

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	
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Responses

	4th pos	9 - 12 HPC	
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Responses AS FOR 1NT OPENING

JUMP OVERCALL WEAK MAJORS 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	
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	Double =	long suit	Both Maj
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	2♣ / 2♦ =	Multi Landy	Natural
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VS WEAK NT	2nd pos	4th pos	
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	Double =	PENALTY	PENALTY
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	2♣ / 2♦ =	?	Natural
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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

A K - **A K**_x - **A K**_Jx - **A K**J 10x - **A**QJx - **A**J_xx

KJxx**x** - Kxxx**x** - **K Q** - **K Q**_x - **K Q**_xx - **K Q**_Jx

KJ**10**x - K**x**x - K**x**x - Kxxx**x** - **Q J** - **Q J**_x

Q J109 - **K Q**10x - **K Q**109x - Q**x**x - Q**x**x

Q10**9**x - **J 10** - **J 10**_x - **J**1098 - KJ**10**9 - K10**9**8

J**x**x - J**x**x - Jxxx**x** - **10**x - **10**9 - **10**9x - **9**8x

10_xx - 10**x**_xx - 10**x**_xx - **x**x - **x**_xx - **x**x_x

x_xx_x - **x**_xx_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 PREF

BRACKET THE SIGNALING METHOD WHEN RARELY USED

		CARDS	HIGH	LOW	ODD	EVEN
Suit	On partner's lead	E (2)	D			
	On declarer's lead	E (2)	1			
	Discarding	E				
NT	On partner's lead	E (2)	D			
	On declarer's lead	E (2)	1			
	Discarding	E				

SIGNALS IN TRUMP SUIT OTHER SIGNALS

ON A, Q : ENCOURAGE

ON K : DISTRIBUTION

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 Jerome Mets 12449

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

NATURAL

MAJORS 5, ♦ 4, ♣ 2

SPECIAL OPENING BIDS AND RESPONSES

OPENINGS	DESCRIPTION
1 2♣	WEAK♦ SEMI GF M / GF M bic / strong NT
2 2♦	WEAK Maj / GF Maj / GF min, / strong NT
3 2♥	WEAK ♥ and ♠
4 2♠	MUIDERBERG (1-2pos)
5	
6	
7	
8	
9	

SPECIAL COMPETITIVE BIDS

1 transfert over 1♣

2 inverted drury

3 2 way Checkback

4

5

6

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS POSSIBLE

OPEN-ING	MIN NO OF CARDS	TICK IF ARTIF-ICIAL	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=8-10	accepting transfer on 1level=3card or 4card unbal	
					2♣=6-9with ♣	accepting transfer on 2level=4card, 11-14 bal	
					2NT=10-11, 3♣= 10+	3NT=Balanced fit (18-19)	
					2♦/♥/♠=gameforcing, solid suit		
1♦	5		4♦ in 4- 4-4 -1	4♥	1♥/♠ = natural, 2♣=12+, 2♦=6-9 with ♦ 2M=natural GF,		
					3♣= natural invite, 3♦=6-9 3M=limit		
1♥/♠	5		10+ can be lighter/shorter in 3th seat	4♦	1NT = FORCING / 2NT = GAME FORCING	2♣, 2♦ = LONGEST MINOR	
					2♣ Relay / 2♦ 5c GF	3♣ = single	
					3♣, 3♦ = 7-9 (5c and support)	3♦ = void	
						3M=18+, 3OM=15-17,3NT=12-14	
1NT			15 - 17		2♣ = STAYMAN (not promising 4 card major)		RUBENSOHL after interference :
			(5 card major, 6 card minor possible)		2♦, 2♥,2♠,2ZT = TRANSFER		Transfers
					3♣ = GF Puppet Stayman		
					3♥/♠= short with 5/4 minors, no 4 OM		
2♣		x	WEAK ♦ , or GF Maj(bic) /SGF Maj		2♦/2NT = RELAY	2NT = 23 - 24	DOUBLE = PENALTY
			22 - 23 NT				
2♦		x	2 - 11 MULTI		2♥ = RELAY	3♣ 2-8 and ♥ , 3♦ and ♠	
			Weak ♥/♠, or GF Maj(unic), or 24 - 25 NT or GF Minor		2NT = ASKING	3♥ 9-11 and ♠ , 3♠ and ♥	
						3NT = AKQxxx	
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 (1-2 pos)		2NT = ASKING	2-8 : 3♣ 4+crd ♣, 3♦ 4+crd ♦	
			2 - 11 5+♠ (3-4 pos)		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 = no 3 card	DOUBLE = PENALTY
					3NT= To Play		
3♣	6+		PRE-EMPT IN ♣				
3♦	6+		PRE-EMPT IN ♦				
3♥	6+		PRE-EMPT IN ♥				
3♠	6+		PRE-EMPT IN ♠				
3NT			GAMBLING				
4♣	8+		PRE-EMPT IN ♥				
4♦	8+		PRE-EMPT IN ♠				
4♥	6+		PRE-EMPT IN ♥				
4♠	6+		PRE-EMPT IN ♠				
4NT			Minors (5-5)				

SLAM APPROACH AND CONVENTIONS

4NT = KEY CARD BLACKWOOD 41 - 30

Exclusion 0,1,2

SPLINTER BIDS 4-5 CONTROLS