

OPENING	TICK IF ARTI-FICIAL	MIN. Nº OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COM-PETITION AND WITH PASSED PARTNER
PASS				< 12H, 14DH in 1st or 2nd position < 10H, 12DH in 3rd or 4th position		2NT with jump = 18-19H, without jump ≥15H game forcing except after 1♦ - 2♣ 2NT after 1NT = 17-18H	
1♣	x	3		No 5 card Major, longest min	Priority for 4c-Maj if weak (style Walsh) 1NT = 8-10 H, no 4card major	3 NT after opening 1♣/♦ and 1 Maj response = GF without nice opening suit	
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 11 DH Jump in a new color is slam interest. 16H, 18S with fit or 8 tricks Raise = 6-10S; jump raise = 11-12S	Reverse rebid without jump ≥18DH (2SA waiting) Reverse rebid with jump = fit and super forcing ≥ 23 slam-points Trial bids after fit in Major: long suit and 2NT Trial bids after fit in minor = stop in this color 3th and 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). Splitter = 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	2♣ Stayman	2♦ no major; 2♥,2♠ = 4card; 2NT both majors, transfer continuation 4♣/♦ is for 4♥/4♠	
				No 5card Majorr	2♦, 2♥, 2♠, 3♣ = transfers		
				6card minor possible	2 NT= 9 (8+) H, 3NT = 10+ H, 4NT = 16/17 H		
					4♣ Gerber ace asking	04,1,2,3	
					4♦ = 5/5 in Majors, without slam interest		
2♣	x	0		Strong unicolor: 6 (5)-card, or Strong bicolor ♥-♠ (5-5)	2♦ Relais 2♥, 2♠: 5- card headed by two top honours 3♣, 3♦: 6-card headed by two top honours, each time at least 8 HP	After 2♥/♠ rebid 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 3 NT 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♠ = 6card headed by KQJ; 3NT = 2 aces	5card below 2NT, after 2NT of opener, as if 2NT is opened	
2♥,♠		6		< 12 H, but solid 6card	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;	3NT on Stayman = both majors, continuation in transfer.	
				No 5-card Major	3♦ 3♥ mandatory transfers 3♠ 4♣ = optional (strong) transfers		
					4♦ = 5/5 in Majors, without slam interest	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
					4 NT = 12 H	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 Kc's and a void, 6♣/♦ = 3 or 1 / 2 ace(s) + void	
3♥		7(6)		Preemptive		Direct Blackwood 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		When a bid of 4NT would be quantitative, 5 NT = slam forcing	
4♣		8		Preemptive		DOPI - ROPI	
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♦, ♥/♠ = W EAK;	
	3♣ on 1 Maj = 5c other Maj + (robust) 5c+ ♦	
Responses		
UNUSUAL NT: 2NT jump is two 5cards in the lower ranking suits		
DIRECT CUE-BID STYLE: Bicolor		
In major: the other major and ♣ (5-5)		
in♦: both majors. In ♣: natural clubs (6-card)		
VS NT : Multi-defence		
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					
AK-AHD	KD	QJ	J10	10x	
AKx	KQx	QJx	J10x	109	
AJx	KQxx	QJ109	J1098	109x	
AJ10x	KQJx	KQ10x	KJ109	98x	xx
ADJx	KJ10x	KQ109x	K1098		xxx
AJxx	Kxx	Qxx	Jxx	10xx	xxxx
KJxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx
Kxxx	Kxxx	Q109x	Jxxx	10xxx	xxxxxx
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, kind of check-back Stayman)					
SPECIAL FORCING PASS SEQUENCES			pass is forcing		
when we have bid game with clear balance of strenght and opponents bid.					

<div>Aertsens Roger 10128 Lemmens Willy 12212</div> <div>NCBONAME OF PLAYERNAME OF PLAYER</div>											
SYSTEM SUMMARY											
GENERAL APPRAOCH 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) -10H2 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 COMPETETIVE BIDS THAT MAY REQUIRE DEFENCE											
CB.1 2♦		after opening 1♣/♦= bicolor ♥– ♠ (5–5)									
CB.2 cue		after opening 1 Maj = 5c other Maj + 5c ♣									
CB.3 2♣		after opening 1♣ - natural (6c ♣)									
CB.4											
CB.5		Rubensohl									
CB.6											
IMPORTANT NOTES THAY DONT											
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					