

# CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS — General Style</b>				
1/2 level - (8)10-15 HCP, 5+ suit > nat, NF except 2♠, jump shift, 1/1, 3/2, cue				
vs. art 1♠: 1♦=4+4+ Majors; 1♥=6-11, ♠+♥ or ♦+♠; 1♠=6-11, ♠+♠ or ♦+♥				
1NT=8-14, 5+m; 2♠=8-14, 5+4+ minors; 2♦=8-14, 5+M; 2♥♠=8-14, 5+M 4+m				
2NT=5+5+ minors				
vs. art 1♦ same defence, but 2♠=5+4+ Majors				
<b>TAKE-OUT DOUBLE — General Style</b>				
1/2 level - 11+ HCP or 16+ any				
IN BAL. POS. 8+ HCP, if short in opp. suit				
Responses Natural, 2 x jump or opp. suit is forcing				
(art 1♠♦)-DBL > 2 in opening suit=cue and forcing				
(art 1♠♦)-DBL-1NT-2♠=Stayman				
<b>1NT OVERCALL</b>	Responses	Other Meanings		
2nd/4th pos. 15-17/12-15 HCP with stopper				
(1♠♦)-1NT > as after 1NT opening, (1♥♠)-1NT-2♠=asking 2♦ bid for signoff bids or GF options, 1NT=new suit/2NT=invitational, cue=GF and minors				
<b>JUMP OVERCALL</b>	<b>WEAK</b>	<b>INTERM.</b>	<b>STRONG</b>	<b>2-SUITER</b>
2nd position	x			
4th position 6+ suit with 4.5-5.5 losers		x		
Responses	2 over 2 NF, other forcing			
UNUSUAL NT	on 1M or art=Minors, on 1m nat=other minor and ♥			
Responses	new suit forcing, 3♥=relay			
<b>DIRECT CUE-BID STYLE</b>				
Michaels (1M)-2M weak or 16+, (1m)-2m=Majors, jump cue=stopper asking				
To Michaels: 2NT=asking for minor; ♠♦=P/C; (DBL)-P=relay, 2NT3♠♦=nat				
<b>Vs. NT</b>				
vs. weak NT (includes less than 14HCP) DBL=12+HCP				
vs. strong NT DBL=5+minor				
2♠=Majors, 2♦=5+M, 2♥♠=5+M 4+m, 2NT=minors, jumps=weak				
<b>Vs. PRE-EMPTS</b>				
Take out Double, Lebensohl, Natural Overcalls				
(2M)-3M=minors, (2m)-3m=Majors, 4♠♦=Leaping Michaels				
<b>Vs. ARTIFICIAL STRONG 1♠ or 2♠ OPENINGS</b>				
art 1♠♦ defence (also against 1♠-1♦ negative), DBL=12+HCP				
same defence against strong art 2♠, all bids 1 level higher				
<b>OVER OPPONENTS TAKE-OUT DOUBLE</b>				
New suit on 2 level is NF, after 1M-(DBL) 1NT2♠♦ transfers				
XX=11+, FP till 3 in our suit from unpassed hand against opening				

LEADS AND SIGNALS					
OPENING LEADS	SUIT	1/3/5, top of sequence, higher from doubleton in partners suit MUD (small from A/K/Q)			
	NT	2/4, in partners suit MUD (small from A/K/Q/J) 10 is from inner sequence (also against suit)			
SUBSEQUENT LEADS		active/passive			
<b>Bold opening leads vs. no-trumps</b>					
<b>Underlined leads against suit contracts if different</b>					
<b>AK</b>	<b>KQ</b>	<b>QJ</b>	<b>J</b> 10		
<b>AK</b> x	<b>KQ</b> x	<b>QJ</b> x	<b>J</b> 10 x		
<b>AK</b> J x	<b>KQ</b> x x	<b>QJ</b> 10 9	<b>J</b> 10 9 8		
<b>AK</b> J 10 x	<b>KQ</b> J x	<b>KQ</b> 10 x	K J <b>10</b> 9		
A <b>Q</b> J x	K <b>J</b> 10 x	<b>KQ</b> 10 9 x	K <b>10</b> 9 8		
A J <b>x</b> x	K x <b>x</b>	Q x <b>x</b>	J x x		
K J x x <b>x</b>	K x x <b>x</b>	Q x x <b>x</b>	J x x <b>x</b>		
K x x x <b>x</b>	K x x x <b>x</b>	Q <b>10</b> 9 x	J x x x <b>x</b>		
<b>10</b> x	<b>10</b> 9	<b>10</b> 9 x	10 x <b>x</b>	10 x <b>x</b> x	
<b>9</b> 8 x	<b>x</b> x	x x <b>x</b>	x x <b>x</b> x	x x x x <b>x</b>	
SAME LEADS IF OUR SIDE SHOWED SUIT: <b>NO (MUD)</b>					
<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	ODD	EVEN
SUIT	On partner's lead	2-1 on AQ	E-D on KJ and x		
	On declarer's lead	Lavinthal; 2-1			
	Discarding	Italy/Lavinthal			
NT	On partner's lead	2-1 on AQx	E-D on KJ		
	On declarer's lead	2-1, Smith 1st			
	Discarding	Italy/Lavinthal			
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
LAVINTHAL		LAVINTHAL, ITALY			
		SMITH (small encourages)			
<b>SPECIAL FORCING PASS SEQUENCES</b>					
FP after GF, after pass after penalty double or redouble, after game bid when we are vulnerable and opponents are not					

NAMES OF PLAYERS	
Oliver Loper	
Aivar Tihane	
Estonia	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STRONG CLUB, PRECISION	
OPENINGS	DESCRIPTION
1♠	15+ HCP or up to 5 losers, any distribution
1♦	10-14 HCP, 4+♦, no 5-card major, unbalanced
1♥	10-14 HCP, 5+♥
1♠	10-14 HCP, 5+♠
2♠	10-14 HCP, 6+♠ or 5+♠ with 4 major
2♦	5-9 HCP, 6+ major
2♥♠	5-9 HCP, 5M 4+m
1NT	(10)12-14 HCP, (may have singleton ♦ with 4414)
2NT	7-10 HCP, 5+5+ minors
3NT	Gambling 7+ minor with AKQ, no outside A
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
4♠♦=long ♥♠, 7.5 - 8.5 tricks	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
MICHAELS	
UNUSUAL 2NT	
LEAPING MICHAELS	
LEBENSÖHL	
SPECIAL DEFENCE AFTER ART 1♠♦ OPENINGS	
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES	
NEGATIVE thru 4♦ (new suit invitational), LIGHTNER,	
SOS-REDOUBLE, TAKE OUT DOUBLE	
SUPPORT DOUBLE	
1♠-(1♦♥♠)-DBL=5-7 HCP	
NOTES THAT DON'T FIT IN ELSEWHERE	
PSYCHICS IS ALLOWED	
1♦ OPENING MAY INCLUDE 4♦5♠	
HCP limitations brought out are recommendations	

OPENING BID	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEGAT. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	x	0	7♥	15+ HCP any distribution 5 or less losers	1♦ 0-8 HCP 1♥ 9+ HCP, 5+♠ or 15+ HCP, balanced 1♠ 9+ HCP, 5+♥ 1NT 9-14 HCP, balanced 2♣♦ 9+ HCP, 5+ other minor 2♥ 9+ HCP, 5+5+ minors 2♠ 9+ HCP, 5+C, 4♦ 2NT, 3♣♦♥ 9+HCP, singleton up-the-line, 4441 3♠NT 9+HCP 6+ / 7+ any suit with AKQ	1♥=19+ > 1♠=0-5; 1NT=15-18; 2NT=21-22 1♠=relay > 1NT=15+, bal; 2♣=12+; 2♦...=9-11, 5+♠ 1NT=relay > as after 1♣-1♥-1♠ 2♣=relay > 2♦=12-14; 2♥=various; 2♠=4♥; 2NT=4♠ 2♦/♥=relay > 2♥=4♣; 2♠=4♥; 2NT=4♠; 3♣...=6+m 2♠=relay > 2NT=12+; 3♣...=5-5, 6-5, 5-6, 6-6, 7-5... 2NT=relay > 3♣=12+; 3♦=6+4; 3♥...=54 shapes suit below game=RKCB; +1=asks for controls 4♣=asks for shortness; 4♦=asks suit	1♣-(1♦♥♠)-pass=0-5 HCP X, XX=5-7 HCP 1♣-(1♦♥♠)-1♥♠NT > +1=relay 1♣-1♦...3♠-(X)-P=relay
1♦		4	4♣	10-14 HCP, 4+♦, no 5 in major if 4♦, then 4♦5♣ or 4441	1♥ F1, 4+♥ 1♠ F1, 4+♠ 1NT 0-11 HCP, 5+♣ 2♣ F1 2♦ 4+♦, invitational 2♥♠ 5+♥♠, GF, onesuiter	1NT=4♥; 2♥=54 minors, max; 2NT=4♠, max 2♥♠=♣ support, values, max; 2NT=4+♠, max 2♥♠= values; 2NT=♥♠ stoppers; 3♥♠=Splinter 3♣ and 2♠/3♥ in other M=support, shortness, min	1♦-1♥-(X) > XX=3♥, min support X/XX new suit on 2 level NF 1♦-(1NT)-2♠=4+4+ Majors
1♥		5	4♦	10-14 HCP, 5+♥	1NT GF relay 2♣ any invitational hand 2♦ NF, nat 2NT mixed raise 2♠, 3♣♦♥ fit jump in new suit (at least KExxx) 3NT, 4♣♦♥ Splinter with singleton 3♠, 3NT Splinter with void	2♦=min, 5♠ / max, any hand; 2♥...3NT=min, shape nat values; over 3 in opener's suit=Splinter, supermax	1♥♠-(X) > 1NT2♣♦ transfers new suit on 2 level NF 1♥♠-(1NT)-3♣♦♥=fit jump 1♥-(1♠)-Splinters on
1♠		5	4♦	10-14 HCP, 5+♠	Same as above; 2H nat NF	3NT/4♠ asking for void > up-the-line	
1NT	x		n/a	(10)12-14 HCP, balanced 5-card minor possible can be 4-4-1-4 (singleton in ♦)	2♣ Stayman 2♦♥ transfers ♥♠ 2♠ invitational or 6+♣ 2NT 6+♦, transfer	after 2♦♥♠+2=relay; 2♦-3♦/♥=5+5+ Majors GF/invit 2♥♠ > 3♠, 4♣♦=Splinter, 6+ suit 2NT=min; 3♠=max > 3♥♠=GF, shortness, 6+♠ 3♠=max, good ♦ > 3♥♠, 4♣=GF, shortness	1NT-(X)-2♠=5+♠ or 4+♦ 4M 2♦=5+♦ or 4+4+ Majors 2NT=5+5+ minors
2♣	x	5	4♦	10-14 HCP, 6+♣ or 5+♠ and 4 major	2♦ relay 2NT transfer 3♣ / 55 GF 3♣ constructive raise 3X Nat, inv	2NT-max; 3C-min; 3DHS=nat, max 3C-3D=(55)+DH; 3C-3H=(55)+HS; 3C-3S=(55)+SD	2♣-(X)-SYS ON 2♣-2♦-(X) > Pass=min, 6♣
2♦	x	0	n/a	5-9 HCP, 6+ major	2♥♠, 3♥♠ pass or correct 2NT relay 4♣ asks for the transfer 4♦ asks for the suit	2♦-2♠ > 2NT, 3♣♦=max, 6+♥, shortness up-the-line 3♣♦=min, ♥♠; 3♥♠=max, ♠♥ > +1=asking shortness 4♦♥= transfers	2♦-(X) > Pass=5+♦; XX=Relay 2NT=transfer 3♠
2♥♠	x	5	n/a	5-9 HCP, 5M 4+ minor	2NT GF relay	3♣...4♠=445566 ♣ or ♦ > +1=relay	2♥-(2♠) > 2NT=Relay
2NT	x		n/a	7-10 HCP 5+5+ minors	3♥ GF relay	<b>SLAM APPROACH AND CONVENTIONS</b> (including all slam-interest bids)	
3♣♦		6	n/a	6+m with AK or 7+m with A, no outside AK	3♣-4♦=RKCB, 3♦-4♠=asking for shortness		
3♥♠		7	n/a	7+M, no outside controls	4♣ RKCB	RKCB 4NT (4♦ for ♠ suit) with 1403 answers, 5A+Q, ROP1, DOP1, DEPO, REPO	
3NT	x		n/a	7+ minor with AKQ, no outside controls	4♦ asking for shortness > 4NT=7222	1NT / 2NT / 3NT > 4NT invitation to slam > 14/03/color/strength/remaining 2 aces	
4♣♦	x	0		7+♥♠, 3322 rule	4♦♥(+1) asking for controls	Splinters, cue bids	
4♥♠		7	n/a	7+ suit, 4433 rule, no outside controls		5NT after cue bids or with jump=Josephine	
4NT			n/a	asking for specific ace	5♠=no ace; 5♦...NT=up-the-line ace; 6♠=2 aces	LIGHTNER DBL	