

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 2 =REL F1				
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. 15-18 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. strong NT (14+HCP)		Responses		
2C majors or C		2D - choose		
Vs. PRE-EMPTS				
NEGATIVE, TAKE OUT DOUBLE				
Natural overcalls				
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS				
Natural overcalls, psychics, 2-3C - majors				
OVER OPPONENTS TAKE-OUT DOUBLE				
New suit is NF				
REDOUBLE for penalty				

LEADS AND SIGNALS					
OPENING	SUIT	3rd/5th	Length (attitude)		
LEADS	NT	3rd/5th	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> <u>x</u> x	<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> x <u>x</u>	<u>K</u> x <u>x</u> x <u>x</u>	<u>Q</u> 10 <u>9</u> x	<u>J</u> x <u>x</u> x <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> x	<u>10</u> x <u>x</u> x <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> x	<u>x</u> x <u>x</u> x <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 (S)	E		
	On declarer's lead		2		
	Discarding		2 (S)		E
NT	On partner's lead	2 (S)	E		
	On declarer's lead		2 (S)		
	Discarding		2 (S)		E
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
LAVINTHAL		LAVINTHAL SMITH			
SPECIAL FORCING PASS SEQUENCES					

NAMES OF PLAYERS:			
Jüri Aava			
Vahur Kurig			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
STRONG CLUB			
RESPONSES: 1NT - NF		2 OVER 1 - F	
ARTIFICIAL STRONG 1♣		Respons natural	
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE			
OPENINGS	DESCRIPTION		
1 ♣	16+ HCP any, 20+ HCP balanced		
1 ♦	10-16 HCP, no 5-card major		
2 ♣	Precision		
2 ♦	multi		
2 ♥, ♠	6-11 HCP,		
2NT	18-19 HCP		
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
MICHAELS			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES			
NEGATIVE, 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
1 ♣	x	0	4 ♠	16+ HCP any distribution 20+ HCP balanced	1 ♦ 0-7 HCP 1 ♥ 5+ card, 7+ hcp 1 ♠ 5+ card, 7+ hcp 1 NT 7-10 or 14+ hcp, balanced 2 ♣ 5+ card, 7+ hcp 2 ♦ 5+ card, 7+ hcp 2 ♥ ♠ 4-7, 6+ suit AE or KE 2 NT 11-13 hcp, balanced 3 ♣, ♦, ♥, ♠ 0-10 7+suit	jump forcing after partners 1D-1NT is 20-21p opener 2C is natural	
1 ♦	x	1	4 ♠	10-16 HCP, no 5 card in major	1 ♥ ♠ 5+ HCP, 4+ card 1 NT 6-10 HCP, balanced 2 ♣, ♦ 9+HCP, 4+suit 2 ♥ ♠ GF, good suit, 1-suiter, slam interest 2 NT 10-12 HCP, invite 3 ♣, ♦ GF, good suit, 1-suiter, slam interest 3 ♥ ♠ 0-8, 6+suit	after opener other major or 1NT - 2C is gadget 2M - 4 card and 6(5) card in D, max after partners 1M or 1NT 2C is both minors min 4-5	2D-min no 3cM, 2M-3cmin, other 2M- max 3cM, 2NT max, no 3cM
1 ♥ ♠		5(4)	4 ♦ (4♥)	10-16 HCP, 5+ card	1 ♠ 5+HCP, 4+suit 1 NT 6-10, no 3-card support 2 ♣, ♦ 9+HCP, 4+suit 2 ♥ ♠ 3 card support, 4-10 HCP other M with jump 13+HCP, 6+suit 2NT 3+ support, Game invitation 3 ♥ ♠ 0-7 HCP, 3+ support 3 ♠, 4 ♣, ♦, ♥ Splinter, 3-4 controls, 4(3)+ support	drury for 3. 4. hand opening and for all overcalls, 2D-min	no drury oponent suit is Game invitation
1 NT			n/a	15-17 HCP, balanced 5 card suit possible 6-card minor possible	2 ♣ GF, asking for 4,5-card puppet stayman 2 ♣, ♥ Jacoby transfers 2 ♠ transfer to club or invite 2 NT transfer to diamond 3 ♣, ♦ 5-7, 6 card suit with two top honours 3 ♥ ♠ 5-7 6 card suit with 2 top honours	1NT-X-RD- penalty, 1NT-X-p-forcing to RD jump is max, min 3 cards 3C stronger 3C stronger	1NT-2C-2D- at least 1 4cM, 1NT-2C-2H;S -5c suit 1NT-2C-2NT-no 5 or 4 cM 1nt-2C-2NT-3H;S is Smolen
2 ♣	x	5	5	precision	2 ♦ relay 2 ♥ ♠ NF 3 ♣, ♦ NF	2H;S-5C+4M, 2NT- max 6cC, 3C-min 6cC, 3M- supermax 4M+6(5)C	
2 ♦		0		1 major 6-10 HCP, bad suit, better than Q,10,...or 22-23 bal	2 NT relay- answers 3C-5H min, 3D-5S-min, 5H- 6H-max, 3S-3Smax, 3NT-22-23	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
2 ♥ ♠		6		6 cards (5) weak, good suit	2 NT relay	CUE-BID, SPLINTER, JOSEPHINE, ROMAN KEY CARD BLACKWOOD	
2 NT				18-19 HCP, same as 1NT, good hand	3 ♣ puppet stayman 3 ♦, ♥ transfers	LIGHTNER, DOP-ROPI, EXCLUSIVE BLACKWOOD	
3 ♣, ♦		6		3-7, 6+card	natural F1		
3 ♥ ♠		6	n/a	3-7, 6+ card	natural F1		
3 NT	x		n/a	7 card minor(major rear) - AKExxxx		NAMES OF PLAYERS	
4 ♣, ♦				9...9,5 tricks in major		Vahur Kurig - Jüri Aava	
4 ♥ ♠		6		7...9 tricks in play			