

Convention Card

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS						CLUB: Lier DIVISION: III 2016-2017			
OVERCALLS - General style = normal			Opening leads	SUIT	3rd / 5th Journalist		PLAYERS: B. VAN VELTHOVEN VBL30090 W. VAN VELTHOVEN VBL 13895 H. SMET VBL 19280					
Responses : change off suit on the same level is forcing : cue bid = opening (> 10 DH)				NT	4th Journalist A/R/D Romanet							
In BAL Pos : < 12 H + cue = 2 suiter			Subsequent leads: attitude						SYSTEM SUMMARY			
Responses			Lead vs. suit: bold			Lead vs NT :4th						
TAKE OUT DOUBLE - General Style = normal			AK KQ QJ J10 10x xx			AKx KQx QJ109 J10 109 xxx			GENERAL APPROACH AND STYLE			
Responses : jump = 8 - 11 DH : cue bid = 8+ if both majors (>11 otherwise)			AKJx KQxx QJx J109 xxx			AKJ10x KQJx KQ10x KJ109 xxx						
In BAL Pos : 12+ DH			AQJx KJ10x KQ109x K1098			Ajxx Kxx Qxx Jxx 10xx			5 card majors best minor 1 NT: 11-13 regular non vul 1st, 2nd, 3th hand			
Responses : cue bid = opening (> 11 DH)			KJxxx Kxxx Qxx x Jxxx			Kxxxx Kxxx Q109x Jxxx						
1 NT OVERCALL Responses Other meanings			DISCARDS						SPECIAL OPENINGS AND RESPONSES			
2nd Pos : 16-19 H 2♣ : Stayman none			CARDS		HIGH	LOW	ODD	EVEN				
4th Pos : 8-11 H 2♣ : Stayman none			SUIT	On partners lead	D	E			1 NT : 11-13 regular non vul 1st, 2nd, 3th hand 2 NT : 5/5 minors ; weak or strong 2♣ : multi (weak 2suiter major, strong 8 tricks, NT 19-20 or 23-24) 2♦ : multi (weak 2maj, 21-22 regular and game forcing minors) 2♠/♥ : Muyderberg: 5 major + 5 minor 3/4 ♣/♦/♥/NT : transfers or strong 2suiters			
JUMP OVERCALL jump overcalls are weak unusual NT : Michaels				On declarers lead	2	1						
DIRECT CUE BID			NT	Discarding			E	D(S)	SPECIAL COMPETITIVE BIDS			
Mod Michaels				On partners lead	D	E						
VS. NT			On declarers lead	2	1			4TH SUIT FORCING 3RD SUIT FORCING 3 way checkback DONT vs. NT opening 2 NT MODERATEUR RUBENSCHOL Mod Michaels LANDIK (vs. 1 NT overcall by opponent) WALSH				
DONT			Discarding	S	S							
VS PREEMPTS			SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES						IMPORTANT NOTES THAT DON'T FIT ELSEWERE			
double: info, leaping Michaels												
VS ARTIFICIAL STRONG 1♣ : Trap and Crash			1. Negative double through 3♣ 2. If a negative double is redoubled by the opponent: - suit = 4 card + weak - jump = 5 card + weak - 1 NT = minors (if doubled by opponents, xx = SOS for minors)						jump shift is weak (e.g. 1♣ – 2♦) double jump shift is limit (e.g. 1♣ – 3♦) after opponents intervention: 2 over one = FORCING			
1♦ : 5♠ 1♠ : 2 suiter (rank) double: :5♥ 1♥ :2 suiter (col) 1 NT : 2 suiter (mixed) 2 level: long or short												
OVER OPPONENTS TAKE OUT DOUBLE			SPECIAL FORCING PASS SEQUENCES						PSYCHICS OPENINGS: RARE			
redouble : 9 + HP other: transfer after 1 major opening												
If 1NT is doubled, then pass asks for xx												