

OPENING	TICK IF ARTIFICIAL	MIN. Nº OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS				< 12H, 14DH in 1st or 2nd position < 10H, 12DH in 3rd or 4th position		2NT with jump is 18-19H, without jump ≥15H game forcing except 1diamond 2clubs 2NT 2NT after 1NT is 17-18H. Reverse bid without jump ≥18DH (2SA waiting), new color no <20DH Jump no reverse ≥20DH. Splinter: New color at 4 level is a singleton or void	
1 ♣	x	3		No 5 card Major, longest min	1NT = 8-10 H, no 4card major	And 4card support and ≥20S ore ≥18S after a 2 level bid Trial bid after fit in major asks partner to bid game if not minimum and max. 2 losers	
1 ♦	x	3		idem	AFTER 1 IN SUIT: 1NT = 6 (5)-10H, no 4card major at 1 level new color: at 1 level: min 5H or 6 DH; at 2 level min 10H (5-crd) Jump in a new color is slam interest. 16H, 18S with fit or 8 tricks raise = 6-10S; jump raise = 11-12S	2NT trial bid after fit in major ask for a new color with forces, or game, or control if not minimum Trial bids after fit in minor = stop in this color 4th color forcing	
1 ♥		5		5card, longest Major, with	2 ♣ Drury after opening in 3rd or 4th hand, double is similar	2 ♦ = <13H,14DH or 4card ♦ and 14DH	
1 ♠		5		10H,12DH through 22H,23DH	2SA 3 card fit and 11-14s or 13-14 Hand 3334. Splinter: new color with double jump = singleton or void with 4 card fit and 13-15S in first response and ≥16S in second response.		
1 NT				(14+) 15-17-H regular hand 5card major? Never 6card minor? Possible	2 ♣ Stayman 2 ♦, 2 ♥, 2 ♠, 3 ♣, transfer 2NT, 3NT, 4NT : limit 4 ♣ Gerber ace asking 4 ♦ 5/5 in Majors, without slam interest	2 ♦ no major; 2 ♥, 2 ♠ 4card; 2NT both majors, transfer continuation 4 ♣/♦ is for 4 ♥/4 ♠ 04,1,2,3	
2 ♣	x	0		Strong unicolor: 6 (5)-card, or Strong bicolor ♥-♠ (5-5) 20-23DH or NT 22-23H	2 ♦ Relais 2 ♥, 2 ♠: 5- card headed by two top honours 3 ♣, 3 ♦: 6-card headed by two top honours,	After 2 ♥/♠ bid by opener: simple raise or splinter: ≥ 10S slam invitation. 2NT(4-8H) is forcing for one round, without fit; new suit = 5crd, min 8 H 3NT is 9-10H; 4 ♥/♠ : 6-9 S	
2 ♦				≥24H, 24DH game forcing	2 ♥ neg.; 2 ♠ = 1 ace; 2NT ≥8H or 2 Kings no ace; 3 ♣ = 1 ace and extra HP; 3 ♦, 3 ♥, 3 ♠ = six card headed by KQJ; 3NT = two aces	5card below 2NT, after 2NT of opener, as if 2NT is opened	
2 ♥, ♠		6		Weak, but good 6 card	raises and 3NT = stop, 2NT = asking; new color: one round forcing	After 2NT: if 6-8H: 3 ♥/♠ ; if 8+ H: new suit on 3-level = side A or K;, new suit on 4-level = single or void; 3NT: no side A or K, no short suit	
2NT				20-21 H regular hand	3 ♣ Stayman; 3 ♦ 3 ♥ 3 ♠ 4 ♣ = transfer; 4NT limit	3NT on Stayman = both majors, continuation in transfer.	
						SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
						Long suit trial bids., mixed control bids; Gerber after 1 NT; Splinters; Super forcing	
						5 key-card Blackwood: 30, 41 2, 2+ Q of trump, 5NT = 2 aces and a void, 6 ♣/♦ = 1/ 2 ace(s) + void	
3 ♥		7(6)		Preemptive		Direct Blackwood 4 ♣/ 4 ♦ after 1 ♦/1 ♣ : 30, 41, 2, 2+ Q of trump; Exclusion Blackwood	
3 ♠		7(6)		"		5NT = asking for kings after 4NT; otherwise = Josephine; after 4NT (Blackwood), Josephine = 6 ♣	
3 NT				Closed 7c. min. + Kx or QJx		DOPI - ROPI	
4 ♣		8		Preemptive			
4 ♦		8		"			
OTHERS							

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS-General: Style: Solid 5card or opening		
Responses: 1NT 8-10H; cue-bid ≥ 11DH forcing for one round		
Raises are competitive.		
IN BAL. POS color<13H; 1NT 10-12H (14H); DBL.>7H		
Responses: raise = 11-13S; 1NT = 10-14H aft. DBL .9-13H		
TAKE-OUT DOUBLE -General Style: Other colors		
Responses: jump is 4card and ≥ 8H,10DH;		
Cue-bid ≥ 11DH game forcing on major; 1NT ≥ 7H; 2NT is limit (10-11H).		
1NT OVERCALL	Responses	Other Meanings
2nd pos.	2♣ stayman	
16-18H	cue-bid forcing	
	Transfers	
JUMP OVERCALL	3♥/♠ = WEAK;	
	3♣/♦ = INTERMEDIATE	
Responses		
UNUSUAL NT: 2NT jump is two 5cards in the lower ranking suits		
DIRECT CUE-BID STYLE: Bicolor		
In major: the other major and unknown minor (5-5)		
In ♦: both majors. in ♣: natural clubs		
VS NT : Multi-defense		
vs weak 1 NT: dlt = penalty with 5 quick defensive tricks		
vs strong 1 NT: dlt = ♣ or ♦ + ♥ ; 2♣ = ♦ or ♥ + ♠ etc... (*)		
vs weak 1 NT: 2NT = ♣ + ♥ or ♠ + ♦ (non-adjacent suits)		
vs strong 1 NT: 2NT = ♣ + ♥ ; 2♣ = ♠ + ♦		
Responses: partner anticipates on possible conversion, i.e		
supports the unicolor whit less than a 3-card (*)		
VS. ARTIFICIAL STRONG 1♣ OPENING: Multi-defense		
2♣ = ♦ or ♥ + ♠, 2♦ = ♥ or ♠ + ♣, 2♥ = ♠ or ♣ + ♦		
except: 1(not 2)♠ = ♣ of ♦ + ♥ 2♠ = ♠ + ♦ 1NT = ♣ + ♥		
Responses as above (*)		
OVER OPPONENTS' TAKE-OUT DOUBLE		
A bid at 1 level is forcing at 2 level non forcing.		
Raises are competitive; redouble ≥ 10H and can include a 3 card in partners 5 card.		

LEADS AND SIGNALS					
OPENING LEADS	SUIT	3RD/5TH;	4th;	Attitude;	Rusinov;
	OTHERS				
	NT	3rd/5th;	4th;	Attitude;	Rusinov;
	OTHERS				
SUBSEQUENT LEADS: a high is negative, a small card shows interest.					
A second lead in the color: high-low is even number of remaining cards					
Circle opening leads vs no-trump SAME LEAD					
Underline leads against suit contracts if different NO					
<u>AK-AHD</u>	<u>KD</u>	<u>QJ</u>	<u>J10</u>	<u>10x</u>	
<u>AKx</u>	<u>KQx</u>	<u>QJx</u>	<u>J10x</u>	<u>109</u>	
<u>AKJx</u>	<u>KQxx</u>	<u>QJ109</u>	<u>J1098</u>	<u>109x</u>	
<u>AKJ10x</u>	<u>KQJx</u>	<u>KQ10x</u>	<u>KJ109</u>	<u>98x</u>	<u>xx</u>
<u>ADJx</u>	<u>KJ10x</u>	<u>KQ109x</u>	<u>K1098</u>		<u>xxx</u>
<u>AJxx</u>	<u>Kxx</u>	<u>Qxx</u>	<u>Jxx</u>	<u>10xx</u>	<u>xxxx</u>
<u>KJxx</u>	<u>Kxxx</u>	<u>Qxxx</u>	<u>Jxxx</u>	<u>10xxx</u>	<u>xxxxx</u>
<u>Kxxx</u>	<u>Kxxx</u>	<u>Q109x</u>	<u>Jxxx</u>	<u>10xxx</u>	<u>xxxxx</u>
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					
USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE					
CARDS		HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	E (2)	D (1)		
	On declarer's lead	2 (S)	1(s)		
	Discarding	S			
NT	On partner's lead	E	D		
	On declarer's lead	2(s)	1(s)		
	Discarding	S			
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
Suit preference			Lavinthal		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
Double on jump overcall is take out.					
Lightner; asks unusual lead					
direct Blackwood: 4 minor after opening of other minor (19+ S and 6-card)					
Third color forcing					
Ping Pong (alternative for Roudinesco)					
SPECIAL FORCING PASS SEQUENCES			pass is forcing		
when we have bid game with clear balance of strenght and opponents bid.					

Aertsens Roger 10128 Lemmens Willy 12212		
NCBO	NAME OF PLAYER	NAME OF PLAYER
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5card Major (Lebel) longest minor; 1NT = 15-17H; Weak 2 in Majors		
Negative doubles, support doubles; trial bids; splinter.		
High low signals are encouraging. Obvious switch.		
RESPONSES: 1NT 6 (5) -10H 2 OVER 1 ≥ 11DH forcing		
ARTIFICIAL 1♣ Response Style		
CANAPE:	OPENING ALL	SRTONG SPECIAL
	RESPONSES HANDS:	HANDS SEQUENCES:
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE		
OPENING	DESCRIPTION	
OP.1 2♦	forcing game, ace asking	
OP.2 2♣	forcing: NT 22-23H, strong unicolor or (5-5) ♥-♠	
OP.3 3NT	gambling: closed 7c. min. + Kx or QJx aside	
OP.4		
OP.5		
OP.6		
OP.7		
OP.8		
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE		
CB.1 2♦	after opening 1♣/♦ = bicolor ♥-♠ (5-5)	
CB.2 2♣/♦	on 1 Major = 5 card ♣/♦ + 4 card other major	
CB.3		
CB.4		
CB.5		
CB.6		
IMPORTANT NOTES THAT DONT FIT IN ELSEWHERE		
Double on a weak no trump is a 5 card and 5 quick defensive tricks		
Partner passes with 2 quick defensive tricks; otherwise bids 2♣.		
PSYCHICS OPENINGS		OTHER