

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
Style: aggressive; Resp.: below cuebid: new suit RF	
jump shift = fitbid; raises = pre	
Reopening: standard; Resp: natural, no transfers	
After opps overcall: Over 1♥/♠: Raise=PRE; Cue=4-card fit, INV ⁺	
new suit RF (jump shift = fitbid). Over 1♣/♦: 3♣/♦ = INV;	
new suit as over 1M; cue-bid = strong, asks for shape, jump shift = wk	
INT OVERCALL	
2 nd : 15-18; resp.: SYSON over 1m, TRFs & cue = Staym. over 1M	
Modified Rebensohl after overcall; as over 1NT open. after penalty dbl	
4 th : 11-14 (2NT=17-19): responses as over 1NT opening	
(1♣) pass (1♥) 1NT = (5)6/4 ♦/♠; 2♣ = 5/5 ♦/♠	
JUMP OVERCALL	
PRE, except: (1♣) - 2♦, (1X) - 3♣ (see Michael's cue-bids	
under « special bids »)	
(1X) - 2NT 2-suiter, two lowest suits	
4 th : good 6-card suit, 12-14; 2NT = 17-19 BAL	
DIRECT AND JUMP CUE-BID	
(1♣) - 2♣ natural; (1♦) - 2♦ = ♥+♠; (1♥/♠) - 2♥/♠ = ♣+♠/♥	
1x - 3x: asks for stopper to play 3NT (except 1♣-3♣)	
4 th : 2-suiter: over (1♣/♦): ♥+♠, over (1♥/♠): ♠/♥ + minor	
DEFENCE VS. NT	
Multi: destructive over strong NT, constructive over weak NT	
2♣ = both majors; 2♦ = one major; 3X = NAT preemptive	
2♥/♠ = 5+ ♥/♠ & 4 ⁺ in a minor; (1NT _{weak}) p (2X) Dbl = 14 ⁺ , any	
2NT = minors; Double = 5 ⁺ m + 4 M vs. strong; 14 ⁺ any vs. weak	
4 th : same (weak NT = minimum is 13 or lower)	
DEFENCE VS. PREEMPTS	
Take-out double up to 3♣; (2♥/♠) - 4m = 2-suiter ♠/♥ + m	
(2M) - 3M = ♣ + ♦; (2M)-[pass-(pass)]-Dbl-(pass)-2NT Lebensohl	
(2M) - 2NT = 16-18 → transfers, cue-bid = Stayman	
Vs. 2♦ Multi: Dbl=13-16 BAL or any 17 ⁺ ; 2♥/♠/3x=natural, 11 ⁺	
After pass: Dbl=T/O; 2NT = minors, competitive; 3x = competitive	
DEFENCE VS. ARTIFICIAL STRONG OPENINGS	
Suction, also after ART relay, at all levels / any opening promising /	
NT bids: 2-suiter ♠+♦ or ♥+♣ / 16 ⁺ HCP /	
Dbl = suit above or 2 remaining suits	
OVER OPPONENTS' TAKE-OUT DOUBLE	
Over 1M: 2/3M =5-9, 3/4 card-fit, 2NT = 4 card-fit, 10 ⁺ ;	
jump shift = fitbid; 1x = RF; 2x =NF	
Over 1m: inverted Truscott, 1x = RF, 2x = NF, jump shift = fitbid	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3 rd /5 th , Ace from AK	HxX/Xxx if raised	
NT	4th; A/Q asks for att, K unbl./ct	3 rd /5 th	
Subseq	Attitude		
Other	Inverted present count		
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx (+)	AKx(+), attitude	
King	AK, KQx(+)	Unblock / Count	
Queen	QJ(+)	KQ(10/9)(+), QJ(10/9)(+)	
Jack	Jx, J10(+), KJ10(+)	J10(9/8)(+), (A/K)J10(+)	
10	10x, 109(+), (K/Q)109(+)	(A/K/Q)10/9(+), 109(8/7)(+)	
9	9x		
High x	Xx	xXx, xXxx, (Xxxx)	
Small x	(H/x)xX(+), (H/x)xxxX	HxxX(+), xxxXx(+), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = Positive	High = Odd	Low = Positive
2	(High = Odd)		(High = Odd)
3			
NT 1	Low = Positive	High = Odd	Low = Positive
2	(High = Odd)	Lavinthal	(High = Odd)
3			
OTHER SIGNALS (including trumps)			
Smith, (high = positive), inverted for opening leader			
High/low in trump suggests ruff, otherwise suit preference			

DOUBLES	
TAKE-OUT DOUBLE	
Style: standard	
Responses: 1NT=8-11; Jump = 8-10; Double jump = 9-11, 5 cards	
Cue-bid only RF bid, but does not promise rebid	
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
Support Double & redouble (3 cards), max overcall double	
Responsive double up to 3♣; negative double up to 4♣;	
(1M) - Dbl - (2/3M) - Dbl denies 4 cards in OM.	
1♣ (1♥) Dbl = 4 ⁺ ♠, 1♠ = 3- ♠; 1♦ (1♥) Dbl = 4 ♠, 1♠ = 5 ⁺ ♠	
1♣ (1♦) Dbl = 4 ⁺ ♥, 1♥ = 4 ⁺ ♠, 1♠ = 3- ♥, 3- ♠	
(1X) 1/2Y (2/3X) Dbl = negative	
(1X) 1/2Y (2/3Z) Dbl = negative	

CONVENTION CARD	
Laurence Duc - Stephan Magnusson	
Switzerland	Version 6.7 - August 2024

Category : GREEN

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card major	
1♣ NAT UNBAL or any 12-14/18-19 BAL; 1♦ 4 ⁺ ♦, UNBAL	
Inverted minor raises; 1NT RF over 1♥/♠	
1♥/♠ - 2NT = 4-card support, GF, may have a singleton	
Drury with fit in 3 rd /4 th	
4th suit RF	
1NT 15-17, 5-card major possible, 6-card minor possible	
Unusual vs. Unusual	
Transfers over 1♣ opening	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♣ any game force OR 20-21 BAL	
2♦ Multi, weak in a major OR 22-23 BAL OR minor 1-suiter stron	
2♥/♠ weak, 5 cards + 4/5 cards in a minor	
2NT Opening: weak 5-5 in minors	
Splinters	
Modified Rubensohl « slow », cuebid = Stayman	
Modified Michael's cue-bids:	
1♣ - 2♦ = ♥/♠, 2SA = ♦/♥, 3♣ = ♦/♠	
1♦ - 2♦ = ♥/♠, 2SA = ♣/♥, 3♣ = ♣/♠	
1♥ - 2♥ = ♣/♠, 2SA = ♣/♦, 3♣ = ♦/♠	
1♠ - 2♠ = ♣/♥, 2SA = ♣/♦, 3♣ = ♦/♥	
Bergen raises - 3♣ 7-10, 3♦ 11-12	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
GF = game force, RF = round force, PRE = preempt, SI = slam try	
BAL = balanced, INV = invitational, NAT = natural, TRF = transf	
PSYCHICS	
rare	

CONVENTION CARD							
OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE AND PASSED HAND BIDDING
pass				0-10/11			
1♣		2	4♣	BAL 11-14/18-19 or UNBAL 4 ⁺ ♣	2/3♣ = 5 ⁺ ♣ 10 ⁺ /5-9 1♦♥ = 4 ⁺ ♥♠, 1♠ = ♦ or BAL 2♥♠ = 5♥+4♠, 5-8/9-11; 3X = splint 2♦ = weak in ♥♠, 6/7 cards (3-7) 1/2NT = BAL 8-10/11-12	1♣ - 2♣ - 4♣ = RKCB; 1♣ - 1♦♥ - 4♥♠♠ = 6♣+4♥♠, single ♦♠♥ 1♣ - 1♦♥: 1♥♠ = 11-14, 2-3♥♠; 1NT/2NT = 18-19, 2-3♥♠ / 17 ⁺ , 4♥♠ 1♣ - 1♦♥ - 1♥♠ - 2♣ = Relay, to play 2♦ or INV; 2♦ = GF relay (ping-pong) 1♣ - 1♦♥ - 1NT: Stayman + TRF 1♣ - 1♥ - 2♣ - 2♦ = RF relay, 2♥ = NAT, 9-12, NF	no inverted minors after overcall Inverted Truscott after double no PingPong after pass
1♦		4	4♣	11 ⁺ , UNBAL, 4 ⁺ ♦, 4 only if 4441	2♦ = 5 ⁺ ♦, 10 ⁺ ; 2♣ = GF 3♦ = 5 ⁺ ♦, 5-9; 3♠ = NAT INV 2M 6+ M, 3-7 / 3M splinter	1♦ 1M -1NT/2♣/2♦ transfers (2♦ NF); -2NT 4 ⁺ M, 17 ⁺ -4♦♥♠ 6♦+4♥♠, single ♣♥♠. 1♣-1♥-1♠-2♣♦ Ping-pong (see above) 1♦ - 2♣ - 2NT = 12-14 /18-19 4441, 3NT 15-17 4441, single ♣	no inverted minors after overcall Inverted Truscott after double no PingPong after pass
1♥		5	4♣	11-22	1NT = RF, 6-15; 2 over 1 GF; 2♥ = 3♥, 7-10; 3/4♥ = PRE; 2NT = 4♥, GF; 3♣ = 4♥, 6-9; 3♦ = 4♥, 10-12 3♠ = any single, 3NT/4♣♦ = void	1♥ - 1♠ - 1NT - 2♣♦ = Ping-pong (see above) 1♥ - 1NT - 2♣♦ = 3 ⁺ cards (2♣ may be 2 cards if 4522) 1♥ - 2♥ - 2NT = general game try, only bid with possible SI 1♥ - 2♥ - 2♣/3♣♦ = game try, asking for help in suit 1♥ - 2♥ - 3♠ = any single, SI; - 3NT/4♣♦ = void, SI	Transfers&Truscott after double After pass: -1NT semi-forcing -2♣ = Fit-Drury (→ 2♥ negative) -2♠ = 4-card fit, 8-11, some single -2NT/3♣♦ = fitbid (NT for ♣)
1♠		5	4♥	11-22	As over 1♥ 3NT = any single, 4X = void	1♠ - 1NT - 2♣♦ = 3 ⁺ cards 1♠ - 2♣ : As over 1♥ (2NT general game try; 3NT = any single, SI)	As over 1♥ (2NT some single)
1NT				(14)15-17 BAL, 5422 possible 5-card major possible 6-card minor possible	2♣ Stayman NF, 3 resp.; 4♣ 5-5♥+♠ 2♦♥/NT TRF; 2♠ TRF ♣ or BAL INV 4♦♥ Texas; 3X 6 ⁺ cards, SI	1NT - 2♣: 2♦♥: 2♥ = ♥+♠ weak, 2♠ = 5♠, UNBAL INV, 3♣♦ = NAT GF 1NT - 2♣ - 2♦ - 3♥♠ SMOLEN. 1NT - 2♣ - 2NT/3♣ -3♦ = 5-5 minors or single ♦, GF 1NT - 2♣/NT - 3♣♦ - 3♥♠ = single ♠♥; 3NT = single ♦♠.	After overcall: MOD Rebensohl « slow » - (2/3X) - Dbl = negative
2♣		0		20-21 BAL or any GF	2♦ 0-4♠; 2♥ 5 ⁺ ♠; 2NT 5-5♣+♦, 8 ⁺ 2♠/3X good 6-card suit in X+1	2♣ - 2♦: 2♥ = 20-21 BAL or GF in ♥, 2/3NT = 24-25 or 28+/26-27 BAL, other NA 2♣-2♦-2♥-2♠ = relay for 2NT, no 5-card major; any other bid promises 5 ⁺ ♥	2♣ (Dbl): pass/Rdbl 0-3/4, 2♦♥♠ NAT NF 2♣ (2X): pass/Dbl 0-3/4 ⁺ , 2Y NF, Rebensohl
2♦		0		Multi: A) weak 2 in ♥♠ B) 22-23 BAL C) strong 2 in ♣♦	2/3♥♠ pass or correct; 2NT relay 3♣♦ NAT RF; 3NT/4♥♠ to play 4♣♦ = transfer/bid your major	2♦ - 2X - 2NT: see (2NT) below 2♦ - 2NT: 3♣♦ = ♥♠, one-suiter, not MAX → 3♦♥ INV; 3♥♠ = ♠♥ MAX	4♣♦ ON if competition 2♦ (X) -pass/2M/3m to play, -XX bid your major, -3M pass/correct
2♥		5		5 cards, 4/5♣♦, 5-10	New suit NAT INV; 2NT bid your minor; 3♣♦ INV without/with ♥ fit	2♥ - 2NT - 3♣♦ - any bid GF, if raise then SI	2M (2/3X) Dbl = penalty
2♠		5		5 cards, 4/5♣♦, 5-10	New suit NAT INV; 2NT bid your minor; 3♣♦ INV without/with ♠ fit	As over 2♥	As over 2♥
2NT				5-5 minors, 5-10	3♥♠ = RF with ♣♦ fit, other NF	2NT - 3♥♠: 3♣/NT MIN, 3NT/4♣ MAX single ♥, 4♣/4♠ MAX single ♠	
(2NT)				(system after 2♣/2♦ - 2X - 2NT)	3♣ Puppet Stayman; 3♦♥ transfers; 3♠ relay for 3NT; 3NT 5♠ + 4♥, NF; 4♣ 5-5♥+♠; 4♦♥ TRF; 4♠ 5-5♣+♦ 4NT/5NT 5♠ + 4♥, NF/forcing	- 3♣ - 3♦ = 4♥ and/or 4♠*, 3♥♠ = 5 cards, 3NT = no majors - 3♦ - 3♥ = 3 ⁺ ♥, other = 2♥; * → 3♥♠ = 4♣♥, 4♣♦ = 4-4, SI / no SI - 3♠ - 3NT - 4♣♦ = 6 ⁺ cards; 4♥ = 5♣ + 4♦; 4♠ = 5♦ + 4♣	
3m		6		preempt	new suit NAT, RF	HIGH LEVEL BIDDING	
						RKCB: 5♣ = 1/4, 5♦ = 0/3, 5♥ = 2 without trump queen, 5♠ = 2 with trump queen	
3M		6		preempt	new suit NAT or control with fit, RF	5NT = 2 + void, 6♣ = 1 + ♣ void, 6♦ = 1 + ♦ void. After 5♣♦: 1st step (except trump suit) = asking for trump queen (→ return to trump suit = no). 2nd step (except trump suit) = asking for Kings, looking for 7 (bid lowest possible)	
3NT				solid 7-card minor, no outside A/K	4♣ = pass/correct 4♦ = asking for single (4NT = ♦)	4 th suit RF; cue-bids (1st & 2nd round controls); DOPI; ROPI Splinters	
4m		7		preempt	4M natural NF		
4M		(7)		preempt or gambling	new suit = control		