

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS	General Style	MAY BE WEAK
Responses	Suit Change =	
IN THE REOPENING POSITION	MAY BE WEAK	
Responses		
TAKE-OUT DOUBLE	General Style	SHAPE AND STRENGTH
Responses		
IN THE REOPENING POSITION	9+ AND SHAPE	
Responses		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		
1NT OVERCALL	2nd pos	15 - 18 HCP
Responses	AS FOR 1NT OPENING	
	4th pos	10 - 15 HPC
Responses	2c Relay	
JUMP OVERCALL	<input checked="" type="checkbox"/> WEAK to intermediate	
OTHERS		
Responses		
2NT OVERCALL	UNUSUAL	
55m		
DIRECT CUE-BID	2D on 1m = Majors	
5oM-5m		
VS STRONG NT	2nd pos	4th pos
Double =	HP	5+crd m + 4crd M
2♣ =	H+S	H+S
2D =	5+crd M 4-9HP or 14+ HP	
2H,S =	5+Crd 10-13HP	
VS WEAK NT	2nd pos	4th pos
Double =		
2♣ =		
... see above		
VS PREEMPTS	Double = NEGATIVE	
VS ARTIFICIAL STRONG OPENINGS; 1CL strong :		
to be discussed	X and 1NT=MM, 2nt = mm	
1S can be random non-vulnerable	1D = 6m+4M	1H : red suits : 1S : black suits
	2m = m+m other suit ; 2M = natural	
OVER OPPONENTS' TAKE-OUT DOUBLE		

LEADS AND SIGNALS

OPENING LEADS	<ul style="list-style-type: none"> ● SUIT <input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input type="checkbox"/> Attitude <input type="checkbox"/> Rusinow Other 2/4 through leader ● NT <input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow Other Attitude through leader 																																													
AQT: strong leads, asking distribution or unblock																																														
KJ9 : ask for attitude (A/K reverse from 5CL onwards)																																														
OPENING LEADS VS NO-TRUMPS (Bold)																																														
Underline leads against suit contracts if different																																														
A K - A K _x - A K _J x - A K _J 10 _x - A QJx - A J _x x KJ _x x _x - K _x <u>x</u> <u>x</u> <u>x</u> - K Q - K Q _x - K Q _x x - K Q _J x KJ10 _x - K _x x - K _x <u>x</u> - K _x x _x - Q J - Q J _x Q J10 ₉ - K Q10 _x - K Q10 ₉ x - Q _x x - Q _x <u>x</u> Q10 ₉ x - J 10 - J 10 _x - J 10 ₉ 8 - KJ10 ₉ - K10 ₉ 8 J _x x - J _x <u>x</u> - J _x x _x - 10 _x - 10 ₉ - 10 ₉ x - 9 8 _x 10 _x <u>x</u> - 10 _x <u>x</u> x - 10 _x <u>x</u> <u>x</u> - x _x - x _x <u>x</u> - x _x <u>x</u> <u>x</u> x _x <u>x</u> <u>x</u> - x _x <u>x</u> <u>x</u> <u>x</u>																																														
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING																																														
USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS, D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF																																														
BRACKET THE SIGNALING METHOD WHEN RARELY USED																																														
	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th colspan="2"></th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="width: 5%;">Suit</td> <td style="width: 25%;">On partner's lead</td> <td></td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> <tr> <td rowspan="3">NT</td> <td>On partner's lead</td> <td></td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> </tbody> </table>			CARDS	HIGH	LOW	ODD	EVEN	Suit	On partner's lead		1,D	2,E			On declarer's lead		1	2			Discarding				E	S	NT	On partner's lead		1,D	2,E			On declarer's lead		1	2			Discarding				E	S
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SIGNALS IN TRUMP SUIT	OTHER SIGNALS																																													
	Smith : low on both sides																																													
	odd/even when dummy single or void																																													
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																																														
90% is negative double																																														
At higher level in forcing situation reverse meaning of double																																														
and pass are possible																																														
SPECIAL FORCING PASS SEQUENCES																																														
see negative doubles																																														

CONVENTION CARD

	Arts Geert	16082
	Steve De Roos	21304
BELGIUM		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Precision		01/06/2023
MAJORS 5+crd, ♦ 2+ crd		
SPECIAL OPENING BIDS AND RESPONSES		
OPENINGS	DESCRIPTION	
1	1♣	+16HP all distributions
2	1D	response 1h/s : 3+crd, 0+HP
3	2C	natural 10-15 HP
4	2D	5-9 6 card Major
5	2H	10-15HP, (43)15, 4414,4405
6	2S	5-9 5S and 4+minor
7	3C,D,H,S	preempt can be very weak, 5+ crd possible
8	3NT	gambling or to play
9	4C,D	Preempt transfert
10	4NT	Minors
SPECIAL COMPETITIVE BIDS		
1	Doubles at higher level	
2	response to 1D non vul (can be) = 3+crd, 0+HP	
3		
4		
5		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
We feel free at the table to give interpretation to point ranges		
or to specifications required for bidding		
PSYCHICS	POSSIBLE	

OPEN-ING	MIN NO OF CARDS	TICK IF ARTIFICIAL	DESCRIPTION	NEG DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1♣	0	✓	16+ HP	4♥	1D= 5-7hp any dist or GF 5crd H;1H : GF 5crd S 1S= 0-4hp any dist or GF C; 1NT =12+HP NT or minors 2C=GF D;2D=NT 7-11HP;2H=7-11 Minors;2S=(4441) 2NT=(4441) 10-12HP; 3X=(4441) 7-9HP or 16+HP	1H : relay, 1NT : GF	transfer bids
1♦	2		10-15HP, at least 2crd D	4♥	1H/S : 3+crd, 0+HP possible; 3C : 5+card C + 4+card D, 0-8 HP 2D = INVERTED,2NT=11HP, 3D=4-8HP		Transfer bids
1♥,♠	5		10-15HP	4♦	1NT = FORCING 2NT = GAME FORCING 2♣= GAME FORCING C or min limit support M	2♣, 2♦ = LONGEST MINOR 3♣ = single: 3D void	RUBENSOHL after interference :
1NT	2		Non-vul,1/2hand, (10)11-13 HP Vuln (13)14-16 HP; vuln3/4 15-17HP Non-vul,3/4hand, (9)10-14HP Can be irregular (5+ card major, 6+ card minor possible)		2♦, 2♥,2♠,2ZT = TRANSFER 3♣♦= (54) 3♥♠ = 4-card GF		Transfers
2♣	5		10-15HP 6-crdC or 10-15 5crdC+4crd M 3 hand 5332 possible and/or 6-11HP		2♦ = RELAY REST = natural at least inviting, 3c : weak non inviting		DOUBLE = negative
2♦		✓	5-9 6 card Major (can be 5 in 3rd seat)		2/3/4 H,S = P/C; 2NT = Asking 4CL = bid suit in trf; 4D = bid your suit		DOUBLE = PENALTY
2♥	3	✓	10-15HP, (43)15, 4414,4405		2NT = ASKING		
2♠	5	✓	5-9 5S and 4+minor		2NT = ASKING 3c/d= P/C		
2NT			(21)22 - 23 HP		3CL = Puppet stayman 3♦, 3♥, = TRANSFER 3♠ = prepared minor bidding		
3♣	5						
3♦	5		natural preempt, 4-11HP, 6+ crd 1e/3e non vuln 0-9hp , 5+crd possible				
3♥	5		2e non vuln 0-9hp against vulnerable, 5+crd possible				
3♠	5						
3NT		✓	1st/2nd GAMBLING any color, 3rd/4th to play			4NT = KEY CARD BLACKWOOD 41 - 30-2 without Q-2with Q 3M/4m : could be asking for aces; first step is not interested in slem	
4♣			NAMYATS, nothing to hide			SPLINTER BIDS	
4♦			NAMYATS , nothing to hide				
4♥			1-2 hand : 4-12 HP, preferring to play himself				
4♠			1-2 hand : 4-12 HP, preferring to play himself				
4NT			Minors (5-5)				