

## DEFENSIVE AND COMPETITIVE BIDDING

<b>OVERCALLS</b>	General Style	MAY BE WEAK
Responses	Suit Change =	
<b>IN THE REOPENING POSITION</b>	MAY BE WEAK	
Responses		
<b>TAKE-OUT DOUBLE</b>	General Style	SHAPE AND STRENGTH
Responses		
<b>IN THE REOPENING POSITION</b>	9+ AND SHAPE	
Responses		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		
<b>1NT OVERCALL</b>	2nd pos	15 - 18 HCP
Responses	AS FOR 1NT OPENING	
	4th pos	10 - 15 HPC
Responses	2c Relay	
<b>JUMP OVERCALL</b>	<input checked="" type="checkbox"/>	WEAK to intermediate
OTHERS		
Responses		
<b>2NT OVERCALL</b>	UNUSUAL	
55m		
<b>DIRECT CUE-BID</b>	2D on 1m = Majors	
50M-5m		
<b>VS STRONG NT</b>	2nd pos	4th pos
Double =	C or H+S	C or H+S
2♣ =	D	D
2D =	6crd M	6crd M
2H,S =	5Crd+3crd m	5crd+3crd m
<b>VS WEAK NT</b>	2nd pos	4th pos
Double =	PENALTY	PENALTY
2♣ =	D or H+S	D or H+S
... see above		
<b>VS PREEMPTS</b>	Double =	NEGATIVE
<b>VS ARTIFICIAL STRONG OPENINGS</b>		
1S random		
1NT = MM	2M = nat	
2NT = mm	2m = m + higher suit	
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>		

## LEADS AND SIGNALS

<b>OPENING LEADS</b>	<ul style="list-style-type: none"> <li>SUIT</li> <li><input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</li> <li>Other</li> <li>NT</li> <li><input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</li> <li>Other</li> </ul>				
AQT: strong leads, asking distribution or unblock					
KJ9 : requires encouraging partner to continue					
<b>OPENING LEADS VS NO-TRUMPS ( Bold )</b>					
Underline leads against suit contracts if different					
AK - AKx - AKJx - <u>AKJ10x</u> - <u>AQJx</u> - <u>AJxx</u>					
KJxx - Kxxx - <u>KQ</u> - <u>KQx</u> - <u>KQxx</u> - <u>KQJx</u>					
KJ10x - Kxx - Kxx - Kxxx - <u>QJ</u> - <u>QJx</u>					
QJ109 - KQ10x - <u>KQ109x</u> - Qxx - Qxx					
Q109x - J10 - J10x - J1098 - KJ109 - K1098					
Jxx - Jxx - Jxxx - 10x - 109 - 109x - 98x					
10xx - 10xxx - 10xxx - xx - xx - xxx					
xxx - xxxxx					
<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>					
USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS,					
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF					
BRACKET THE SIGNALING METHOD WHEN RARELY USED					
Suit	CARDS	HIGH	LOW	ODD	EVEN
On partner's lead	On partner's lead	1,D	2,E		
	On declarer's lead	1	2		
	Discarding			E	S
NT	On partner's lead	1,D	2,E		
	On declarer's lead	1	2		
	Discarding			E	S
<b>SIGNALS IN TRUMP SUIT</b>			<b>OTHER SIGNALS</b>		
			Smith		
			odd enc, even suit pref when single or void		
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>					
90% is negative double					
At higher level in forcing situation reverse meaning of double and pass are possible					
<b>SPECIAL FORCING PASS SEQUENCES</b>					
see negative doubles					

## CONVENTION CARD

Arts Geert 16082  
Steve De Roos 21304

### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE  
**Precision** 1/09/2017

MAJORS 5+crd, ♦ 2+ crd

### SPECIAL OPENING BIDS AND RESPONSES

OPENINGS	DESCRIPTION
1 1♣	+16HP all distributions
2 1D	response 1h/s : 3+crd, 0+HP
3 2C	natural (9)10-15 HP
4 2D	(9)10-15HP, (43)15, 4414,4405
5 2H/S	Weak, 5+ crd
6 3C,D,H,S	preempt can be very weak, 5+ crd possible
7 3NT	gambling or to play
8 4C,D	Preempt transfert
9 4NT	Minors
10	

### SPECIAL COMPETITIVE BIDS

1	Doubles at higher level
2	
3	
4	
5	

### IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

We feel free at the table to give interpretation to point ranges or to specifications required for bidding  
Destructive 3 level openings are not mandatory

**PSYCHICS** POSSIBLE but rare

OPEN-ING	MIN NO OF CARDS	TICK IF ARTIFICIAL	DESCRIPTION	NEG DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1♣	0	✓	16+ HP	4♥	1D= 5-7hp any dist or GF 5crd H;1H : GF 5crd S 1S= 0-4hp any dist or GF C; 1NT =12+HP NT or minors 2C=GF D;2D=NT 7-11HP;2H=7-11 Minors:2S=(4441) 2NT=(4441) 10-12HP; 3X=(4441) 7-9HP or 16+HP	1H : relay, 1NT : GF	transfer bids
1♦	2		10-15HP, at least 2crd D	4♥	1H/S : 3+crd if we don't want to bid NT, 0+HP possible; 3C : 5+card C + 4+card D, 0-8 HP 2D = INVERTED,2NT=11HP, 3D=4-8HP // 2H 0-8 5+S/4+H // 2S = 9-11 5+S/4+H		Transfer bids
1♥,♠	5		10-15HP	4♦	1NT = FORCING 2NT = GAME FORCING 2♣= GAME FORCING C or min limit support M	2♣, 2♦ = LONGEST MINOR 3♣ = single: 3D void	RUBENSOHL after interference :
1NT	2		Non-vul,1/2hand, (10)11-13 HP Vuln (13)14-16 HP; vuln3/4 15-17HP Non-vul,3/4hand, (9)10-14HP Can be irregular (5+ card major, 6+ card minor possible)		2♦, 2♥,2♠,2ZT = TRANSFER 3♣♦=(54) 3♥♠ = 4-card GF		Transfers
2♣	5		(9)10-15HP 6-crdC or 10-15 5crdC+4crd M 3 hand 5332 possible and/or 6-11HP		2♦ = RELAY REST = natural at least inviting, 3c : weak non inviting		DOUBLE = negative
2♦		✓	(9)10-15HP, (43)15, 4414, 4405		2H, S ; 3C = non forcing 2NT = ASKING		DOUBLE = PENALTY
2♥	5		weak H, 6-11HP , 5crd to 6-crd		2NT = ASKING		
2♠	5	✓	weak S, 6-11HP , 5crd to 6-crd		2NT = ASKING 3♣ = PUPPET STAYMAN		
2NT			(21)22 - 23 HP		3♦, 3♥, = TRANSFER 3♠ = prepared minor bidding		
3♣	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3♦	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3♥	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3♠	5		natural preempt, non vuln 0-6(7-9)hp, 5+crd				
3NT		✓	1st/2nd GAMBLING any color, 3rd/4th to play				4NT = KEY CARD BLACKWOOD 41 - 30-2 without Q-2with Q 4m : could be asking for aces; first step is not interested in slem
4♣			NAMYATS, nothing to hide				SPLINTER BIDS
4♦			NAMYATS , nothing to hide				
4♥			1-2 hand : 4-12 HP, preferring to play himself				
4♠			1-2 hand : 4-12 HP, preferring to play himself				
4NT			Minors (5-5)				