OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0		16+HCP, every distribution	1♦ = 0/5HCP, 1♥ = 6/8HCP, 1♠ = 9/11HCP, …	after 1♣ - 1♦ 1♥ = JO-convention ➔	1♠ = 9/10HCP,
						1♠ = MIN, rest = MAX	1NT = 11HCP
1♦	√	0	2♠	11/15HCP, no 5cM	1x/2x = NF, 2M = GF, 1NT = 6/10HCP,	after 2♣: 2x = MIN, 2NT/3x = MAX	
					2♣ = F1(R)		
1♥	-	5	2♠	11/15HCP, natural	1♠/2x = NF, 1NT = 6/10HCP, 2♠ =GF,	after 2♣: 2x = MIN, 2NT/3x = MAX	
					2♣ = F1(R)		
1♠	-	5	2♠	11/15HCP, natural	2x = NF, 1NT = 6/10HCP, 2♣ = F1(R)	after 2♣: 2x = MIN, 2NT/3x = MAX	
1NT	-	-	-	15/16HCP balanced	STAY (weak, no 4cM needed)	NAT	after interv.: LEBENSOHL
				(5c major possible)	4way transfer bids		after DBL: see note 1
					4♦ = 5/5 major		
2♣	√	0	-	11/15HCP (4441 or 4450)	2♦ = F1(R), 2x NF, 2NT = GF	after 2♦ : 2x = wk short suit, 2NT= wk short suit m,	
						3x = max short suit	
						after 2NT: 3x = short suit	
2♦	√	0	-	(a) weak with 6+c major	2♥ =weak relay, 2♠ with support ♥	pas/2♠ = (a) – 2NT = (b)	
				(b) 25+HCP balanced	2NT = strong relay	see note 2	
					3♥ - 4♥ = P/C		
2♥	√	5	-	weak 5c(♥/♠) + 4+c minor	2NT = strong relay	see note 3	
2♠				(Muiderberg)	3♣ = P/C - 3♦ = game tray – 3(♥/♠) = weak-		
					4(♥/♠) = to play		
2NT	√	-	-	11/15HCP with 5+/5+ min	nat		
3x	-	7	-	preemptive	new suit = forcing 1 round	natural	
3NT	√	7	-	gambling w/o outside stop			
4♣	-	7		Preemptive	natural		
4♦	-	7		Preemptive	natural		
						HIGH LEVEL BIDDING	
						CUE – SPLINTERBIDS	
4♥		7+		Preemptive	natural	ROMAN BLACKWOOD 03/14/2c/2d	
4♠		7+		Preemptive	natural		

01.07.2010

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

natural – responses : natural

1NT OVERCALL (2nd/4th Live. Responses; Reopening)

2nd: 15/17HCP BAL. – responses: SYSTEM ON

4th: 10/12HCP or 15/17HCP BAL. – responses: SYS ON

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJO (always 6c) – responses: natural

2NT = 2 lowest suits – responses: natural

DIRECT AND JUMP CUE BIDS (Style; Responses)

see note 4

vs. NT (vs strong/weak; Reopening; Passed hand)

MULTI LANDY

vs. PREEMPTS (Doubles; Cue-Bids; Jumps; NT-bids)

Natural

vs. ARTIFICIAL STRONG OPENINGS

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

No changes

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd	3rd
NT	4th	4th
Subseq		

LEADS

Lead	vs. Suit	vs. NT
Ace	AKx, AKJx, AQJx, Ax(x)	AKx, AKJx
King	AK, KQ, KQB(x), KQT(x)	AKJT(x), KQJ(x), KQT(x)
Queen	QJ, QJx(x), QJT(x)	KQT9(x), QJT(x), QJ9(x)
Jack	JT, JTx(x), JT98, Jx	JT9x(x), JT8x(x)
T	Tx, T9(x)	AJT(9)x, KJT(9)x, T9xx
9	9x, 98x(x)	AT9x, KT9x, QT9x, 98xx
Hi-X	Sx, xSx	Sxxx(x)
Lo-X	Kx(x)S, Qx(x)S, Jx(x)S	Axx(x)S, Kxx(x)S

SIGNALS IN ORDER OF PRIORITY

		partners lead	declarers lead	discarding
suit	1	Hi = ENCRG	Count	Italian
	2			
NT	1	Hi = ENCRG	Count	Italian
	2			

LAVINTHAL

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

CLASSICAL (can be weak) ; natural; can be weak

SPECIAL ARTIFICIAL AND COMPETITIVE (RE)DOUBLES

negative double till 2♠

rebouncing double

lead direct double after artificial bids by opponents

_W B F_
CONVENTION CARD

Category: RED
NCBO: BELGIUM

Players: René Laenen   [12112]
              Louis Soontjens   [16467]

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

STRONG CLUBS

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣:	16+HCP, every distribution
1♦:	11/15HCP, no5cM
2♣:	11/15HCP, 4441 or 4450
2♦:	MULTI
2♥/2♠:	MUIDERBERG
2NT:	11/15HCP, UNUSUAL
3NT:	GAMBLING

SPECIAL FORCING PASS SEQUENCES

after RDBL: PAS = forcing 1 round

D0P1 – R0P1

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: NEVER

NOTE 1

partner	opponent	answer	explanation
1NT	db	2♣	= 4c⁺♣ + 4c⁺♦
		2♦	= 4c⁺♦ + 4c⁺♥
		2♥	= 4c⁺♥ + 4c⁺♠
		2♠	= 4c⁺♠ + 4c⁺♣
			with a 4/3/3/3-distribution we may bid the lower suit
1NT	db	pas	= ask partner to rdbl, hereafter:
			2♣ = 4c⁺♣ +4c⁺♥
			2♦ = 4c⁺♦ + 4c⁺♠
			pas = strong hand
1NT	db	rdbl	= asks partner to bid 2♣, hereafter
			pas = long suit ♣
			2♦ = long suit ♦
			2♥ = long suit ♥
			2♠ = long suit ♠

NOTE 2

partner	we	rebid partner + explanation
2♦	2NT	
		3♣ = (a) minimum with 6c♥
		3♦ = (a) minimum with 6c♠
		3♥ = (a) maximum with 6c♠
		3♠ = (a) maximum with 6c♥
		3NT = (c) with 25⁺HCP

NOTE 3

partner	we	rebid partner + explanation
2♥	2NT	
		3♣ = minimum with 4c♣
		3♦ = minimum with 4c♦
		3♥ = maximum with 4c♣
		3♠ = maximum with 4c♦
		3NT = 5c♥ + 4c♣ + 4c♦
2♠	2NT	3♣ = minimum with 4c♣
		3♣ = minimum with 4c♣
		3♦ = minimum with 4c♦
		3♥ = maximum with 4c♣
		3♠ = maximum with 4c♦
		3NT = 5c♠ + 4c♣ + 4c♦