

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		Lead	In Partner's Suit	Category	ARTIFICIAL – RED	
SIMPLE RAISE = courtesy; JUMP RAISE = PRE	Suit	1/3/5	1/3/5 or ATT	Country	BELGIUM	
TRANSFER ADVANCES (Rubens) over 1-2-3-level overcalls	NT	4th from 10xxx or better	as above	Event	ALL EVENTS	
BAD-GOOD 2NT (reversed for ♣)	Subseq	ATT	as above	Players	Luc Meeuwse 12411 Dirk Lankhorst 17413	
CUEBID = SUPP, strongish but only F1	Other:	Rusinow leads (10 and higher) against 5level or higher		Club	FORUM	
FIT Showing Jump in non-game new suit (poss. without a jump)	LEADS					
ROSENKRANZ DBL / RDBL after 1-level overcall		Vs. Suit	Vs. NT	SYSTEM SUMMARY		
2NT = INV or better with 4+SUPP for M	Ace	AK(x+)	AK(x+)	GENERAL APPROACH and STYLE		
COMPETITIVE 2/1 = F1	King	AK; KQ(+)	AKJ(+); KQ10(+);KQJ(+)	POLISH CLUB		
1NT OVERCALL (2nd / 4th Live, Responses, Reopening)	Queen	QJ(+)	QJ9(+)	5card M (F 1NT; 2/1 F2NT); 5card ♦ (4card possible when not BAL)		
2nd Pos = 15-18, responses as after 1NT opening	Jack	J10(+); KJ10(+)	J10(+); AJ10(+);KJ10(+)	1♣ ART F1 (12-14 BAL, or 12+ with 4+♣ and not BAL, or any 19+)		
4th Live = 5/5+ in unbid suits	10	109(+); K109(+); Q109(+)	109(+); H109(+)	Very weak raises possible (LAW)		
Reopen = 10-14, no stop required, responses as 1NT opening	9	98(+); H98(+)	98(+); H98(+)	2NT usually ART in competition		
1NT – (PEN DBL): PASS forces RDBL; DBL=♣TRF; 2♣♥ TRF	Hi-x	even	2nd from bad suit			
JUMP OVERCALLS (Style, Responses, Unusual NT)	Lo-x	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, possibly good 5-card	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses : FG over 1♣ opening		
2 Suit = (1m)-2♦ = ♥+♠, (1m)-2NT = ♥+om, (1m)-3♣ = ♠+om (1M)-2M = OM+♣, (1M)-2NT = ♣+♦, (1M)-3♣ = OM+♦		Partner's lead	Declarer's lead	Discarding	F2NT over 1♥♠ opening	
Reopen = Jump is INTERMEDIATE	Suit: 1st	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG	SPECIAL BIDS that may require defence	
DIRECT and JUMP CUEBIDS (Style, Responses, Reopen)	2nd	Hi/Lo = odd	S/P	Hi/Lo = odd	2♣ = PRECISION (11-14 HCP, 6+♣ or 5♣ + 4M)	
JUMP CUEBID asks for a stopper (solid suit for 3NT)	3rd	S/P		S/P	2♦ = MINI-MULTI (6-10 HCP, unknown M, usually 6card)	
Vs. NT (vs Strong / Weak, Reopen, PH)	NT: 1st	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG	2♥ = 6-10 HCP, 5♥ + other 5card	
Vs. Strong 1NT (lower limit 14 HCP or +) and Vs. NAT 2NT:	2nd	Hi/Lo = odd	S/P	Hi/Lo = odd	2♠ = 6-10 HCP, 5♠ + 5card m	
Multi Defence [note5]	3rd	S/P		S/P	3NT = 4-level PRE in unknown m, usually broken 8card	
Vs. WEAK 1NT (lower limit less than 14 HCP):	Signals:	UDCA with standard current count			4m = NAMYATS (1 loser possible in trump suit)	
Multi Defence [note5] (DBL = 12+ hcp)		SMITH vs. NT contract (LOW = ENCRG for both players)			1♣-(Pass)-1♦ is possible with 0 HCP and 0 diamonds	
Vs. PREEMPTS (Doubles, Cuebids, Jumps, NT bids)		LAVINTHAL in the trump suit			SUPP after 1M with 4+card fit (see inside)	
DBL = T/O					Aggressive PRE in 1st position and with PH partner when NV or V/V	
LEAPING MICHAELS	DOUBLES			SPECIAL FORCING PASS SEQUENCES		
Bad-Good 2NT (reversed for ♣) after (Weak 2♥♠)-Dbl-(Pass)	TAKEOUT DOUBLES (Style, Responses, Reopening)			After fit-bids to the 4-level (FITJUMP, CUE, SPL) except direct raises		
Vs. ARTIFICIAL STRONG OPENINGS	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♣/2♣: Multi Defence [note5]	CUEBID promises rebid			1Suit-(DBL)-RDBL-(something)-PASS is F1		
Vs. STRONG 1♠ and NEG 1♦ response: Multi Defence [note5]	2NT BAD-GOOD (reversed for ♣)			IMPORTANT NOTES that don't fit elsewhere		
OVER OPPONENTS' 1NT intervention	2NT SCRAMBLE			Always open 1♦ with 4♦+5♣ and 11-14 HCP		
1♣-(1NT): 2♣ (majors) / 2♦ (♦+♠) / 2NT (minors)	SPECIAL, ARTIFICIAL, COMPETITIVE DOUBLES/REDOUBLES			After 1♣/2♣ opening, cheapest ♦ bid often used as relay in follow-up		
1♦-(1NT): 2♣ (♣+♠) / 2♦ (majors) / 2NT (minors)	1m-(1♥)-DBL denies 4♣			Always use LAW of TOTAL TRICKS for COMP raises, not HCP		
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1♠)-DBL suggests 4+♥ and 7+ HCP			PSYCHICS		
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): 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) 19+ (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♦-1M = longest M if 12-14 Bal (3+ card) 1♣-1♦-1M-new suit = NAT but can be very weak 1♣-1M-2♦ = ART, 3+card M, FG; [note 1]	Jump = good suit, 9-11
1♦		4	4♣	(1) 11-20 HCP, 5+♦ or 4441 (2) 11-14 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♣ = strong, 6+card ♦ and 3card ♥ 1♦-1♠-2♥ = strong, 5♦/4♥ or 6+♦ and 3card♠ (2NT ASK) 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]= any SPL 9-11
1♠		5	4♥	10-18 HCP	Same as 1♥ opening but 4card fit bids shift 1 place up	[note 1,2]	
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♣	11-14 HCP, 6+♣ or 5♣+4M	2♦ = ASK; 2M construct. NF; 2NT=weak TRF♣ or GF 5/5		
2♦	Y	0	2♣	6-10 HCP, unknown 6card M Poss. 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 ♥ (poss. 1loser suit), 8/9 tricks	4♥ to play; new suit = ASK CTRL		
4♦	Y		NO	7/8card ♠ (poss. 1loser 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 (41/30; 5NT = even + void; 6suit = odd + void), next free suit asks for trump Q	[note1] after 1x-1y-1NT: 2♣ 3way (forces 2♦); 2♦ GF relay
non-serious 3NT in GF sequences	after 1x-1y-2y: 2way game trials (puppet for the SPL's)
RKCB-(intervention): DOPI (under 5 our suit) / DEPO (over 5 our suit)	after 1x-1y-other: cheap transfers
EXCLUSION RKCB (step 1 = odd; step 2 = even)	[note2] 1♦-1M-2M and 1♥-1♠-2♣ are possible with 3card fit when unBAL
5NT GSF	[note3] responders follow-up: 4NT = S/O and next higher suit = RKCB
LIGHTNER slam DBL	[note4] after puppet: cheapest non-ASKing bid = 5+♦ and next cheapest = 5+♣
4NT = QUANT if partner made a "NT-range-bid" and no fit has been given	[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)
CTRL bids : cheapest 1st or 2nd round CTRL (skipping a suit denies CTRL)	
CTRL-(DBL) : RDBL (1st CTRL); bid (2nd CTRL); PASS (no CTRL)	

