

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	Other Meanings
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

CONVENTION CARD		
Arts Geert		16082
Steve De Roos		21304
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 ARTIF-ICIAL	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	1H : relay, 1NT : GF	transfer bids
					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		
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		Transfer bids
					2D = INVERTED,2NT=11HP, 3D=4-8HP		
1♥,♠	5		10-15HP	4♦	1NT = FORCING	2♣, 2♦ = LONGEST MINOR	
					2NT = GAME FORCING	3♣ = single: 3D void	
					2♣= GAME FORCING C or min limit support M		RUBENSOHL after interference :
1NT	2		Non-vul,1/2hand, (10)11-13 HP		2♦, 2♥,2♠,2ZT = TRANSFER		Transfers
			Vuln (13)14-16 HP; vuln3/4 15-17HP		3♣♦= (54) 3♥♠ = 4-card GF		
			Non-vul,3/4hand, (9)10-14HP				
			Can be irregular				
			(5+ card major, 6+ card minor possible)				
2♣	5		10-15HP 6-crdC or 10-15 5crdC+4crd M		2♦ = RELAY		DOUBLE = negative
			3 hand 5332 possible and/or 6-11HP		REST = natural at least inviting, 3c : weak non inviting		
2♦		✓	5-9 6 card Major		2/3/4 H,S = P/C; 2NT = Asking		DOUBLE = PENALTY
			(can be 5 in 3rd seat)		4CL = bid suit in trf; 4D = bid your suit		
2♥	3	✓	10-15HP, (43)15, 4414,4405		2NT = ASKING		
2♠	5	✓	5-9 5S and 4+minor		2NT = ASKING		
					3cl/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			SLAM APPROACH AND CONVENTIONS	
3♥	5		1e/3e non vuln 0-9hp , 5+crd possible				
3♠	5		2e non vuln 0-9hp against vulnerable, 5+crd possible			4NT = KEY CARD BLACKWOOD 41 - 30-2 without Q-2with Q	
3NT		✓	1st/2nd GAMBLING any color, 3rd/4th to play			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)				