

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. 16-18 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. NT	Responses			
Vs. PRE-EMPTS				
NEGATIVE, TAKE OUT DOUBLE	Natural overcalls			
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS	Natural overcalls, psychics			
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> 10	
<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> x	<u>Q</u> <u>J</u> x	<u>J</u> 10 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> 10 9	<u>J</u> 10 9 8	
<u>A</u> <u>K</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> <u>J</u> x	<u>K</u> <u>Q</u> 10 x	<u>K</u> <u>J</u> 10 9	
<u>A</u> <u>Q</u> <u>J</u> x	<u>K</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> 10 9 x	<u>K</u> 10 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> x	<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> x <u>x</u>	<u>K</u> x <u>x</u> x <u>x</u>	<u>Q</u> 10 9 x	<u>J</u> x <u>x</u> 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 <u>x</u> x <u>x</u>
<u>9</u> 8 x <u>x</u> x	<u>x</u> x <u>x</u> x	<u>x</u> x <u>x</u> x	<u>x</u> x <u>x</u> x <u>x</u>	<u>x</u> x <u>x</u> x <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	ODD EVEN
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 controls		
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 ♣	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	1H forcing	
1 ♦	x	0	4♠	11-15 HCP, no 5 card in major	1 ♥♠ 5+ HCP, 4+ card 1 NT 6-10 HCP, balanced 2 ♣♦ 10+HCP, 4+suit 2 ♥♠ 0-7, 5+suit 2 NT 0-8, 5+/5+ minors 3 ♣♦ 0-8, 6+suit 3 ♥♠ 0-8, 6+suit	gadget 2M - 4 card and 6(5) card in m, 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 4+ support, Game invitation 3+ support, Slam interest 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	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 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	
2♣	x	5	5	precision	2♦ relay 2♥♠ NF 3 ♣♦ NF		
2♦	x	0	n/a	6-10, 5+ major 20-22 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 - AKExxxx		NAMES OF PLAYERS	
4♣♦				9...9,5 tricks in major		Jüri Aava - Vahur Kurig	
4 ♥♠		6		7...9 tricks in play			