

CONVENTION CARD		Ain Aspre Marek Pontus	Team: Sindi
System summary: Strong 1♣, prep. 1♦, 5-card majors openings. Natural weak 2nd level openings in all suits			
1♣	17+p any (18+p if balanced)	resp: 1♦: 0-6p; 1♥: 7+p, 0-2 controls.; 1♠: 3c... up to 2♦: 6+c; 2♥-3♣: 6 ⁺ HHxxxx. 5-8 p. no 3 controls (After opp. interv to 2♠: controls in steps)	resp. after 1♣-1♦-1♥ (21+p, any): 1♠ - 0-3p any; other 4-6p: 1NT - 5+♠; 2♣ - no other 5+suit; 2♦,♥ - nat, 5+
1♦	11-16p, no 5 card major	resp: new suit-nat F1; jump in any suit - 6+inv.	Check-back 2♣: (1♦-1♥-1T-2♣)
1♥	11-16p, 5+♥	resp: new suit -nat F1; 1T- 6-11 w/o supp.; jump shift: fit-jump, inv; 2♥ - 5-10 3+supp, 2T - 4+supp, inv; 3♠ - any mini-splinter 9-11p. (unknown suit) ; 3T, 4♣, 4♦ - splinter in ♠,♣,♦, 12+p.	Drury, 4 th suit forcing; after 1M-2T-?: 3M,4M – min, s/o, 3x – control, not min, 4x – splinter 1M-1T-2M-2T: asking splinter. 1M-2x-2M-2T: FG, asks side suit Two-way game-try
1♠	11-16p, 5+♠	the same as after 1♥; but 3T – mini-splinter	Smolen. 1T-2♣-2♥-3♠? – FG raise in ♥ 1T-2♣-2x-?: 2T-inv, 3♣(♦)-FG, 5332, slam try Lebensohl 2NT through opp-s interv. 2♥(♠).
1NT	15-17p, balanced, could be any 5 card suit	Stayman (could be weak 4+4+majors), Jacoby trf. ; 2♠: 6+♣; 2T: 6+♦. 3♣: asking 5M,FG; 3♦: 6+♦, HHxxxx(x), inv; 3♥,♠ - spl, 5431, FG; 4♣ - gerber; 4♦(♥)- transf to 4♥(♠); 4♠ - 4432 or 5422 with minors, slam try to find 6m	
2♣	3-10p, 5+♣	2♦-(r); 2♥,♠- nat,NF; 2T- 1) 4+supp & 2-3 tricks 2) 3♦ to play; 3♣,4♣ - compet. 3♦-♠: nat, could be supp, FG; 4♦ - spl., FG	2♣-2T: 3♣-min; 3♦-max; 2♣-2♦(r): 2♥(♠)- 4c,min; 2T: 5c ♣; 3♣- 6+♣, min; 3♦-4+♦, max; 3♥,♠ -4c , max; 3T-6+♣, max
2♦	3-10p, 5+♦	the same as after 2♣, but: 2T-(r)strong or 6+(semi)-solid ♣; 3♣ - 4+supp & 2-3 tricks; 4♣ - spl., FG	2♦-2T: 3♣-min, 3♦- max, 4+♣, 3♥,♠ - 4+c, max ;3T – 6 ⁺ ♦, max
2♥	3-10p, 5+♥	the same as after 2♦, but: 3♣-bid 3♦; 3♦-str w ♦ or good ♥-supp ; 4♣,♦- spl.	(r): 3♣-min, 3♦♠-4+c,max, 3♥-max, 4+♣ or 5332; 3T-max, no side suit 2♥-3♦: 3♥-min, 3♠..., max
2♠	3-10p, 5+♠	the same as after 2♥, but: 3♣-bid 3♦; 3♦-bid 3♥; 3♥-nat,F1	2♠-3♥: 3♠-min, 3T..., max
2NT	7+ minor, undisciplined	resp: 3-5♣: p/c; 3♦- major-oriented (r); others - contract	3♦(r)-3♥,♠-3c, 3T-no 3c M, 4♣: both 3c ♥-3c ♣
3♣♦♥♠	7+suit, HHxxxxx,	Responder orders the contract.	
3NT	gambling, solid minor, no side control	4♣- pass or correct, 4♦- (r)	(r): 4♥,♠- spl, 4T-7222, 5♣♦- spl in other minor
4♣♦♥♠	7+suit, offensive values		
4NT	6+5+minors, preemptive		
Slam bidding and conventions			
Controls (1.& 2.round controls treated as equal), splinters, RKCB, Voidwood, 5M-slam try, DOPI, ROPI, 5NT (if trump not agreed) – Pick a Small Slam			
Opening leads, basic style			
Against suit contract: 3/5, coded-10		10(9)x; (J)10xx; KJ10xx	
Against NT contract : attitude, lowest from suit at least Kxx, Exxx, Jxxxx			
Signals			
Suit-pref. = lavinthal, Attitude = odd (all smallest even) - encour.; Count = standard; Smith - high=disc (partner: high=enc.)			
Defensive bidding			
Over opp's opening: suit on 1st level: 5-16p, 4+; : on 2nd level: 10-16p, 5+. Double: take-out, 11+p 1NT - 15-18, bal or semi-bal , 4 th -seat balancing situation 1NT – 12-15, bal., Michaels: over major only, unlimited 5+5+, jump-cue: solid suit, FG			
Over opp's 2nd level pre-empt: double- take-out (resp: lebenshlish); new suit – nat, 10-16p; 4♣♦(after opp's 2nd level) – 5+M 5+other			
Over opp's 3rd level pre-empt: double-take-out; new suit -nat, 10-16p; 3NT - 16-21, bal			
Over opp's 4♣: dbl – penalty; 4♦ - take-out in majors; Over 4♦: dbl – take out; Over 4♥: dbl - pas or bid 4♠; Over 4♠: dbl – penalty; 4NT - take-out (if partner chooses 5♣, then 5♦ shows ♦+♥)			
Over opp's 1♣, 1♦, 1NT opening, also after opp's 1♣-1♦, 1♣(♦)-1NT: Aspro 2♣- 4+5+suits, one is ♥ (if majors, then 5+♠); 2♦ - 4+5+suits, one is ♠ (if majors, then 5+♥)			
Over opp's 2♦(Multi or Wilkocz): we bid as if 2♠ was opened			
Unusual NT			
Psychic – rare but happens;			