

DEFENSIVE and COMPETITIVE BIDDING		LEADS AND SIGNALS			CONVENTION CARD	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)		OPENING LEADS STYLE				
LIGHT at 1 level (usually 5+card); SOUND at 2 level		<b>Lead</b>	<b>In Partner's Suit</b>		Category	ARTIFICIAL – RED
SIMPLE RAISE = courtesy; JUMP RAISE = PRE	<b>Suit</b>	3rd = even; low = odd	3rd = even; low = odd		Country	BELGIUM
TRANSFER ADVANCES (Rubens) over 1-2-3-level overcalls	<b>NT</b>	4th from 10xxx or better	as above		Event	ALL EVENTS
BAD-GOOD 2NT (reversed for ♣)	<b>Subseq</b>	ATT	as above		Players	Luc MEEUWSEN (12411) – Dirk LANKHORST (17413)
CUEBID = SUPP, strongish but only F1	<b>Other:</b>	10 or 9 = top, or 2 higher (also in subsequent play)			Club	FORUM
FIT SHOWING JUMPS in non-game new suits (poss. without a jump)	<b>LEADS</b>					
ROSENKRANZ DBL / RDBL after 1-level overcall		<b>Vs. Suit</b>	<b>Vs. NT</b>		<b>SYSTEM SUMMARY</b>	
2NT = INV or better with 4+SUPP for M	<b>Ace</b>	AK(x+)	AK(x+)		<b>GENERAL APPROACH and STYLE</b>	
COMPETITIVE 2/1 = F1	<b>King</b>	AK; KQ(+)	AKJ(+); KQ10(+)		POLISH CLUB	
<b>1NT OVERCALL (2nd / 4th Live, Responses, Reopening)</b>	<b>Queen</b>	QJ(+)	QJ(+)		5card M (F 1NT; 2/1 F2NT); 5card ♦ (4card possible when not BAL)	
2nd Pos = 15-18, responses as after 1NT opening	<b>Jack</b>	J10(+)	KQJ(+); J10(+)		1♣ ART F1 (12-14 BAL, or 12+ with 4+♣ and not BAL, or any 19+)	
4th Live = 5/5+ in inbid suits	<b>10</b>	HJ10(+); 109(+)	HJ10(+); 109(+)		Very weak raises possible (LAW)	
Reopen = 10-14, no stop required, responses as over 1NT opening	<b>9</b>	H109(+); 98(+)	H109(+); 98(+)		2NT usually ART in competition	
After RHO PEN DBL: PASS forces RDBL; DBL=♠TRF; 2♠♦♥ TRF	<b>Hi-x</b>	Sx; 3rd from even	Sx; Sxx; xSxx(+)			
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>	<b>Lo-x</b>	low from odd	4th from 10xxx or better		1NT opening = 15-17 HCP, BAL (off-shape possible: see inside)	
1 Suit = PRE, 6-10, usually 6-card but good 5-card is possible	<b>SIGNALS IN ORDER OF PRIORITY</b>			2 OVER 1 Responses : FG over 1♣ opening		
2 Suit = (1m)-2♦ = ♥+♠, (1m)-2NT = ♥+om, (1m)-3♣ = ♠+om		<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>	F2NT over 1♥♦♠ opening	
(1M)-2M = OM+♣, (1M)-2NT = ♣+♦, (1M)-3♣ = OM+♦	<b>Suit: 1st</b>	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG	<b>SPECIAL BIDS that may require defence</b>	
Reopen = Jump is INTERMEDIATE	<b>2nd</b>	Hi/Lo = odd	S/P	Hi/Lo = odd	2♣ = PRECISION (11-15 HCP, 6+♣ or 5♣ + 4M)	
<b>DIRECT and JUMP CUEBIDS (Style, Responses, Reopen)</b>	<b>3rd</b>	S/P		S/P	2♦ = MINI-MULTI (6-10 HCP, unknown M, usually 6card)	
JUMP CUEBID asks for a stopper (solid suit for 3NT)	<b>NT: 1st</b>	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG	2♥ = 6-10 HCP, 5♥ + other 5card	
<b>Vs. NT (vs Strong / Weak, Reopen, PH)</b>	<b>2nd</b>	Hi/Lo = odd	S/P	Hi/Lo = odd	2♠ = 6-10 HCP, 5♠ + 5card m	
Vs. STRONG 1NT (lower limit 14 HCP or higher) and Vs. NAT 2NT:	<b>3rd</b>	S/P		S/P	3NT = 4-level PRE in unknown m, usually broken 8card	
Multi Defence [note5]					4m = NAMYATS (1 loser possible in trump suit)	
Vs. WEAK 1NT (lower limit less than 14 HCP):	<b>Signals:</b>	UDCA with standard current count			1♣-(Pass)-1♦ is possible with 0 HCP and 0 diamonds	
Multi Defence [note5] (DBL = 12+ hcp)		SMITH signal vs. NT contract (LOW = ENCRG for both players)			SUPP after 1M with 4+card fit (see inside)	
<b>Vs. PREEMPTS (Doubles, Cuebids, Jumps, NT bids)</b>		LAVINTHAL in the trump suit			Aggressive PRE in 1st position and with PH partner when NV or V/V	
DBL = T/O					Weak raises possible, very weak after DBL from RHO	
LEAPING MICHAELS	<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
BAD-GOOD 2NT (reversed for ♣) after (WEAK 2♥♦♠)-DBL-(PASS)	<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			After fit-bids to the 4-level (FITJUMP, CUE, SPL) except direct raises		
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>	Opening values with traditional shape (18+ HCP can be any shape)			After INV or better fit-bids and OPPT bid on the 5-level		
Very aggressive PRE jumps	EQUAL LEVEL CONVERSION			1NT-(DBL)-PASS forces RDBL when DBL is points or PEN oriented		
Vs. STRONG 1♣:	CUEBID promises rebid			1Suit-(DBL)-RDBL-(something)-PASS is F1		
Multi Defence [note5]	2NT BAD-GOOD (reversed for ♣)			<b>IMPORTANT NOTES that don't fit elsewhere</b>		
Vs. STRONG 1♣ and NEG 1♦ response:	2NT SCRAMBLE			Always open 1♦ with 4♦+5♠ and 11-15 HCP		
Multi Defence [note5]	<b>SPECIAL, ARTIFICIAL and COMPETITIVE DOUBLES/REDOUBLES</b>			After 1♣/2♣ opening, cheapest ♦ bid is often used as relay in follow-up		
Vs. Strong 2♣ opening: same system as after strong 1♣ opening	1m-(1♥)-DBL denies 4♣			Always use LAW of TOTAL TRICKS for COMP raises, not HCP		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	1m-(1♠)-DBL suggests 4♥ and 7+ HCP			<b>PSYCHICS</b>		
RDBL = 10+ HCP, PEN oriented	SUPP DBL: 3card SUPP or extra strength			RARELY but		
very PRE raises and jump raises	COMP DBL: tend to pass at 3+level when BAL			- possible with a good fit for partner		
2NT = INV or better raise; FIT-JUMPS in non-game new suits	OPT DBL: use LAW of total tricks			- possible with a good rescue suit		
1M-(DBL): from 2♣ to 2M-2 = TRF; 2M-1=Good raise; 2M=Bad raise	ROSENKRANZ DBL and RDBL: after 1 level overcall					

OPENING BID DESCRIPTIONS							
Open	Art.	Min. cards	Neg Dbl	Description	Responses	Subsequent Auction	Passed hand bidding
1♣	Y	0	4♣	(1) 12-14 HCP, BAL (4♦ possible) (2) 12+, unBal, 4+♣ (except 2♣ opening) (3) all 19+ HCP (except 1♦ and 2NT opening)	1♦ = (1) any 0-6; (2) 7-11 with minor(s); (3) 16+ Bal 1M = NAT,F1; xNT = NAT,NF; 3M = 13-15 Bal, weak OM 2suit = 5+, FG; 3m = 6+, 6-8 HCP	1♣-1♦-1♥ = possible 2card♥ if 12-14 Bal and no 4card♣ 1♣-1♦-1M-new suit = NAT but can be very weak 1♣-1M-2♦ = ART, 3+card M, FG; [note 1]	Jumps with good suit and 9-11
1♦		4	4♣	(1) 11-20 HCP, 5+♦ or 4441 (2) 11-15 HCP, 4♦+5♣	SUPP : 2♦ (10+HCP, F3♦); 3♣ (ART, 8-10); 3♦ (0-7) 1M = NAT,F1; xNT = NAT,NF; 2M = 5+, FG; 3M = SPL	1♦-1♥-2♠ = (1) NAT; (2) ASK ♠ stopper 1♦-2♣-2♦ = ART (12-13 W/O 4card M); 3SF; [note1,2]	Fit jumps with 9-11
1♥		5	4♣	10-18 HCP	1NT = F1 (5-15 HCP, 3card fit possible) 2 OVER 1 = F2NT; 2♥ = 8-10, 3card raise 4card fit : 3/4♥ (0-6); 3♣ (7-9); 3♦ (10-11); 2NT (FG) 2♠ = 7-9, unknown SPL (2NT ASK)	1M-1NT-2♣ possible with 2card♣ 1M-2m-2NT = FG 1M-2x-2y-2M = FG (replaces 4SF) 1♠-1NT-2♣-2♦ = BART	1NT = NF; Fit jumps 2♣ = 10-11, 3card M 2♦ = 10-11, 2card M 3NT = heavy raise 1M-[2M+1] = unknown SPL (9-11)
1♠		5	4♥	10-18 HCP	Same as after 1♥ opening but 4card fit bids shift 1 place up	[note 1]	
1NT			4♣	15-17 HCP, Bal (incl. all 5332) Possible : (322)6m; (422)5m; single H	2♣ NF STAY; JTB; 2♣ ASK (min-max); 2NT TRF♦ 3suit = SPL in [suit+1]; 4♣ GERBER; 4♦ = majors 4M NAT but light S/T; 4NT QUANT	Minor suit ask : 1NT-2♣-2♦/♥-2♠ and 1NT-2♣-2♠-3♣ 1NT-2♣ can be used to S/O in 3♣ or show ♣+♦ with 3♦; SMOLEN	
2♣		5	4♣	11-15 HCP, 6+♣ or 5♣+4M	2♦ = FG ASK; x♣ = PRE; rest is constructive but NF		
2♦	Y	0	2♠	6-10 HCP, unknown 6card M Poss. off-shape : good 5 / bad 7card M	All ♥/♠ responses up to 4♥ are P/C 2NT = ASK (range and suit), F1	3♣/♦ = min with ♥/♠; 3M = max with OM; 3NT = AKQ	
2♥		5	NO	6-10 HCP, 5card♥ + 5card other suit	2♠ = to play in other suit; 2NT = ASK (range and suit), F1	3♣/♦ = min with ♣/♦; 3M = max with ♣/♦; 3NT = 5card♠	
2♠		5	NO	6-10 HCP, 5card♠ + 5card minor	3♣ = to play in minor suit; 2NT = ASK (range and suit), F1	3♣/♦ = min with ♣/♦; 3M = max with ♣/♦	
2NT			NO	21-22 HCP, Bal (incl. all 5332) Possible : (322)6m; (422)5m; single H	3♣ puppet STAY; 3♦/♥ TRF ♥/♠; 3♠ = minors 3NT = 5♣+4♥ (NF); 4suit = NAT S/T; 4NT = QUANT	After puppet: 4♣ ASK (minors) [note3] [note4]	
3♣		6	NO	6-10 HCP	3♦ ASK (3card M); 3M = 6+card, F1; 4 new suit ASK CTRL	Responses to ASK CTRL :	
3♦		6	NO	6-10 HCP	3M = NAT, F1; 4 new suit ASK CTRL	Step 3 = 1st control; step 2 = 2nd control; step 1 = other	
3♥		6	NO	6-10 HCP	3♠ = NAT, F1; 4♥ = PRE or STR; 4new suit = ASK CTRL		
3♠		6	NO	6-10 HCP	4♣ = PRE or STR; 4m = ASK CTRL; 4♥ to play		
3NT	Y	7	NO	6-10 HCP, unknown broken minor	4/5♣ = P/C; 4♦ = ASK (shortness); 4M to play		
4♣	Y		NO	7/8card ♥ (possible 1-loser suit), 8/9 tricks	4♥ to play; new suit = ASK CTRL		
4♦	Y		NO	7/8card ♠ (possible 1-loser suit), 8/9 tricks	4♠ to play; new suit = ASK CTRL		
4M		7	NO	6-10 HCP, PRE	New suit = ASK CTRL		
4NT	Y		NO	Very good 8+card minor, 9+ tricks	5♣ = P/C; new suit = ASK CTRL		
5m		8	NO	6-10 HCP, PRE	New suit = ASK CTRL		
HIGH LEVEL BIDDING					NOTES SECTION		
RKCB (5NT = odd + void; 6suit = even + void)					[note1] after all 1suit openings: 2♣ ROUDI; 4SF; 2way game trials (puppet for the SPL's)		
next free suit asks for trump Queen					[note2] 1♦-1M-2M and 1♥-1♠-2♠ are possible with 3card fit when unBAL		
RKCB-(intervention): PASS (slam doubt); DBL (PEN); step 1 (odd); step 2 (even)					[note3] responders follow-up: 4NT = S/O and next higher suit = RKCB		
EXCLUSION RKCB (step 1 = odd; step 2 = even)					[note4] after puppet: cheapest non-ASKing bid = 5+♦ and next cheapest = 5+♣		
5NT GSF					[note5] any bid has 2 possibilities : 1suiter in bid+1 OR 2suiter in bid+2 and bid+3 (e.g. 2♣ = 6+♦ OR 4/4+ Majors)		
LIGHTNER slam DBL							
4NT = QUANT if partner made a "NT-range-bid" and no fit has been given							
CTRL bids : cheapest 1st or 2nd round CTRL (skipping a suit denies CTRL)							
CTRL-(DBL) : RDBL (1st CTRL); bid (2nd CTRL); PASS (no CTRL or slam doubt)							