



# CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS — General Style</b>				
1/2 level - 8-15, 5+ suit > nat, NF except 2♠, jump shift, 1/1, 3/2 or cue				
vs. art 1♠: 1♦=4+4+ Majors; 1♥=6-11, ♠+♥/♦+♠, 1♠=6-11, ♠+♠/♦+♥				
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♦ and 1♠-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, 2x 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>				
2nd/4th pos. 15-17/12-15 HCP with stopper				
(1♠♦)-1NT > as 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 level NF, other forcing			
UNUSUAL NT on 1M or art=Minors, on 1m nat=other minor and ♥				
Responses	new suit forcing, 3♥=relay (when minors)			
<b>DIRECT CUE-BID STYLE</b>				
Michaels (1M)-2M weak or 16+, (1m)-2m=Majors, jump cue=gambling				
(1M)-2M-2NT=asking for minor; ♠♦=P/C; (DBL)-P=relay, 2NT3♠♦=nat				
<b>Vs. NT</b>	Responses			
vs. weak NT (includes less than 14HCP) DBL=12+HCP				
vs. strong NT DBL=5+minor	as after 1NT defence bid vs. art 1♠♦			
2♠=Majors, 2♦=5+M, 2♥♠=5+M 4+m, 2NT=minors, jumps=weak				
vs. strong 2NT the same defence, all bids 1 level higher				
<b>Vs. PRE-EMPTS</b>				
Take out Double, Lebensohl, Natural Overcalls				
(2M)-3M=minors, (2m)-3m=Majors, (2M)-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♠ and 2♠-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	SUIT	1/3/5, top of sequence, higher from doubleton		
		in partner's suit MUD (small from A/K/Q/J)		
LEADS	NT	2/4, in partner's 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>A</b> K	<b>K</b> Q	<b>Q</b> J	<b>J</b> 10	
<b>A</b> K x	<b>K</b> Q x	<b>Q</b> J x	<b>J</b> 10 x	
<b>A</b> K J x	<b>K</b> Q x x	<b>Q</b> J 10 9	<b>J</b> 10 9 8	
<b>A</b> K J 10 x	<b>K</b> Q J x	<b>K</b> Q 10 x	<b>K</b> J 10 9	
A Q J x	K J 10 x	<b>K</b> Q 10 9 x	K 10 9 8	
A J x x	K x x	Q x x	J x x	
K J x x x	K x x x	Q x x x	J x x x	
K x x x x	K x x x x	Q 10 9 x	J x x x x	
<b>10</b> x	<b>10</b> 9	<b>10</b> 9 x	10 x x	10 x x x
9 8 x	x x	x x x	x x x x	x x x x x
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				
SUIT	CARDS		HIGH	LOW
	On partner's lead		2-1 on AQ	E-D on KJ and x
	On declarer's lead		2-1, Lavinthal on 1st trick	
NT	Discarding		Italy/Lavinthal	
	On partner's lead		2-1 on AQx	E-D on KJ
	On declarer's lead		2-1, Smith on 1st, Lavinthal on 2nd	
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	
Aivar Tihane	
Tõnno Vähk	
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	(10-14 nonvul) 12-14 HCP, (may be 4-4-1-4)
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	
1♥♠ INVERTED OPENINGS	
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	
DBL on F1 in 3rd suit=support, asks for lead in 4th suit	
1♠-(1♦♥♠)-DBL=6-8 HCP	
NOTES THAT DON'T FIT IN ELSEWHERE	
PSYCHICS ARE ALLOWED	
HCP RANGES ARE RECOMMENDATIONS	

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	n/a	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+♠, 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, 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♦♥♠)-P/X=0-5/6-8 HCP 1♠-(X)-XX/1♦=6-8 unbal/bal 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 any 4441	1♥ F1, 4+♥ or GF relay with any hand 1♠ F1, 4+♠ or 0-8 HCP with ♦ support 1NT 0-11 HCP, 5+♠ 2♠ 5♥4♠ invitational 2♦ 4+♦ invitational 2♥♠ 5+♥♠3♦, invitational 2NT / 3♠ 5+5+ Majors / 5+5+♠♥, invitational 3♥♠ Splinter, 5+♦, minimum GF strength	1♠...3♥=shape > +1(not ♥)=relay 1NT=4♥; 2♥=54 minors, max; 2NT=4♠, max 2♥♠♠ support, values, max; 2NT=4+♠, max 2NT=no ♥♠ support, min, 5+5+ minors 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♦-2♠-(X) > XX=4+♠, penalty 1♦-(1NT)-2♠=4+4+ Majors
1♥	x	0	4♦	10-14 HCP, 5+♠	1♠ GF relay	1NT=max; 2♠...3NT=min, shape	1♠(X)-P=max; XX...=shape
1♠	x	0	4♦	10-14 HCP, 5+♥	1NT 6-10, no 3-card support 2♠ any invitational on 1♥ / GF Relay on 1♠ 2♥♥ NF, nat / 2♦ any invitational on 1♠ 2NT mixed raise 2♠3♠♦♥ fit jump in new suit (at least KExxx) 3NT, 4♠♦♥ Splinter with singleton 3♠, 3NT Splinter with void	1NT=6-10, no 3-card support 2♠=min, 5♠ / max, any hand; 2♥...3NT=min, shape 1♠2♦-2♥=min nat values; over 3 in opener's suit=Splinter, supermax 3NT/4♠ asking for void > up-the-line	1♥♠(X) > 1NT2♠♦ transfers new suit on 2 level NF 1♥♠(1NT)-3♠♦♥=fit jump 1♥-(1♠)-Splinters on
1NT	x		4♦	nonvul 10-14, vul 12-14 HCP, bal 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 4M	2♦ relay (+1 to answer new GF relay) 2NT transfer 3♠ / 5♠ Majors inv+ / ace asking 3♠ transfer 3♦ / 5♠ 5M / ♠♦NT game choice 3♦ 55 Majors, inv+	3♥=7321, max; 3♠=7330, max; 3NT=7222, max 3♠ > 3♦♥=54M, inv; 3♠NT=54M, GF; 4♠=RKCB 3♥♠=good ♦, values; 3♦ > 3♥♠=5♥♠5♠; 3NT=5♦4♠ 4♠=asking for shortness; 4♦ / 4NT=RKCB ♥♠	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 2NT GF relay 3♥ GF relay	2♥♠...4♠=445566♠ or ♦ > +1=relay	2♦-(X) > Pass=5+♦; XX=Relay 2NT=transfer 3♠
2♥♠	x	5	n/a	5-9 HCP, 5M 4+ minor			
2NT	x		n/a	7-10 HCP 5+5+ minors			
3♣♦		6	n/a	6+m w AK or 7+m w A, no outside AK	3♠-4♦=RKCB, 3♦-4♠=asking for shortness		
3♥♠		7	n/a	7+M, no outside controls	4♠ RKCB		
3NT	x		n/a	7+ minor with AKQ, no outside controls	4♦ asking for shortness > 4NT=7222		
4♣♦	x	0		7+♥♠, 3322 rule	4♥ (+1) asking for controls		
4♥♠		7	n/a	7+ suit, 4433 rule, no outside controls	5♠♦♥ new suit on 5 level is cue with slam interest		
4NT	x		n/a	asking for specific ace	5♠=no ace; 5♦...NT=up-the-line ace; 6♠=2 aces		
<b>SLAM APPROACH AND CONVENTIONS</b> (including all slam-interest bids)							
RKCB 4NT (4♦ for ♠ suit) with 1403 answers, 5A+Q, ROP1, DOP1, DEPO, REPO							
1NT / 2NT / 3NT > 4NT invitation to slam > 14/03/color/strength/remaining 2 aces							
Splinters, cue bids							
5NT after cue bids or with jump=Josephine							
LIGHTNER DBL							