

Defense Overcalls 6-15+ HCP, 4-crd possible Responses Cuebid shows game interest New suit not forcing Fit jumps/Weak jumps In balancing position suit not necessarily solid	Conventions III: Defensive conventions Ghestem cuebid Lowest + highest suit 2NT Lowest suits 3♣ Highest suits	Conventioncard  24776 Leen Coosemans 23063 Paul Brouwer 8-Sep-16
Jump overcall in general weak (4-10 HCP) probably stronger vulnerable/in sandwich	constructive (max 5 losers) with unpassed partner and/or vulnerable	System summary (Pre-alert)
1NT Overcall (15)16-18 HCP Responses as if opened (10)11-14+ HCP Balancing Responses as if opened little stronger on high suit	Leaping Michaels after all kind of preempts i.e. after (transfer) preempts, inv.minors, Lucas two, etc. <u>after a minor</u> 4♣ other minor + major 4♦ asks for major 4♦ both majors	Openings Minors 3+-crd, preference for clubs Majors 5+-crd, 1NT forcing, 2/1 GF 1NT 14-16 (11-13 not vulnerable) slightly unbalanced possible 2♣ and higher bids are artificial Opening leads Parity (high=even) Kantar AQ for count K for attitude
Take out double standard 11+ HCP, balancing 9+ HCP Standard responses	<u>after a major</u> 4♣ clubs and the other major 4♦ diamonds and the other major 4NT minors	Style Competitive Flexible (in range and distribution) Psychs possible, probably with fit
Special competitive bids 1NT in the sandwich take out based on distribution Fit jumps to a lower suit/Weak jumps to a higher suit 2NT after partners double on 2 level (max 7 HCP) (Lebensohl)	DONT against 1NT own suit X 2♣ ♣ and another suit 2♦ ♦ and a major 2♥ both majors 2♠ natural constructive modification against weak NT DONT but constructive	Signals High is encouraging (lead) High is even (discarding) Lavinthal
Conventions IV: Slem bidding	Defense against strong club openings. 2♣ ♣ and another suit 2♦ ♦ and a major 2♥ both majors 2NT both minors rest natural	Leads and signals
RKCB 4130 (6 keycards with 2 suited hands) 5♣ 1 or 4 keycards 5♦ no or 3 keycards 5♥ 2 (or 5) keycards without the queen of trump 5♠ 2 (or 5) keycards + trump queen 5NT even number of keycards + void 6 odd number of keycards, void in suit 6 trump odd number, void higher than trumpsuit Asking for the Q (cheapest bid outside trump suit) lowest bid in the trump suit denies the queen Other suit promises the king 5NT promises 2 Kings jump in the trump suit denies Kings	Doubles Artificial doubles Negative double Lightner double Support double Cooperative (optional) double Responsive double Strength showing double Protective double Anti-double Penalty doubles After a high level opening in the direct seat 2♦-(2♥)-X After a 2 over 1 sequence in any seat 1♥-(p)-2♣-(2♦)-X Revealing a psyche in a major after a take out double on 1 level (1♣)-X-(1M)-X After partners double on a Multi (2♦)-X-(.)-X Every double after 1..-(X)-XX	Opening leads A asks for count K asks for attitude Q asks for count and for deblocking the J J top of nothing 10 top of nothing or J + not adjacent honor 9 top of nothing or 10 + not adjacent honor high even (flexible, highest without spoiling) low odd Subsequent leads small is encouraging Signals in trump trump echo Signals on partners lead high = encouraging Declarer's lead/Discarding small = odd high = even (flexible, highest without spoiling) Other Signals Lavinthal
Answers Suits mentioned before RCKB with 4 Keycards No suits mentioned 5 level 4-crds up 6 level 5+-crds up	Quantitative (not agreed about trump suit) 4NT Slam try 5NT Grand slam try forcing till 6NT	Slem approach
take out at 6 level 1st seat X = 2 defensive tricks pass = 0/1 defensive trick 3rd seat pass = 2 defensive tricks X = 1 defensive trick	Slem Conventions RCKB 4130 Mixed controls Splinters Serious 3NT	DEPO Quantitative Exclusion Blackwood Forcing pass

Openings					Conventions I: No competition	
Call	Length	Description	Subsequent action	Modifications		
1♣	3+-crd (3+-crd♦ possible)	10-18+ HCP	T-Walsh, inv. minors, double 2 jump shifts 6-9 HCP	Rubensohl	T-walsh (after opening 1♣)	
1♦	3+-crd	10-18+ HCP	inv. minors, double 2 jump shifts 6-9 HCP	Rubensohl	1♦ transfer for ♥	
1♥	5+-crd	10-18+ HCP	1NT forcing, 2/1 GF, double 2 Bergen raises, Drury	Truscott	1♥ transfer for ♠	
1♠	5+-crd	10-18+ HCP	1NT forcing, 2/1 GF, double 2 Bergen raises, Drury	Truscott	1♠ transfer 1NT (3+-crd♦)	
1 NT	"Balanced" (singleton possible)	11-13 not vul. 14-16 vulnerable	(weak) Stayman, Jacoby Smolen, fragment bids	Rubensohl Swine	1NT constructive	
2♣	Multi	a)5+-crd♦ max 11 HCP b) 6+-crd game try c) "Bal." 19-20 HCP d) "Bal." 21-22 HCP e) "Bal." 25-26 HCP f) "Bal." 27-28 HCP g) 6-crd (not solid) FG g) 2 suiter FG	2♣-2♦-pass 2NT ASK rebid on 3 level direct rebid of 2NT delayed rebid of 2NT direct rebid of 3NT delayed rebid of 3NT repeating suit altering suit	3♦ weak/weak 3♣/3♥/3♠ positive 3NT solid♦ via 2♣-2♦-2♥-2♠(relay) via 2♣-2♦-2♥-2♠(relay) via 2♣-2♦-2♥-2♠(relay) or 2♣-2♦-2♠-2NT(relay)	2 way checkback stayman (after 1 over 1 over 1)	
2♦	Multi	a) weak 6-crd ♥/♠, max11 HCP (5-crd♥ possible!) b) 6+-crd (solid) FG c) "Bal." 23-24 HCP d) "Bal." 29+ HCP	2♥/2♠/3♥/3♠ convertible 2NT ASK 4♣ asks to bid major in transfer 4♦ asks to bid major	3♦ weak/weak 3♣/3♥/3♠ positive 3NT solid♦ via 2♣-2♦-2♥-2♠(relay) via 2♣-2♦-2♥-2♠(relay) or 2♣-2♦-2♠-2NT(relay)	2♣ weak with ♦ or game try 2♦ forcing to game "balanced" 2NT weak with ♣ or strong with ♣ 3 level forcing to game, "unbalanced"	
2♥	Majors	weak ♥ + ♠ max 11 HCP	2NT ASK 3♣ min 3♦ max no pref	3♥ max with ♠ 3♠ max with ♥	1st bid after 2/1 gameforcing e.g. 1♥-2♣	
2♠	5+-crd	weak, no 4-crd♥ max 11 HCP	2NT ASK 3♣ conv.	3♥ max 3+-crd ♣ 3♠ max 3+-crd♦	2♦ 4+-crd no extra values 2♥ catchall, 5-crd possible, now 2NT is relay 2♠ reverse 4-crd, no extra values 2NT balanced extra values 14+ HCP 3♣ extra values possible 3 level 4+-crd extra values jump 5+-crd extra values 3♥ solid suit extra values 3NT weak 11-12/13 HCP	
2NT	Two way	a) preempt ♣ (6+-crd)	4 level shows 6+-crd minor		1♦-2♣-2♦ 5+-crd minimal or missing stopper	
3♣	Two way	a) preempt♦ (6+-crd) b) 2-suited hand with♦	new suit on 3-level is forcing 3NT is to play		Special sequences after 1NT forcing	
3♦	Two way	a) preempt♥ (6+-crd) b) 2-suited hand with♥	new suit on on 4-level is an advanced cue		1♥-1NT-2NT suit on 3 level is transfer 1♥-1NT-2♣-2♠ support 11-12 HCP 1♥-1NT-2♥-2♠ inviting with both minors 1♥-1NT-3NT FG with 6+-crd	
3♥	Two way	a) preempt♠ (6+-crd) b) 2-suited hand with♠			Fragment bids after opening 1NT	
3♠	Minors	♣+♦ 2 suiter GF	3NT/ 4♥/4♠ is to play		1NT-3♥ 31(45) GF 1NT-3♠ 13(45) GF 1NT-3♣ xx45 slemtry 1NT-3♦ xx54 slemtry	
3NT	Gambling	Closed minor 7/8-crd	4♣ is convertible		Conventions II: Over competition	
4♣	Two way	a) preempt♣ (7+-crd) b) NAMYATS with♥	one over one asks for side A or K one over one = negative		Rubensohl after intervention on 1NT	
4♦	Two way	a) preempt♦ (7+-crd) b) NAMYATS with♠	suit = A 4NT=K 5♣ Asking (trump for K in ♣)		2 level to play 2NT..3♥ are transfers (5+-crd, limit or better) transfer cue is stayman 3♠ game forcing, without stop	
4♥	7+-crd	preempt♥			Swine (After 1NT-(X) for penalty)	
4♠	7+-crd	preempt♠			2♣ ♣+♦ 2♦ ♦+♥ 2♥ ♥+♠ 2♠ ♠+♣ often with 5-crd ♣ XX 5+-crd asks for 2♣ (convertable) pass asks for XX pass business 2♣ ♣+♥/♠ 2♦ ♦+♠	
					Niemeijer (after showing a balanced hand on 2 level)	
					3♣ asks for 4 or 5 card major 3♦ 5+-crd♥ accepting promises fit 3♥ 5+-crd♠ accepting promises fit 3♠ promises both minors 3NT no interest 4♣ better clubs 4♦ better diamonds 4♣ one suited hand with sleminterest 4♦ one suited hand with sleminterest	
					Drury after opening 1M (3rd/4th seat)	
					1♠ 2♣ 3+-crd support 2♦ solid, not game forcing, no splinter 2♥ weak 2♠ sign off 2NT sleminterest no splinter 3.. splinter, not gameforcing 3♠ slem interest with splinter 2♦ 5+-crd, 9-11 HCP 2♥ 5+-crd, 9-11 HCP 2♠ constructive 2NT 2 suiter in the minors 9-11, HCP	
					Smolen (after 1NT-2♣-2♦)	
					3♥ 4-crd♥ and 5+-crd♠ 3♠ 4-crd♠ and 5+-crd♥ After 3NT show extra length by transferring on 4 level 1NT-2♥-2♠-3♥ shows the game forcing 55xx	
					Weak and limit hands	
					1NT-2♣-2♦ 2♥ weak with 45xx (weak 54 via transfer spades) 2♠ limit with 54xx or 55xx 1NT-2♦-2♥-2♠ limit with 45xx 1NT-2♥-2♠-3♥ shows the game forcing 55xx	
					Rubensohl (after intervention on a minor)	
					2 support ... cuebid-1 are transfers (5+-crd, 8+ HCP) transfer cue = inverted minors without stop cuebid = inverted minor with stop	
					Truscott (after 1♥(/♠) X)	
					XX 9+ HCP (tendency misfit) 2♥ 3+-crd support, weak 3♥ 4+-crd support, weak 4♥ 5+-crd support, weak 2NT limit raise or better new suit forcing jump not forcing	