

# CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS — General Style</b>				
1st level - 8 - 15 HCP, 5 card (or 4, if good suit) suit				
2nd level - 10-15 HCP, 5 card suit				
Responses Natural, new suit forcing				
IN BAL. POS. same				
Responses same				
<b>TAKE-OUT DOUBLE — General Style</b>				
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				
<b>1NT OVERCALL</b>	Responses	Other Meanings		
2nd pos. 16-18 HCP	as usual			
4th pos. 11 -14 HCP	as usual			
<b>JUMP OVERCALL</b>	<b>WEAK</b>	<b>INTERM.</b>	<b>STRONG</b>	<b>2-SUITER</b>
Others	x			
Responses	Forcing			
<b>UNUSUAL NT</b>	Minors			
Responses	Non-forcing			
<b>DIRECT CUE-BID</b>	STYLE			
	10+ HCP (Michaels)			
Responses	Natural			
<b>Vs. NT</b>	Responses			
<b>LANDY (modified)</b>	Natural			
<b>Vs. PRE-EMPTS</b>				
<b>NEGATIVE, TAKE OUT DOUBLE</b>	Natural overcalls			
<b>Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS</b>	Natural overcalls, psychics			
<b>OVER OPPONENTS TAKE-OUT DOUBLE</b>	New suit is NF			
	REDOUBBLE for penalty			

LEADS AND SIGNALS			
OPENING	SUIT	3rd/5th	Length (attitude)
		Others	
LEADS	NT	2nd/4th	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> x x <u>x</u>	<u>K</u> x x <u>x</u>	<u>Q</u> x x <u>x</u>	<u>J</u> x x <u>x</u>
<u>K</u> x x x <u>x</u> x	<u>K</u> x x x <u>x</u>	<u>Q</u> <u>10</u> 9 x	<u>J</u> x x x <u>x</u>
<u>10</u> x <u>10</u> 9 <u>10</u> 9 x	<u>10</u> x <u>x</u>	<u>10</u> x <u>x</u> x	<u>10</u> x x 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>x</u> <u>x</u> x x <u>x</u>
SAME LEADS IF OUR SIDE SHOWED SUIT: YES / NO			
<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 PREFER.			
BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED			
	CARDS	HIGH	LOW
SUIT	On partner's lead	2 (D, S)	
	On declarer's lead	2	
	Discarding	2 (S)	
NT	On partner's lead	2 (S)	
	On declarer's lead	2 (S)	
	Discarding	2 (S)	
SIGNALS IN TRUMP SUIT		OTHER SIGNALS	
LAVINTHAL, ITALY		LAVINTHAL, ITALY	
<b>SPECIAL FORCING PASS SEQUENCES</b>			

NAMES OF PLAYERS:		
Mart Maastik		
Igor Triškin		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
STRONG CLUB		
RESPONSES: 1NT - NF 2 OVER 1 - F		
ARTIFICIAL STRONG 1♣ Response style - NATURAL		
CANAPE	ALL HANDS	SPECIAL
OPENING	STRONG HANDS	SEQUENCES
CANAPE	ALL HANDS	SPECIAL
RESPONSES	STRONG HANDS	SEQUENCES
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE		
OPENINGS	DESCRIPTION	
1 ♣	16+ HCP any, 18+ HCP balanced	
1 ♦	11-16 HCP, no 5-card major	
2 ♣	6-10 HCP, at least 5-4 majors	
2 ♥, ♠	6-10 HCP, 5+ suit	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE		
MICHAELS		
LANDY		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES		
NEGATIVE, RESPONSIBLE, PROPOSITION, SOS-REDOUBBLE, 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
PASS							
1♣	x	0	4♠	16+ HCP any distribution 18+ HCP balanced	1♦ 0-7 HCP 1♥♠ 7+ HCP, 5+ suit 1NT 8+ HCP balanced 2♣♦ 8+ HCP, 5+ suit 2♥♠ 4-7 HCP, 6+ suit 2NT, 3♣♦♥ 8-11 HCP, 4441 3♠ AKQxxx any suit 3NT AKQxxx any suit	CADGET, SCHURIG AUTORELAY, DRURY, LEBENSOHL	
1♦	x	0	4♠	11-16 HCP, no 5 card in major	1♥♠ 5+ HCP, 4+ card 1NT 6-10 HCP, balanced 2♣♦ 10+HCP, 4+suit 2♥♠ 15+HCP, 5+suit(good) 2NT 11-12 HCP, balanced 3♣♦ 15+HCP, 6+suit(good) 3♥♠ 0-7 HCP, 6+suit		
1♥♠		5(4)	4♦(4♥)	10-17 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 2♠(3♥♠♦) 15+HCP, 6+suit(good) 2NT 10-11 HCP, 3+ support 3♥♠ preemptive 3♠4♦♥ splinter, 3+ controls, 4+ support		
1NT			n/a	15-17 HCP, balanced	2♣ asking for 4-card majors 2♦♥ Jacoby transfers 2♠ transfer to clubs or 8-9 HCP balanced 2NT transfer to diamonds 3♣♦♥♠ 5-7 HCP, 6 card suit with two top honours 4♠ 8-12 HCP 5-5 majors 4♦♥ transfer to hearts, spades	<b>SLAM APPROACH AND CONVENTIONS</b> (including all slam-interest bids)	
2♣	x	0	n/a	7-10, min 5-4 majors	2♦ relay 2♥♠ NF 2NT inv to 3NT 3♥♠ NF 3♥♠ pre-emptive 4♦ for choosing better major 2♥ for play if opener has hearts 2♠ spades are weakest suit 2NT strong relay 3(4)♦ for choosing better major	CUE-BID, SPLINTER, JOSEPHINE, ROMAN KEY CARD BLACKWOOD LIGHTNER, DOPI-ROPI, TRUMP Q ASKING	
2♦	x	0	n/a	6-10, 6+ major 20-21 HCP, balanced	3♥♠ pre-emptive 4♦ for choosing better major 2♥ for play if opener has hearts 2♠ spades are weakest suit 2NT strong relay 3(4)♦ for choosing better major		
2♥♠		5	4♦♥	5-10, 5+ card + 4+minor	2NT strong relay 3(4)♥♠ usually weak 3♣ for play if opener has clubs		
2NT	x			7-13, 5-5 minors			
3♥♠		7	n/a	4-10, 7+ card	natural		
3NT	x		n/a	7 card any suit - AKExxx			
4♣♦		7	n/a	4-10, 7+ card			
						<b>NAMES OF PLAYERS</b>	<b>Mart Maastik - Igor Triškin</b>