

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 LEADS	SUIT	3rd/5th	Length (attitude)	
		Others		
	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> <u>x</u>	<u>Q</u> x <u>x</u> <u>x</u>	<u>J</u> x <u>x</u> <u>x</u>	
<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> <u>x</u>	<u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u> <u>x</u> <u>x</u>	<u>x</u> <u>x</u> <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)		
NT	On partner's lead	2 (S)		
	On declarer's lead	2 (S)		
	Discarding	2 (S)		
SIGNALS IN TRUMP SUIT		OTHER SIGNALS		
LAVINTHAL		LAVINTHAL, SMITH (VS NT)		

SPECIAL FORCING PASS SEQUENCES				

NAMES OF PLAYERS:		
JAANUS MARIPUU		
TANEL KÕIVUPUU		
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 ♣	6-10 HCP, at least 4-4 majors	
2 ♥, ♠	0-7 HCP, 5+ suit	
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 1 NT 8-11 HCP balanced 2 ♣♦ 8-11 HCP, 5+ suit 2 ♥♠ 4-7 HCP, 6+ suit 2 NT 12-14 HCP, balanced 3 ♣♦♥♠ 8-11 HCP, 4441 3 NT 15+HCP, balanced	CADGET, SCHURIG AUTORELAY, DRURY, LEBENSOHL	
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 ♥♠ 12+HCP, 5+suit 2 NT 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♥ 3+ support, Slam interest 3♥ 0-7 HCP, 3+ support 3 ♠4♣♦♥ Splinter, 3-4 controls, 4+ support		
1NT			n/a	15-17 HCP, balanced 5-card major possible 6-card minor possible	2♠ GF, asking for 4-card majors 2♦♥ Jacoby transfers 2♠ transfer to minor 2NT 8-9 HCP, balanced 3♣♦ 5-7 HCP, 6 card suit with two top honours 3♥♠ 5431, Slam interest, singleton in hearts.spades 4♣♦ transfer to hearts, spades	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
2♣	x	0	n/a	6-10, min 4-4 majors	2♦ relay 2♥♠ NF 3♥♠ pre-emptive 3(4)♦ for choosing better major	CUE-BID, SPLINTER, JOSEPHINE, ROMAN KEY CARD BLACKWOOD LIGHTNER, DOPI-ROPI, TRUMP Q ASKING	
2♦	x	0	n/a	6-10, 6+ 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		
2♥♠		5	4♦,♥	0-7, 5+ card may contain 4+minor	2NT strong relay 3(4)♥♠ usually weak 3♣♦ natural, NF		
3♥♠		6	n/a	0-7, 6+ card	natural		
3 NT	x		n/a	7 card minor - AKExxxx		NAMES OF PLAYERS	Page 2
4 ♣♦	x		n/a	8-8,5 tricks in heart/spade contract			