						with 5♣/4♥, 3NT=5/5 max, 4♣/♦=void	
2♠	5		2 - 11 5♠ + 4+minor		2NT = ASKING	2-8 : 3♣ 4+crd♣, 3♦ 4+crd♦	
					3♣ = PUPPET STAYMAN	9-11 : 3♥ 4+crd♣, 3♠ 4+crd♦, 3NT♣and♦	
2NT			20 - 21		3♦,3♥ =Tr 3♠ =bic min 4♣/♦ = unic min	accepting transfer = 2 card	DOUBLE = PENALTY
					3NT= To Play 4♠,5♠ =Tr long and weak		
3♣	6+		PRE-EMPT IN♣				
3♦	6+		PRE-EMPT IN♦				
3♥	6+		PRE-EMPT IN♥				
3♠	6+		PRE-EMPT IN♠				
3NT			GAMBLING			4NT = KEY CARD BLACKWOOD 41 - 30	
4♣						SPLINTER BIDS 4-5 CONTROLS	
4♦							
4♥			PRE-EMPT IN♥				
4♠			PRE-EMPT IN♠				
4NT			Minors (5-5)				