

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 Natural, new suit forcing				
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			
LANDY (modified)	Natural			
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	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> 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> x <u>x</u>	<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> <u>x</u>	<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> <u>x</u> <u>x</u>	<u>K</u> x <u>x</u> <u>x</u> <u>x</u>	<u>Q</u> 10 9 x	<u>J</u> x <u>x</u> <u>x</u> <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> <u>x</u>
<u>9</u> 8 x	<u>x</u> x	<u>x</u> x <u>x</u>	<u>x</u> x <u>x</u> <u>x</u>	<u>x</u> x <u>x</u> <u>x</u> <u>x</u>
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 (D, S)		
	On declarer's lead	2		
	Discarding	2 (S)	E	
NT	On partner's lead	2 (S)		
	On declarer's lead	2 (S)		
	Discarding	2 (S)	E	
SIGNALS IN TRUMP SUIT		OTHER SIGNALS		
LAVINTHAL		LAVINTHAL, ITALIAN		
SPECIAL FORCING PASS SEQUENCES				

NAMES OF PLAYERS:		
ENN KEEL		
ENN MAALDER		
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 ♦	11-15 HCP, no 5-card major	
2 ♣	6-11 HCP, at least 4-4 majors	
2 ♥, ♠	6-11 hcp, 5+ major + 4+ minor	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE		
MICHAELS		
LANDY		
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES		
NEGATIVE, RESPONSIBLE, PROPOSITION, 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
PASS							
1♣	x	0	4♠	16+ HCP any distribution 18+ HCP balanced	1♦ 0-7 HCP 1♥♠ 7+ HCP, 5+ suit 1NT 8-11 HCP balanced 2♠♦ 8-11 HCP, 5+ suit 2♥♠ 4-7 HCP, 6+ suit 2NT 12-14 HCP, balanced 3♠♦♥♠ 8-11 HCP, 4441 3NT 15+HCP, balanced		
1♦	x	0	4♠	11-15 HCP, no 5 card in major	1♥♠ 5+ HCP, 4+ card 1NT 6-10 HCP, balanced 2♠♦ 10+HCP, 4+suit 2♥♠ 12+HCP, 5+suit 2NT 11-12 HCP, balanced 3♠♦ 14+HCP, 6+suit 3♥♠ 0-7 HCP, 6+suit		
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 2♠(3♥♠♦) 13+HCP, 6+suit 2NT 4+ support, Game invitation 3♥♠ PRE		
1NT			n/a	15-17 HCP, balanced 5-card major possible	2♠ asking for 4-card majors 2♦♥ Jacoby transfers	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
					2NT 8-9 HCP, balanced 3♠-♠ 5-7 HCP, 6 card suit with two top honours	CUE-BID, SPLINTER, JOSEPHINE, BLACKWOOD LIGHTNER	
2♣	x	0	n/a	6-11, min 5-4 majors	2♦ relay 2♥♠ NF 3♥♠ pre-emptive 3(4)♦ for choosing better major		
2♦	x	0	n/a	6-10, 6+ 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♦♥	6-11, 5+ MAJOR 4+ MINOR	2NT strong relay 3(4)♥♠ usually weak 3♠♦ natural, NF		
3♥♠		6	n/a	0-7, 6+ card	natural		
3NT	x		n/a	7 card minor - AKExxx		NAMES OF PLAYERS	Page 2
4♠♦	x		n/a	8-8.5 tricks in heart/spade contract		ENN KEEL - ENN MAALDER	