

CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS — General Style				
1st level - 8 - 15 HCP, 5 card (or 4, if good suit) suit				
2nd level - 10-15 HCP, 5 card suit				
Responses 2 =REL F1				
IN BAL. POS. same				
Responses same				
TAKE-OUT DOUBLE — General Style				
1st level - 9+ HCP				
2nd level - 11+ HCP				
Responses Natural, new suit with jump is forcing				
IN BAL. POS. 7+ HCP, if short in opp. suit				
Responses Natural				
1NT OVERCALL	Responses	Other Meanings		
2nd pos. 15-18 HCP	as usual			
4th pos. 15 -18 HCP	as usual			
JUMP OVERCALL	WEAK	INTERM.	STRONG	2-SUITER
Others	x			
Responses	Forcing			
UNUSUAL NT	Minors			
Responses	Non-forcing			
DIRECT CUE-BID STYLE				
10+ HCP (Michaels)				
Responses	Natural			
Vs. strong NT (14+HCP)	Responses			
2C majors or C	2D - choose			
Vs. PRE-EMPTS				
NEGATIVE, TAKE OUT DOUBLE				
Natural overcalls				
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS				
Natural overcalls, psychics, 2-3C - majors				
OVER OPPONENTS TAKE-OUT DOUBLE				
New suit is NF				
REDOUBLE for penalty				

LEADS AND SIGNALS			
OPENING	SUIT	3rd/5th	Length (attitude)
		Others	
LEADS	NT	3rd/5th	Length (attitude)
		Others	
SUBSEQUENT LEADS			
Circle opening leads vs. no-trumps			
Underline leads against suit contracts if different			
<u>A</u> <u>K</u>	<u>K</u> <u>Q</u>	<u>Q</u> <u>J</u>	<u>J</u> <u>10</u>
<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> x	<u>Q</u> <u>J</u> x	<u>J</u> <u>10</u> x
<u>A</u> <u>K</u> <u>J</u> x	<u>K</u> <u>Q</u> x x	<u>Q</u> <u>J</u> <u>10</u> 9	<u>J</u> <u>10</u> 9 8
<u>A</u> <u>K</u> <u>J</u> <u>10</u> x	<u>K</u> <u>Q</u> <u>J</u> x	<u>K</u> <u>Q</u> <u>10</u> x	<u>K</u> <u>J</u> <u>10</u> 9
<u>A</u> <u>Q</u> <u>J</u> x	<u>K</u> <u>J</u> <u>10</u> x	<u>K</u> <u>Q</u> <u>10</u> 9 x	<u>K</u> <u>10</u> 9 8
<u>A</u> <u>J</u> <u>x</u> x	<u>K</u> x <u>x</u>	<u>Q</u> x <u>x</u>	<u>J</u> x <u>x</u>
<u>K</u> <u>J</u> <u>x</u> <u>x</u>	<u>K</u> x <u>x</u> x	<u>Q</u> x <u>x</u> x	<u>J</u> x <u>x</u> x
<u>K</u> x <u>x</u> <u>x</u> x	<u>K</u> x <u>x</u> <u>x</u>	<u>Q</u> <u>10</u> 9 x	<u>J</u> x <u>x</u> <u>x</u>
<u>10</u> x	<u>10</u> 9	<u>10</u> 9 x	<u>10</u> x <u>x</u>
<u>9</u> 8 x	<u>x</u> x	<u>x</u> x <u>x</u>	<u>x</u> <u>x</u> <u>x</u> x
<u>10</u> x <u>x</u> x	<u>10</u> x <u>x</u> x	<u>10</u> x <u>x</u> x	<u>10</u> x <u>x</u> x
<u>9</u> 8 x	<u>x</u> x	<u>x</u> x <u>x</u>	<u>x</u> <u>x</u> <u>x</u> x
SAME LEADS IF OUR SIDE SHOWED SUIT: YES / NO			
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING			
USE: 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS			
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFER.			
BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED			
	CARDS	HIGH	LOW
SUIT	On partner's lead	2 (S)	E
	On declarer's lead	2	
	Discarding	2 (S)	E
NT	On partner's lead	2 (S)	E
	On declarer's lead	2 (S)	
	Discarding	2 (S)	E
SIGNALS IN TRUMP SUIT		OTHER SIGNALS	
LAVINTHAL		LAVINTHAL SMITH	
SPECIAL FORCING PASS SEQUENCES			

NAMES OF PLAYERS:			
Jüri Aava			
Vahur Kurig			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
STRONG CLUB			
RESPONSES: 1NT - NF		2 OVER 1 - F	
ARTIFICIAL STRONG 1♣		Respons natural	
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE			
OPENINGS	DESCRIPTION		
1 ♣	17+ HCP any, 18+ HCP balanced		
1 ♦	11-16 HCP, no 5-card major		
2 ♣	Precision		
2 ♥♦	6-11 HCP		
2NT	5-13 HCP 5+5+ minors		
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
MICHAELS			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES			
NEGATIVE,			
SOS-REDOUBLE, TAKE OUT DOUBLE			
NOTES THAT DON'T FIT IN ELSEWHERE			
PSYCHICS IS ALLOWED (RARE)			

OPENING BID	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEGAT. DOUBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1 ♠	x	0	4♠	16+ HCP any distribution 18+ HCP balanced	1 ♦ 0-7 HCP 1 ♥ 5+ card, 7+ hcp 1 ♠ 5+ card, 7+ hcp 1 NT 7-10 or 14+ hcp, balanced 2 ♠ 5+ card, 7+ hcp 2 ♦ 5+ card, 7+ hcp 2 ♥, ♠ 4-7, 6+ suit AE or KE 2 NT 11-13 hcp, balanced 3 ♠, ♦, ♥, ♠ 0-6 7+suit	jump forcing	
1 ♦	x	0	4♠	10-16 HCP, no 5 card in major	1 ♥, ♠ 5+ HCP, 4+ card 1 NT 6-10 HCP, balanced 2 ♠, ♦ 10+HCP, 4+suit 2 ♥, ♠ GF, good suit, slam interest 2 NT 10-12 HCP, invite 3 ♠, ♦ GF, good suit, slam interest 3 ♥, ♠ 0-8, 6+suit	gadget 2M - 4 card and 6(5) card in D, max	
1 ♥, ♠		5(4)	4♦ (4♥)	10-16 HCP, 5+ card	1 ♠ 5+HCP, 4+suit 1NT 6-10, no 3-card support 2 ♠, ♦ 10+HCP, 4+suit 2 ♥, ♠ 3 card support, 4-10 HCP 13+HCP, 6+suit 2NT 3+ support, Game invitation 3 ♥, ♠ 0-7 HCP, 3+ support 3 ♠, 4♠, ♦, ♥ Splinter, 3-4 controls, 4(3)+ support	drury for 3. 4. hand opening and for all overcalls 2D- minimum	no drury
1NT			n/a	15-17 HCP, balanced 5 card suit possible 6-card minor possible	2♠ GF, asking for 4,5-card majors 2♦, ♥ Jacoby transfers 2♠ transfer to club or invite 2NT transfer to diamond 3♠, ♦ 5-7, 6 card suit with two top honours 3♥, ♠ 5-7 6 card suit with 2 top honours	Puppet stayman 3C stronger 3C stronger	
2♠	x	5	5	precision	2♦ relay 2♥, ♠ NF 3 ♠, ♦ NF	3M - 4 card and 6(5) card in C, max	
2 NT				18-19 HCP, same as 1NT, good hand	3 ♠, ♦ stayman, transfers	puppet stayman	
2♦	x	0	n/a	5-10, 5+ major, bad suit quality 20-21 HCP, balanced	2♥ for play if opener has hearts 2♠ spades are weakest suit 2NT strong relay 3(4)♦ for choosing better major	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
2♥, ♠		5	4♦, ♥	6-10 hcp, 5+ card, good suit	2NT strong relay 3(4)♥, ♠ usually weak 3 ♠, ♦ natural, NF	CUE-BID, SPLINTER, JOSEPHINE, ROMAN KEY CARD BLACKWOOD LIGHTNER, DOPI-ROPI, EXCLUSIVE BLACKWOOD	
3 ♠, ♦		6		0-7, 6+card			
3 ♥, ♠		6	n/a	0-7, 6+ card	natural		
3 NT	x		n/a	7 card minor(major rear) - AKExxxx		NAMES OF PLAYERS	
4♠, ♦				9...9,5 tricks in major		Jüri Aava - Vahur Kurig	
4 ♥, ♠		6		7...9 tricks in play			