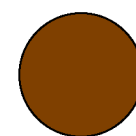




CONVENTION CARD



OVERCALLS - General Style **as opening bids**  
 Responses **as opening bids**

OPENING LEADS	SUIT	3rd/5th:	4th:	Attitude: <b>yes</b>	Rusinow:
		Others			
	N.T.	3rd/5th:	4th: <b>rarely</b>	Attitude: <b>yes</b>	Rusinow:
		Others			

IN BAL POS. **same**  
 Responses **same**

SUBSEQUENT LEADS **same**

**BBF** **Nierinck Nicole 12580** **Cornelis Tom 19600**  
 NCBO NAME OF PLAYER NAME OF PLAYER

TAKE-OUT DOUBLE - General Style **opening values, support unbid suits**  
 Responses **NAT**

Circle opening leads vs no-trumps  
 Underline leads against suit contracts if different

SAME LEADS IF OUR SIDE SHOWED SUIT	
YES	NO

IN BAL POS. **same**  
 Responses **NAT**

AK	KQ	QJ	J10	10x
AK x	KQ x	QJ x	J10 x	109
AK J x	KQ x	QJ 10 9	J10 9 8	109 x
AK J 10 x	KQ J x	KQ 10 x	KJ 10 9	98 x

1NT OVERCALL Responses Other Meanings  
 2nd pos. **15-18** **cue-bid = Stayman, others NAT** **weak w/ 7-card suit**

AK J x	KQ J x	KQ 10 x	KJ 10 9	98 x	x x
AQJ x	KJ 10 x	KQ 10 9 x	K 10 9 8		xx x

4th pos. **10-13** **same**

A J x	K x	Q x	J x	10 x	x x x
K J x	K x	Q x	J x	10 x	x x x

JUMP OVERCALL WEAK INTERM STRONG 2 SUITER

K x x	K x x	Q 10 9 x	J x x	10 x x x	x x x x x
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OTHERS 2M: 9-11, 6+ 3m: 10-12, 6+ 3M: 12-13, 7+

SIGNAL WHEN FOLLOWING SUIT OR DISCARDING  
 USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS  
 D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE  
 BRACKET THE SIGNALING SYMBOL WHEN RARELY USED

UNUSUAL NT **16+**, at least 5-5 in unbid suits  
 Responses **NAT**

CARDS	HIGH	LOW	ODD	EVEN
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DIRECT CUEBID STYLE **11-15, at least 5-5 in unbid suits**  
 Responses **NAT**

SUIT	On partner's lead	E	D		
	On declarer's lead	(2)(S)	(1)(S)		
NT	On partner's lead	E	E		
	On declarer's lead	(2)(S)	(1)(S)		

VS. NT Responses  
**2♣: both M** **NAT**  
**X: strong** **NAT**  
**others: NAT** **NAT**

SIGNALS IN TRUMP SUIT OTHER SIGNALS

VS. PREEMPTS **NAT**

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS are treated as natural opening bids

1♣-(1♦/1♥)-X: 5-6 hcp  
 1♣-(1♠)-X: 7-8 hcp  
 1♦-(1♠)-X: 4-card ♥ suit

OVER OPPONENTS TAKEOUT DOUBLE  
 XX = hcp with opposition and no game interest

SPECIAL FORCING PASS SEQUENCES

SYSTEM SUMMARY: GENERAL APPROACH AND STYLE  
**strong club**  
**4-card majors, 1♠ with 4-4 M**

RESPONSES: 1NT **NF NAT** 2 OVER 1 **ORF**

ARTIFICIAL STRONG 1♣ Response Style **HCP**

CANAPE: OPENING ALL STRONG SPECIAL  
 RESPONSES HANDS HANDS SEQUENCES

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE

OP.1 1♣ 17+ hcp  
 OP.2 1♦ 10-13, 2+♠2+♥2+♦1+♣, no 9x doub ♦/♥/♠ or weaker

OP.3 1NT 13-16 BAL or weak with (7)8 card suit  
 OP.4 2m 13-16, 5+m  
 OP.5 2M 9-11, 6+M  
 OP.6 2NT 11-15, at least 5-5 both m  
 OP.7 3M 7-8 or 12-13, 7+M  
 OP.8 3NT solid m + stopper

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

CB. 1 **BROWN: 1♦ overcall = same as opening**  
 CB. 2 **BROWN: 1NT overcall = same as opening**  
 CB. 3 **vs. 2♦ multi: 2M = T/O over that M**

CB. 4  
 CB. 5  
 CB. 6

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS: OPENINGS **extremely rare** OTHER **very rare**

PENDING	TICKET	ARTIF	MINOR OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
						(Including modifications over competition)		
PASS								
1♣	✓	0			17+ hcp	1♦: 0-6, 1♥: 7-8, 1♠: 9-11, 1NT: 12-14, 2♣: 15+ jump shift: 3-4, 6-card suit or longer 2NT: 9-11, any 4-4-4-1 (R)DBL up to and incl 1♥: 5-6 or no alternative DBL on 1♠: 7-8 or no alternative 2♣ or higher without jump after intervention: FG, 5+	1♥: re-asks strength (1♠: 0-4, others: 5-6 NAT) 1♣-1♦-1♥-1♠-2NT: re-asks strength (3♣: 0-2, others; 2-4 NAT) 1♣-1♦-1♥-1♠-2NT-3♣-3♦: asks for major 2NT with jump: any 4-4-4-1 (3♣: asks => 3NT: ♣, others: that sin) jump shift after 1♦/1♥/1♠: minimum with solid suit jump shift after 1NT/2♣: 4-4-4-1, that sin; 1♣-2♣-3NT: (4-4-4-1)	
1♦	✓	2			10-13 hcp, 2+ ♠, 2+ ♥, 2+ ♦, 1+ ♣ no 9x doub ♠/♥/♦ or weaker usually at least 9 hcp in ♥/♦/♠ not as strict in 3rd/4th seat	2♣: artificial one-round forcing 2NT: artificial gameforcing others: NAT, DBL on 1♠: 4-card ♥ suit, others penalty	NAT, 2NT: 12-13 BAL (3♦ Stayman), 3♣: 12-13 (4-4-4-1) 3♦: 10-11 5♦5♥, 3♥: 10-11 5♥5♠, 3♠: 10-11 5♠5♦ 3♣: singleton, 3X: 5+, 3NT: BAL	
1M		4			(11-12)13-16 with 4-4 M => 1♠ 5m4M possible if weak minor suit	1NT: 6-9 BAL, 2 over 1: forcing, 6+ hcp 2NT: 12-14 BAL, jump shift: 6-9, 6+ with 2+ support	rebid jump new suit = 15-16 with 5-5 or better	
1NT	✓				13-16 BAL or weak with any (7)-card suit	2♣: weak Stayman, possibly no 4M 2♦/♥/♠: to play, 3♠/♦/♥/♠: FG, 5+ 2NT: slam try DBL by opener over RHO: 16 hcp with strong opposition	2NT: 16 hcp with 3-card support 3NT: 13, others: lowest 4-card suit with 14-16 any jump by opener: weak	
2m		5			(12)13-16 hcp	2NT: 10-11 BAL, no 4M 2♦: no 5+ M unless 6+♦ 2♣-3♦ and 2m-3M: FG, 6+M	2NT rebid = MAX, 5332/5422/6322	
2M		6			(8)9-11(12) hcp	2NT: asks for feature and min/max new suit NF		
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)								
2NT	✓				11-15, at least 5-5 both m	3M asking (3NT: M doub, other M: 3-card suit)	4♣ if not natural: asks for kings (4♦ = 0/3, 4♥ = 1/4, 4♠=2)	
3m		6			10-12	new suit forcing; 3♦: asks for 3-card M suit	4♦ if not natural: asks for weakness (4NT = no weakness, other = weak suit)	
3♥		7			7-8 or 12-13 hcp	3♣ asks for strength (4♥ = 7-8)	4NT asks for aces: 5♣ = 0/3, 5♦ = 1/4, 5♥ = 2, 5♠ = 1 + ♠ void, 5NT = 2 + void	
3♠		7			7-8 or 12-13 hcp	4♣ asks for strength (4♠ = 7-8)	5NT asks for kings or queens (kings: 6♣ = 0/3, 6♦ = 1/4, 6♥ = 2; queens: 6♠ = 0 or ♣, 6♦/♥/♠ = that queen, 6NT: 2)	
3NT	✓				Gambling with stopper		splinter bids with once ace outside the trump suit, unless splinterer has been limited	
4♣		8			NAT PRE			
4♦		8			same			
OTHERS		8			same			