

CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS — General Style		
1st level - 8-15 HCP, 5+ suit		
2nd level - 10-15 HCP, 5+ suit		
Responses	Natural, NF except 2♠, jump shift or opp. suit	
IN BAL. POS.	same	
Responses	same	
TAKE-OUT DOUBLE — General Style		
1st level - 11+ HCP		
2nd level - 11+ HCP		
Responses	Natural, 2x jump or opp.suit is forcing	
IN BAL. POS.	7+ HCP, if short in opp. suit	
Responses	Natural	
1NT OVERCALL	Responses	Other Meanings
2nd pos. 15-18 HCP	as usual	
4th pos. 12-15 HCP	as usual	
JUMP OVERCALL	WEAK	INTERM. STRONG 2-SUITER
Others	x	
Responses	Forcing	
UNUSUAL NT	Minors	
Responses	Non-forcing	
DIRECT CUE-BID	STYLE	
8+ HCP (Michaels), Leaping Michaels, stopper asking		
Responses	Natural	
Vs. NT	Responses	
DONT	Natural	
Tihane defence vs weak NT		
Vs. PRE-EMPTS		
NEGATIVE, TAKE OUT DOUBLE, LEBENSOHL, leaping Micheals		
Natural overcalls		
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS		
Tihane defence (also against artificial 1♦)		
OVER OPPONENTS TAKE-OUT DOUBLE		
New suit is NF		
REDOUBLE is forcing		

LEADS AND SIGNALS			
OPENING LEADS	SUIT	top from 2, middle from 3, 2nd from 4 cards small from high card combination	
	NT	4th	Length (attitude) Others
SUBSEQUENT LEADS		same	
Bold opening leads vs. no-trumps Underlined leads against suit contracts if different			
AK	KQ	QJ	J10
AK x	KQ x	QJ x	J10 x
AK J x	KQ x x	QJ 10 9	J10 9 8
AK J 10 x	KQ J x	KQ 10 x	KJ10 9
AQJ x	KJ10 x	KQ 10 9 x	K10 9 8
AJ x x	K x x	Q x x	J x x
KJ x x x	K x x x	Q x x x	J x x x
K x x x x x	K x x x x	Q 10 9 x	J x x x x
10 x	10 9	10 9 x	10 x x
9 8 x	x x	x x x	x x x x
10 x x x	10 x x x	10 x x x	10 x x x x
9 8 x x	x x	x x x	x x x 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
SUIT	On partner's lead	D-E; 2-1 on AQ	
	On declarer's lead	2 1	
	Discarding	S	S
NT	On partner's lead	D-E; 2-1 on AQ	
	On declarer's lead	2 1	
	Discarding	S	S
SIGNALS IN TRUMP SUIT		OTHER SIGNALS	
LAVINTHAL		LAVINTHAL, ITALY, SMITH	
SPECIAL FORCING PASS SEQUENCES			
FP after GF, after pass after penalty double or redouble, after game bid when we are vulnerable and opponents are not			

NAMES OF PLAYERS:	
Kalvi Nõu	
Tõnno Vähk	
SYSTEM SUMMARY GENERAL APPROACH AND STYLE	
STRONG CLUB	
OPENINGS	DESCRIPTION
1♣	16+ HCP or up to 5 losers, any distribution
1♦	11-15 HCP, 4+♦, no 5-card major
1♥♠	11-15 HCP, 5+ suit
2♣	11-15 HCP, 6+♣ or 5+♣ with 4 major
2♦	5-10 HCP, 6+ major or 22-24 HCP, balanced
2♥♠	5-10 HCP, 5+4+ majors
1NT	12-15 HCP, (may contain singleton ♦)
2NT	10-12 HCP, 5+5+ minors
3NT	Gambling 7+ minor with AKQ, no outside A
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
MICHAELS	
DONT	
LEAPING MICHAELS	
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES	
NEGATIVE thru 4♦, LIGHTNER, SOS-REDOUBLE, TAKE OUT DOUBLE	
NOTES THAT DON'T FIT IN ELSEWHERE	
PSYCHICS IS ALLOWED	

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	n/a	16+ HCP any distribution 5 or less losers	1♦ 0-7 HCP 1♥ 8+ HCP, 5+♥ 1♠ 8-10 or 13+ HCP balanced 1NT 8+ HCP, 5+♠ 2♠♦ 8+ HCP, 5+ suit 2♥♠ 4-7 HCP, 6+ suit, min Q10xxxx 3♣♦♥♠ 8+HCP, singleton, 4441 2NT 11-12 HCP, balanced	1♥ = 20+; 1NT = 16-19; 2NT = 20-21 jump shift = Splinter 1NT = Stayman > 2♣ = 13+ > 2♦ = Stayman jump shift = Splinter 2NT = asking about HCP and suit quality RKCB with suit bid or 4NT with ♥ after 3♣ Stayman	pass = 0-4 HCP double, redouble = 5-7 HCP
1♦	x	4	3♣	11-15 HCP, 4+♦, no 5 in major	1♥♠ 0-10 HCP, 4+ suit or 4+♦ 1NT 0-11 HCP, 5+♠ 2♣ strong relay 2♦ strong relay with 4+♦ 2♥♠ 11+ HCP, 5+ suit 2NT 11-12 HCP, balanced, no 4+ major 3♥♠ 10-11 HCP, 6+ suit 4♣ RKCB with ♦	pass, 2♣ = 3 card support; 2NT = max and 4 card support; 3♣ = 5+5+ minors 2♦ = 11-12 HCP > 3♣ = relay; 3♥♠ = shortness 3♥♠ = shortness	
1♥♠		5	3♣	11-15 HCP, 5+ suit	1♠ F1, 5+♠ 1NT 8-10, no 3-card support 2♣ strong relay 2♦♥ new suit, NF, 5+ suit 2♥♠ NF, 3 card support 2NT 11-12 HCP, balanced 2♠, 3♣♦♥♦ fit jump in new suit (at least KExxx) 3♠, 4♣♦♥ Splinter	2♦ = 11-12 HCP; 3♣♦♥♠ = shortness showing min/max, top honors	after opp DBL transfers, 2NT = invitational
1NT	x		n/a	12-15 HCP, balanced 5-card minor possible Can be 5-4 minors or 4-4-1-4	2♣ Stayman 2♦♥ Jacoby transfers 2♠ invitational or 6+♠ 2NT 5+5+ minors or 6+♦	after 2♦♥♠ +2 asking for distribution, controls and RKCB 2♥♠ > 3♠, 4♠ = Splinter, 6+ suit 2NT = min; 3♣ = max > 3♦♥♠ = GF, shortness and 6+♠	
2♣	x	5	3♣	11-15 HCP, 6+♣ or 5+♣ and 4 major	2♦ relay 2♥♠ NF, 5+ suit 2NT NF, ♠ support or GF, 5+5+ other suits	3NT = max, 6+♣ with AKQ 3♠ > pass = 3+♠; 3♦♥♠ = GF, 5+5+♦♥, ♥♠, ♦♠	
2♦	x	0	n/a	5-10 HCP, 6+ major 22-24 HCP, balanced	2♥♠, 3♥♠ pass or correct After opp DBL pass shows 6+♦ and REDBL 6+♠ 2NT strong relay 4♣ asks for the transfer 4♥♠ natural, to play 2NT strong relay	3♣♦ = 5-7 HCP, 6+♥♠; 3♥♠ = 8-10 HCP, 6+♥♠ 4♦♥ = transfers	
2♥♠	x	5	n/a	5-10 HCP, 5+4+ majors	2NT strong relay	3♠ = max; 3♦ = min, 5-4; 3♥♠ = min, longer ♥♠	
2NT	x		n/a	10-12 HCP 5+5+ minors			
3♠♦		6	n/a	6+ suit with AK or 7+ suit with A			
3♥♠		7	n/a	7+ suit, no controls in other suits			
3NT	x		n/a	7 card minor with AKQ, no outside A	4♣, 5♣ pass or correct 4♦ asking for king	RKCB (starting from 4♠ if possible) 1NT > 4NT invitation to slam 1NT > 4♦ asking for one ace 5NT after cue bids = Josephine	
4♠♦		7	n/a	7+ suit, no controls in other suits			
4♥♠		7	n/a	7+ suit, 4 to 6 losers			
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)							
							LIGHTNER DBL