

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS	General Style	may be weak, jump= 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	on ♣/♦ = 2 ♦ both Maj	
Responses		

2NT OVERCALL	2 Lowest C
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DIRECT CUE-BID	Other Maj + Min
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VS STRONG NT	2nd pos	4th pos
Double =	PENALTY	opening
2♣ / 2♦ =	Multi Landy	Multi Landy

VS WEAK NT	2nd pos	4th pos
Double =	PENALTY	PENALTY
2♣ / 2♦ =	Multi Landy	Multi Landy

VS PREEMPTS	Double = NEGATIVE
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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 ● NT <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow Other
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SUBSEQUENT LEADS

OPENING LEADS VS NO-TRUMPS (Bold)

Underline leads against suit contracts if different

AK - AKx - AKJx - AKJ10x - AQJx - AJxx
KJxx - Kxxx - KQ - KQx - KQxx - KQJx
KJ10x - Kxx - Kxx - Kxxx - QJ - QJx
QJ109 - KQ10x - KQ109x - Qxx - Qxx
Q109x - J10 - J10x - J1098 - KJ109 - K1098
Jxx - Jxx - Jxxx - 10x - 109 - 109x - 98x
10xx - 10xxx - 10xxx - xx - xx - xxx
xxx - xxxxx

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

		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)	

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
	ON A, Q : ENCOURAGE
	ON K : DISTRIBUTION
	Italian

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
NEGATIVE DOUBLES
RESPONSIVE DOUBLES
OPTIONAL COMPETITIVE DOUBLES

SPECIAL FORCING PASS SEQUENCES

CONVENTION CARD

NAME OF PLAYER	Nic Van den Bergh	13494
NAME OF PLAYER	Frank Van Breusegem	13405

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
NATURAL
MAJORS 5, ♦ 4

SPECIAL OPENING BIDS AND RESPONSES

OPENINGS	DESCRIPTION
1 2♣	SEMI / GAME FORCING / WEAK ♦
2 2♦	MULTI
3 2♥, 2♠	MUYDERBERG
4	
5	
6	
7	
8	
9	

SPECIAL COMPETITIVE BIDS

1
2
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
PASS							
1♣	2			4♥	2♣ = INVERTED 2M=slam Try 2NT = 0-5		
1♦	4			4♥	2♦ = INVERTED 2M= slam Try 2NT = 0-5		
1♥	5			4♦	1NT = FORCING	2♣, 2♦ = LONGEST MINOR	
					2NT = GAME FORCING	3♣ = single	
					2♣, 2♦ = GAME FORCING	3♦ = void	
					3♣, 3♦ = 9-11 3♥ +4+ ♣/♦		
1♠	5			4♥	IDEM AS ON 1♥		
1NT			15 - 17 (5 card major, 6 card minor and single possible)		2♣ = STAYMAN (not promising 4 card major) 2♦, 2♥, 2♠, 2ZT = TRANSFER 3♣♦♥♠ = short	Smolen	RUBENSOHL after interference : Transfers
2♣		✓	Weak ♦ or SEMI-GAME or GF Major 22 - 23 NT		2♦ = RELAY REST = POSITIVE	2NT = 23 - 24	DOUBLE = PENALTY
2♦		✓	2 - 11 MULTI Weak ♥/♠ or 24 - 25 NT or GF Minor		2♥ = RELAY 4♣= Bied KI in T, 4♦ = bied KI 2NT = ASKING	2-8 : 3♣ and ♥, 3♦ and ♠ 9-11 : 3♥ and ♠, 3♠ and ♥	
2♥	5		2 - 11 MUYDERBERG		2NT = ASKING	2-8 : 3♣ 4+crd ♣, 3♦ 4+crd ♦	
2♠	5		2 - 11 MUYDERBERG			9-11 : 3♥ 4+crd ♣, 3♠ 4+crd ♦, 3NT ♣and♦	
2NT			20 - 21		3♣ = NIEMEYER 3♦, 3♥ = TR 3♠ = 3NT /unic min 4♣/4♦ = bic min 3SA = 5-4 ♠ -♥	no fit when T accepted	DOUBLE = PENALTY
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 5NT = King?	
4♣			Uni color ♥				
4♦			Uni color ♠				
4♥			PRE-EMPT IN ♥			SPLINTER BIDS 4-5 CONTROLS	
4♠			PRE-EMPT IN ♠				
4NT			Minors (5-5)				