

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Style	Nat 5 cards suit can be light
Responses:	Nat - Cue bit and new suit F1 Weak jump raises
Reopening :	No jump usually shows 7/13(14) HCP 1NT 10/14 - 2 NT 17/19
T/O Doubles General style	
Can be light if shaped	
Reopening 8+ according to shape	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd pos : 16(15+)/18 Stayman - Texas	
4 nd pos : 10 or 12/14 Stayman	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Natural and weak	
2 suits : 2NT : lowest - 3♣ : other - 3♦ : higher	
Reopen: New suite F1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue bit ♣♦ : Natural	
Jump cue bit : Asks stop	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong	
Multi landy : 2♣:both M - 2♦ : M/6 - 2♥♠ : Muiderberg	
Dbl : strong hand	
Weak	
Dbl : 12+ - Multi landy	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Style : T/O double, natural overcall	
Responses : New suit F1, 2NT asks	
VS. ARTIFIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X : 5♥ - 1♦ : 5♠ - 1♥ : ♥/m - 1♠ : ♠/x - 1NT: ♦/♣	
Weak jump : 2♣:♦ or ♥/♠ - 2♦:♥ or ♠/♣ - 2♥:♠ or ♣/♦	
2♠:♣ or ♦/♥ - 2NT: ♠/♦ or ♥/♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Rdbl : 9+HGP	
Truscott M – Inversed m	
Weak jump raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Odd / Even	Odd / Even	
NT	4 th best	Odd / Even	
Subseq	Count / Attitude	Count	
Other: lead second from xxxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK,KD(x)	KD(x)	
Queen	QJ(x)	QJ(x)	
Jack	(H)J10(x), Jx	(H)J10x	
10	10(x), (H)109(x)	(H)109x, H10x, 109x	
9	9x, (H)(H)9x	98x, 9x, H9x	
Hi-X	Sx; xSxx, HxSx	HSx, Sx, Sxx, xSxx,	
Lo-X	xxS, HxS, HxxxS	HxxS, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Std count	Std count	Std count - O/E
2	High enc	High enc	High enc
3	S/P	S/P	S/P
NT 1	Std count	Std count	Std count
2	High enc	High enc	Odd / Even
3	S/P	S/P	High enc
Signals (including Trumps):			
Odd/ Even – Leventhal			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style : Can be light if shaped			
Responses : Natural, cue bid shows strength			
Responder's doubles :			
1♣ - 1♦ - X = ♥/4 - 1♣ - 1♦ - 1♥ = ♥/5			
1m - 1♥ - X = ♠/4 - 1m - 1♥ - 1♠ = ♠/5			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m - 1NT - 2♣ : ♥/♠			
1M - 2m - Pass : Forcing			
Take Out Double, Responsive doubles, Game-try doubles			
Lightner			

CONVENTION CARD	
CATEGORY:	Green
PLAYERS:	Proumen Valérie - 4710 Proumen Léon-Pierre - 4333
Cercle Liège Perron V	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
♥♠/5 - ♦/4 - ♣/2 - specialized 2 opening's	
1NT : 15(14+)/17	
2♣-2♦ : Multi-coloured	
2♥-2♠ : Muiderberg 3-9	
2 over 1 Reponses : Forcing 2NT	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Openings	
2♣ : Strong : 22/23 - 1 suit - Semi forcing or Weak : 5/4 ^M 3-9	
2♦ : Strong : 24 ⁺ - 2 suits - Forcing game or Weak : M/6 (5 ⁺ in 3 ^{ème}) 3-9	
3NT : Gambling	
Competitive bids	
See responder's pass & doubles	
Vs 1NT opening and strong club	
SPECIAL FORCING PASS SEQUENCES	
1M - 2m - Pass : Forcing	
IMPORTANT NOTES	
Many fit showing jump bids	
2 level opening may be weak	
3 rd and 4 th suit F1	
PSYCHICS: Rare (more often mistakes!)	

OPEN	TICK IF ART.	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	3 ♠	Nat 11 ⁺ GP ♦4 in 3 ^{ème} OK	Walsh - Inversed raise 1♦ : 6/9 no M or natural 1NT : 10/11 no M	1♣ - 1♦ - 1NT : 2♣ Stayman FG / 2M limit 1m - 1M - 1NT - 2♣ : Relay	Inversed Truscott 2♣ Landik
1 ♦		4	3 ♠	Nat 11 ⁺ GP	Inverted raise	1m - 1M - 1NT - 2♣ : Relay	Inversed Truscott 2♣ Landik
1 ♥		5	4 ♦	Nat 11 ⁺ GP (9 ⁺ GP in 3 ^{ème})	2♦ : Raise 5-7 GP or natural 2NT, 3♣, 3♦ : Bergen raise 3♥ : Weak raise 3NT : Raise regular 12/14		Cue bit : Limit raise / 2NT: FG raise 2♦ : Raise 5-8 GP or natural 2♥ : Raise 9-11 GP
1 ♠		5	4 ♥	Nat 11 ⁺ GP (9 ⁺ GP in 3 ^{ème})	2♥ : Raise 5-7 GP or natural 2NT, 3♣, 3♦ : Bergen raise 3♠ : Weak raise 3NT : Raise regular 12/14		Cue bit : Limit raise / 2NT: FG raise 2♥ : Raise 5-8 GP or natural 2♠ : Raise 9-11
1 NT				Nat 15(14+)/17 - bal or semi-bal M/5 (16 or M'/3) - 5/4 - m/6 - sgl OK	Stayman 3 level Can be weak or without M Texas - 3m : ♣+♦ - 3M: Sglt - 4m : ♥/♠		Lebenshol
2 ♣	X			2 suits 5 ⁺ /4 ⁺ M weak 22-23 semi regular 1 suit strong	2♦ : Waiting 2-4♥ : To play if weak 2-4♠ : To play if weak 2NT : Asking		
2 ♦	X			6M weak (5 ⁺ in 3 ^{me}) 3/10 GP 24 ⁺ semi regular 2 suits strong Forcing game	2-4♥ : Pass or correct 2-3♠ : Pass or correct 2NT : Asking	On 2NT Texas Puppet Stayman (Niemeijer) 3NT: ♠/5♥/4 4♣ : ♣/♦ - 4♦ : ♥/♠	
2 ♥	X	5		♥5/m4 ⁺ weak 3/9 GP	2NT : Asking 3♣ : Pass or correct 3♦ : Encouraging ♥		
2 ♠	X	5		♠5/m4 ⁺ weak 3/9 GP	2NT : Asking 3♣ : Pass or correct 3♦ : Encouraging ♠		
2 NT				20(19+)/21 - bal or semi-bal M5 OK - 5/4 - 6/3 - sgl OK	Texas - Puppet Stayman (Niemeijer) 3NT: ♠/5♥/4 - 4♣ : ♣/♦ - 4♦ : ♥/♠		
3 ♣		6		Pre-emptive			
3 ♦		6		Pre-emptive			
3 ♥		7(6)		Pre-emptive			
3 ♠		7(6)		Pre-emptive			
3 NT				Gambling No Ace or King aside	HIGH LEVEL BIDDING :		
4 ♣	X			Constructive Pre-emptive ♥	Control first and second round		
4 ♦	X			Constructive Pre-emptive ♠	RKCB 5 key cards - 41/30/2 - 5♠: 2 + Q Trump - 5NT: 2 key cards + a void - 6x : 1 or 3 key cards + a void		
4 ♥		7		Pre-emptive	Next suit asking for Q trump : return in trump suit = no - New suit King or 2 others		
4 ♠		7		Pre-emptive	Exclusion Blackwood		