DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style: *Natural.* Responses other suit: forcing except 2/1, Jump: nat + fit, Cue = force. IN THE REOPENING POSITION: 7-11H Responses cue-bid forcing

TAKE-OUT DOUBLE - general style 12⁺H except two suiter

Responses : cue-bid forcing, jump 8-10; 1NT 7-10

IN THE REOPENING POSITION 8+H

Responses cue-bid forcing

1NT OVERCALL2nd pos. 15-18, Stayman, Texas.4th pos: 10-16, Stayman, Texas.

JUMP OVERCALL: Weak

Interm: 2 🜢

2NT OVERCALL 5⁺/5⁺ the 2 lowest

Responses 3th suit: naturel no forcing; cue-bid forcing

DIRECT CUE-BID Style 5⁺/5⁺ with the highest

and another

Responses 2NT asks second suit

VS. NT (strong and weak)

2♣ Landy (4/3 major); 2♦ Multi, 2♥/♠ Two Suiters.

VS. 2♥/♠weak

4♣/4♦: two suiter ♣/♦ and other maj. cue-bid: 5⁺/4⁺ minor

VS. 2♦ multi

D: double with balanced hand(12-15 or 19 and more)

VS. 1. strong

Double: strong unbalanced - 1 ♦:5 cards maj. -1 ♥/1 ♠/1NT: CRM.

2X: Natural, weak - 2NT:pre-empt undef. - 3X: Natural, good hand.

OVER OPPONENTS' TAKE-OUT DOUBLE

Truscott (inverted on minor)

RD: 10⁺H (penalty oriented) - 2 on 1 no forcing

LEADS AND SIGNALS

 OPENING LEADS: • SUIT Attitude; 3th, 5th First from 3 touching H.
 • NT- Idem King's lead: 3 Honors

SUBSEQUENT LEADS

call with low cards - count

 Openings leads vs. No-Trumps

 Leads against suit contracts if different

 AK - AKx - AKJx - AKJ10x - AQJx - AJxx

 KJxxx - Kxxxx - -KQ - KQx - KQxx - KQJx

 KJ10x - Kxx - Kxxxx - -KQ - KQx - KQxx - KQJx

 KJ10x - Kxx - Kxxx - Kxxxx - QJ - QJx

 QJ109 - KQ10x - KQ109x - Qxx - Qxxx

 Q109x - J10 - J10x - J1098 - KJ109 - K1098

 Jxx - Jxxx - Jxxxx - 10x - 109 - 109x 98x

 10xx - 10xxx - 10xxx - xx - xxxx - xxxx - xxxx - xxxx

SIGNAL WHEN FOLLOWING SUIT OR DISCARD

1=ODD No. OF CARDS - 2=EVEN No OF CARDS D=DISCOURAGING - E=ENCOURAGING - S=SUIT PREF

	CARDS	DS HIGH LOW		ODD	EVEN
SU	SU on partner		1orE		
IT	on declarer	2orD	1orE		
	discarding			E	S
NT	on partner	D	Е		
	on declarer	2	1		
	discarding			Е	S

SIGNALS IN NO-TRUMP:

Smith + (high cards)

CONVENTION CARD

Players: DEWASME Isabelle KURGAN Daniel



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE: Natural. 5 cards major 4 cards diamond except NV in 1st and 2d pos. with 15-17 pts, can be 2 cards. Variable 1 NT : a) 9-11 in 1st and 2d pos. if NV. b) 12-14 in 1st and 2d pos. if V/V; in 3rd pos. if NV/V. c) 13-15 in 4th pos. d) 15-17 in 1st, 2d and 3rd pos. if V/NV; in 3rd pos. V/V and NV/NV 2♣ : strong (GF or 23H bal.) or weak with ◆

2 , 2 and 2 : multis (depending on the position)

SPECIAL OPENING BIDS AND RESP.

OPENINGS	DESCRIPTION
2*	Game forcing or 22-23 bal.
2♦	Multi (see inside)
2 🗸	Multi (see inside)
2 🛦	Multi (see inside)
3NT	Gambling
4 🎣 4 🜢	Solid 🖌 🖍

SPECIAL COMPETITIVE BIDS:

Truscott over majors Inverted Truscott over minors over 1NT : 2♣ Landy (min. 4/3 in the majors) 2♠ Multi, 2♥/♠ Two Suiters. Michaëls two suiters Double cue bid: Solid minor asks stopper.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Spoutnik virtually unlimited; Lightners against slams.

OPEN	CARD	AR TIFI CAL	DESCRIPTION	NEG DBL THRU	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OV. COMPETITION AND ON 3rd/4th
1 ♣ 2	2		11-22	4♥	Walsh (♥/♠ can mask ♦)	1♣/1♦/1NT can mask ♥ or/and ♠	1 <i>♣, D, RD:</i> 10 ⁺ H
					2 * : 4+Cl, 8+ pts if 1 st ,2 nd V/V; 3 rd NV/V, 4 th .	2 ♣, 2 ♦: Check-Back after 1 ♣ - 1X -1NT	penalty oriented
					2NT/3&/3. pre-empt if can mask strong NT	Rosenkranz (1 🛛 - 1maj 2maj 2NT)	
1 ♦	4(3)		11-22	31	1 ♥/♠ could be (rare) 3 cards.	1	1♦, D, RD 10 ⁺ H
	can be2		15-17 in 1st and 2 nd hand if NV		2 ♣/2 ♦: 4+, 8+ pts if 1 st , 2 nd V/V, NV; 3 rd NV;4 th . 2NT/3♣/3♦: pre-empt if can mask strong NT	2 &, 2 •: Check-Back after 1 & - 1X -1NT	penalty oriented
1♥/♠	5 (4)		10-22	3▲/4♥	2maj: fit 6-9, 3 cards	over 2NT:	on opening in 3rd/4th:
					3maj: fit 4 cards: weak	3 min + short suit / $3 $ min no short s.	2 #/ Drury
					2NT: fit forcing game	3♥ : 15-19 balanced / 3▲ : 15-18 + short	2 ▲ 3♣/♦: natural + fit
					4.≉ / 4.♦/ 3NT: Splinter	3NT: 18+not. bal. (forcing to 5 in maj)	2NT: Raise whit short.
1 NT			9-17 (follow position and vulnerability	34	2 & Stayman (can be weak and without major)	2 ▲ after Stayman: Relay for distribution and strength.	Rubensohl Redouble S.O.S.
					2	Smolen	
					. 3X: weak.		Competitive Double
2 ♣	0	X	Game force or Weak with ♦		2	Natural, possibility 4 cards (2 ♥ can be Balanced GF).	
					2NT Relay	Jumps shows 2 or 3 suiters.	
					3+ 7-13 HCP		
2*	0	X	1 st // 2 nd /3th pos: 2 \checkmark weak or 5 \checkmark + 5min (6-10) or strong undefined \checkmark or \checkmark or 5+/4+ maj. Strong.		resp.: 2♥:negative 2♠/2NT: relays.	After intervention, suit above or Redouble	
			3rd/4th strong undefinited or 5+/4+ majors strong		2 ♥: neg or no bid // other: natural	are relays.	
2 🗸	0	X	1 st // 2 nd /3th pos: 2 ▲ weak or 5 ▲/5min 6-10 or strong undefined ♥ :strong undefined .		resp: 2 . negative		
			4th page 6# 10.12		2NT: strong, relay		
0.1	0	X	4th pos: 6 • 10-13				
2 🛦	0	X	$1^{st}//2^{nd}/3$ th pos: strong \bigstar Acol or strong $6 \bigstar + 4 \checkmark$ or $5 \bigstar/5 \checkmark$ weak		resp: 3.4 : negative // 2NT: relay		
2NT			4th pos: 6 10-13		3♥/♠ GF		
			20(19)-22 balanced		3# Puppet Stayman		
0.0/0:	7 (0)		Due encode is dot and		3		
3 ♣/3♦	7 (6)		Preempt + in 1^{st} , 2^{nd}		another suit: forcing	SLAM APPROACH AND	CONVENTIONS
<u>3 ♥/♠</u>	76)	×	preempt		another suit: forcing	Pomon Koy cords Plackwood	DOPI after intervention
3 NT		X	Gambling		4 ♦: forcing asking for short.		
4 ♣ 4♦	0 0	x x	solid ♥ solid ▲		4 ♦: forcing 4 ♥: forcing	(5 keys)	on Blackwood