

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		● SUIT																																									
		☒ 3rd/5th □ 4th □ Attitude □ Rusinow																																									
		Other KANTAR																																									
		● NT																																									
		□ 3rd/5th □ 4th ☒ Attitude □ Rusinow																																									
		Other KANTAR																																									
SUBSEQUENT LEADS																																											
OPENING LEADS VS NO-TRUMPS (Bold)																																											
Underline leads against suit contracts if different																																											
AK - AK _x - AK _{Jx} - <u>AK</u> _J 10 _x - <u>A</u> _{QJx} - <u>A</u> _{Jxx}																																											
KJ _{xxx} - K _{xxxx} <u>x</u> - KQ - KQ _x - <u>K</u> _{Qxx} - KQ _{Jx}																																											
KJ10 _x - K _{xx} - K _{xx} <u>x</u> - K _{xxxx} - QJ - QJ _x																																											
QJ10 ₉ - KQ10 _x - KQ10 _{9x} - Q _{xx} - Q _{xx} <u>x</u>																																											
Q10 _{9x} - J10 - J10 _x - J10 ₉₈ - KJ10 ₉ - K10 ₉₈																																											
J _{xx} - J _{xx} <u>x</u> - J _{xxxx} - 10 _x - 10 ₉ - 10 _{9x} - 9 _{8x}																																											
10 _{xx} - 10 _{xxx} - 10 _{xx} <u>x</u> <u>x</u> - <u>xx</u> - <u>xx</u> <u>x</u> - <u>x</u> <u>x</u> <u>xx</u>																																											
<u>xx</u> <u>xx</u> <u>x</u> - <u>xx</u> <u>xx</u> <u>xx</u>																																											
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><tr><td></td><td>CARDS</td><td>HIGH</td><td>LOW</td><td>ODD</td><td>EVEN</td></tr><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></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)
	CARDS	HIGH	LOW	ODD	EVEN																																						
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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♠,2ZZ= 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		2♦/2NT = RELAY	2NT = 23 - 24	DOUBLE = PENALTY
			22 - 23 NT		REST = F1R		
2♦		x	2 - 11 MULTI		2♥ = RELAY	3♣ 2-8 and ♥ , 3♦ and ♠	
			Weak ♥/♠ or 24 - 25 NT		2NT = ASKING	3♥ 9-11 and ♠ , 3♠ and ♥	
			or GF any suit		4♣ = bid color in Tr 4♦ = bid color		
2♥	4		2 - 11 Both Maj (4+-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 ♦			SLAM APPROACH AND CONVENTIONS	
3♥	6+		PRE-EMPT IN ♥				
3♠	6+		PRE-EMPT IN ♠			4NT = KEY CARD BLACKWOOD 41 - 30	
3NT			GAMBLING				
4♣						SPLINTER BIDS 4-5 CONTROLS	
4♦							
4♥			PRE-EMPT IN ♥				
4♠			PRE-EMPT IN ♠				
4NT			Minors (5-5)				