

BIDDING IN DEFENSE AND COMPETITION
OVERCALLS
General style: natural, solid
On 1st level: 5+cards, 9+HCP, 7-5 TL
On 2nd level: 5+cards, 12+HCP or ≤7 TL
On 2nd level jump: 6+cards, 6-10 HCP or 7-8 TL
On 3rd level: 5+cards, 14+HCP or ≤6 TL
On 3rd level jump: 6+cards, 8-10 HCP or 6-7 TL
Responses to overcalls is natural, it forces to 2M/3m
Cue-bid in opener's suit is GF with fit
Jump to 2NT after overcall major is INV with fit
Jump to 2NT after overcall 1♦ is 10-12 HCP without 4M
Jump to 3M after major overcall is preemptive with fit
Jump to new suit is preemptive with 6+cards
Double jump to new suit shows shortness
1NT/2NT OVERCALL
1NT = 15-17 HCP, BH/SH
Responses are same as after opening (Stayman, transfers)
Transfer to opener major is asking for good stopper in this major
(1♥)-1NT-(pas)-2♦=54+♠/♦, 0+HCP=>2♥ is maximum, other natural
(1m) - 2NT = 50m5♥, 6 TL or ≤4 TL
(1M) - 2NT = 55 minors, expecting 6 TL or ≤4 TL
CUEBIDS IN OPPONENT'S SUIT
(1M) - 2M = 50M+5m, 6 TL or ≤4 TL; (1M) - 3M = ask for stopper
(1m) - 2m = 54+ ♥/♠, 7-8 TL, 8-14 HCP; (1m) - 3m = 55+ ♥/♠, ≤6 TL
(1m) - 4m = 55+ ♥/♠, 6 TL or ≤4 TL
DEFENCE AGAINST NT
Double = strong; 2♣ = LANDY, 44+ ♥/♠; 2NT = 55 minors
In orders: 2♦ = 5+♥, transfer; 2♥ = 5+♠, transfer; 2♠ = 4♠+5m
From reopen: 2♦ = 5♠, 4M; 2♥/♠ = 5+cards, natural
DEFENCE AGAINST PREEMPTS
On 2nd level: 5+cards, ≤7 TL
On 3rd level: 5+cards, ≤6 TL
Jump in Major suit: 6+cards, strong
DEFENCE AGAINST STRONG 1♣ = 16+
Double/1X = 3cards in other suits
1NT = 44+ ♥/♠; 2NT = both minors
2X = 5+cards
3X = 6+cards, preemptive
AFTER OPPONENT'S TAKE-OUT DOUBLE
Natural, system on
1m-(double)-redouble = 10+HCP, strong
1M-(double)-redouble = invite, fit

LEADS AND CARDING			
FIRST LEAD STYLE			
	Lead	In partner suit	
For suit	1./2./4.	1./2./4.	
For NT	1./2./4.	1./2./4.	
Broken seq.	J z AJ10, KJ10; 10 z Q109	J z AJ10, KJ10; 10 z Q109	
Other: the highest from seq., low from honour, high from no honour			
From Hxx we can choose: low for showing quality, high for showing quantity			
Leads			
Lead	For suit	For NT	
Ace	AK, AKx, AKJx, AKJ10x	AK, AKx, AKJx, AKJ10x	
King	KQ, KQx, KQ10, KQJ, Kx	KQ, KQx, KQ10, KQJ, Kx	
Queen	QJ, QJx, QJ10	AQJx, QJ, QJx, QJ10	
Jack	KJ10, J10, J10x, Jx	KJ10, J10, J10x, Jx	
10	Q109, Q109x, 109, 10x	Q109, Q109x, 109, 10x	
9	109x, 9x	109x, 9x	
low	Xx, Hxx, Hxxx(x)	Xx, Hxx, Hxxx, Axxx, AJxx	
low - high	xXx, xXxx	xXx, xXxx	
SIGNALS AND CARDING			
	Partner's lead	Declarer lead	Discards
Suit	Low = positive	Low = even	Odd = positive
	High = negative	High = odd	Even = negative
NT	Low = positive	Low = even	Odd = positive
	High = negative	High = odd	Even = negative
Other signals			
Italian discards, Lavinthal, preference in the trump suit/ opponent's long suit, or to partner's ruff, to A lead we card quantity (to K quality)			
DOUBLES			
TAKE-OUT DOUBLE			
a) 12-15 HCP, promise 3+cards in the other suits (without opening suit)			
b) 16+HCP, in the second round: NS = 5+cards, or NT = 18+HCP, BH			
c) 10+(8+) HCP, reopen double on 4th place, 3+cards in the other suits			
SPECIAL DOUBLES AND REDOUBLES			
Double Sputnik = 1♣-(1♦)-double = 4♥, 1♥ = 5+♥, 1♠ = 4+♠, 2♥ = 6♥ invite			
1m-(1♥)-double = 4♠, 1♠ = 5+♠, 2♠ = 6♠ invite			
Support double = 1m-(pas)-1M-(1/2OM)-double = promise exactly 3cards in partner's suit and on the second level it promises reserve of HCP			
Negative double = 1M-(2m)-double = at least 44 of the other suits			
Competitive double = 1M-(pas)-2M-(3m/2OM)-double = INV			
-3M = to play			
Leading double = on opponent's artificial bids (transfers, strong openings...)			
Penalty double = from 3♥/♠, 3NT, or after showing GF			
Redouble strong = 1m/M-(double)-redouble = 10+HCP			
Redouble SOS = 1NT-(double)-redouble = 0-3 HCP, play in suit (7fit)			

CONVENTION CARD	
<h1>SYSTEM</h1> <h2>Slováková-Rečičárová</h2>	
SYSTEM OVERVIEW	
GENERAL RULES AND STYLE	
Opening 1♣/♦ promise 2+cards 11+HCP, 7-5(4) TL	
Opening 1♥/♠ promise 5+cards 11+HCP, 7-5(4) TL	
Opening 1NT promise 15-17 HCP, BH/SH	
Strong bids: 2♣, 2♦ (strong multi)	
Natural preempts on 3. level, Multi 2♦, Muiderberg 2♥/♠/NT	
Showing major fit immediately has preference from new suit	
New suit forcing after overcall	
Bidding two suits shows SH (1m-1♥-1NT/2NT can have 4♣)	
Inverted minors	
New suit jump after 1m invite, 6+cards	
New suit double jumps after 1m preemptive, 6+cards	
2X over 1M is GF	
Repeating major by responder on second level = weak	
Repeating major by responder on third level = GF	
1M-3M/4M is preemptive	
1♥-3♠/1♠-3NT unknown singleton (3NT/4♣ ask)	
1♥-3NT void in spades, 1♠-4♥ void in hearts	
1M-4m void in the minor suit	
Strongest minor raise via Inverted minors	
Strongest major raise via 2♣/2NT	
SPECIAL CONVENTIONS	
Inverted Minors, Structured revers, Two-Way-Checkback	
GAZZILLI, DRURY, Bergen convention, Unknown singleton	
Stayman, transfers after 1NT, Lebensohl, quantitative 4NT	
Kokish relay, Blackwood 1430 (to ♣ - 0314), Exclusion (0123)	
Michaels Cuebids, Leaping Michaels, Unusual 2NT	
Multi, Muiderberg, Multi Landy, 3rd suit, 4th suit	
1♥ - 2♥	1♠ - 2♠
2♠ = ask for shortness	2NT = ask for shortness
2NT = ask for spade values	3m = ask for values
3m = ask for values	3♥ = ask for heart values
3♣ = unknown singleton	3NT = unknown singleton
3NT = void in spades	4m = void
4m = void	4♥ = void
PSYCHES	
rare	

OPENINGS	Minimum number of cards in the suit	HCP A=4, K=3, Q=2, J=1	BH = balanced hand (4333, 4432, 5332) – at least 2 cards in every suit, 8 cards in 2 suits at most SH = semibalanced hand (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is exception), or 6 cards in one suit UNH = unbalanced hand (5521, 5440, 5530, 6421, 6430, 7321, 7222, 7330) – 10 cards in one suit (5440 is exception) or 7 cards in one suit GUL = goulash hand (6511, 6520, 7420, 7411, 8+cards) – 11 cards in 2 suits or 8 cards in one suit TH = top honour (A, K, Q); TL = theoretic loser – missing TH; UH = useful honour – A, K, Q in trump suit or long opener's/ overcaller's suit; NS = new suit				
			Opening description	Responses	Further bidding		
1♣/♦	BH 2+♣/3+♦ SH/UNH (4)5+♣	12-14 18-20 11-19(21) 7-5(4) TL	In general 12-14 HCP, BH Sometimes 18-20 HCP, BH Often SH = 5♣4x or 6♣, uncommonly 4♣4♥4♠1♦ Sometimes UNH = 6♣4x, 7♣	1♥/♠ = 4+HCP, 4+cards; 2♥/♠ = invite, 6+cards; 3♥/♠ = weak, 6+cards 1NT = 8-9 HCP; 2NT = 10-11 HCP; 3NT = 12-16 HCP; 1♦ = 5-7 HCP, BH 1♣-1M-3♦ = 18-20 HCP, BH , fit Limited Inverted Minors : 3♣/♦ = 6-8 HCP, 5+cards; 2♣/♦ = 9+HCP, 5+cards; 1♦-2♣/3♣-3♦ = 15+HCP, 6+cards 1♣-2♦ = invite, 6+cards; 1♦-2♣ = 12+HCP, GF; 3♦/3♣ = weak, 6+cards	After 1M : 1NT = 12-14, BH ; 2NT = 18-20, BH ; 2♥/♠ = 12-14, fit; 3♥/♠ = invite, fit; 3NT = unknown single; 4m = void; 4♥/♠ = to play; NB = 4 cards, SH/UNH ; 2♣/♦ = 11-15, SH ; 3♣/♦ = 14-17, 6+cards 1♣-1♦: 2♥/♠ = 18-20, 5♣4M; 1♣/♦-1♥: 2♠ = 18-20, 5m4♣; 1♦-2♣: 2♦ = 12-14, 2NT = 18-20, 2♥/♠ = 4 cards, 3♣ = 15+HCP, 5+♣ Structured revers, Two-Way-Checkback		
1♥	5+♥	11-19(21) 7-5(4) TL	Often SH : 5422, 5431, 6322, 6331 BH 5♥332 UNH 6♥4x or 5♥5♠/♦	1♠ = 4+HCP, 4+cards; 2♠ = invite, 6+cards; 4♠ = to play, 6+cards 1NT = 6-11 HCP → then GAZZILLI 2♠ = 12+HCP, GF, BH/3fit/5+♣; 2♦ = 12+HCP, GF, 5+cards 2♥ = 6-9 HCP, fit; 3♥ = weak, 4+fit; 4♥ = weak, to play 2NT = GF, 4+fit; 3♣ = 7-9 HCP, 4+fit; 3♦ = 10-11 HCP, 4+fit 3♠ = unknown singl; 3NT = void in spades; 4m = void; 4NT = quantitative	GAZZILLE : 1♥/♠-1NT 2♠ = 15+HCP, BH or 11-14 HCP, SR 5M4♣ 2♦ = 11-14, 5M4♦ 2♥ = 11-14 6♥/11-14 5♠4♥ 2♠ = 11-14 6♠/18-20 5♥4♠ 2NT = GF, 17+HCP, UNH 55, or 7♥/♠ 3♣/♦/♥ = 14-17 HCP, 55 3♥/♠ = 14+HCP, 6+♥/♠ 3NT = to play IM-1NT-2♠ 2♦ = (8)9-11 HCP, 3M = fit 2M = 4-8 HCP, double 2NT = 4-8 HCP, minors Rest = natural 5-7(8) HCP	1♥/♠-2♣ 2♥ = 16+HCP, BH/SH 2M = 11-15 HCP, 6+cards 2OM = 11-14 HCP, 5♥4♣ 2NT = 12-15 HCP, BH/SH 3♠/♦/♥ = 14+HCP, 55/64 3M = solid 6M/7M 3NT = 16-17 HCP, BH/SH 3♠/4♠/♦/♥ = 7M, void 4M = 7+cards, to play 1♥/♠-2♠-2♦ 2M = fit 2OM = 4 cards 2NT = 15+HCP, waiting 3♠ = 6+cards 3M = slam try 3NT = 12-14, BH/SH	1♥/♠-2NT 3♠ = 12+HCP, 54 3♦ = 12+HCP, 54 1♥-2NT 3♥ = 15+HCP, slam try 3♠ = unknown singleton 3NT = void in spades 4♣/♦ = void 4♥ = 11-14 HCP, to play 4NT = BW (5 key cards) 1♠-2NT 3♠ = 15+HCP, slam try 3NT = unknown singleton 4♣/♦/♥ = void 4♥ = 11-14 HCP, to play 4NT = BW (5 key cards)
1♠	5+♠	11-19(21) 7-5(4) TL	Often SH : 5422, 5431, 6322, 6331 BH 5♠332 UNH 6♠4x or 5♠5x	1NT = 6-11 HCP → then GAZZILLI 2♠ = 12+HCP, GF, BH/3fit/5+♣; 2♥/♥ = 12+HCP, GF, 5+cards 3♥ = invite, 6+cards 2♠ = 6-9 HCP, fit; 3♠ = weak, 4+fit; 4♠ = weak, to play 2NT = GF, 4+fit; 3♣ = 7-9 HCP, 4+fit; 3♦ = 10-11 HCP, 4+fit 3NT = unknown singleton; 4m = void; 4♥ = void; 4NT = quantitative	3♣/♦/♥ = 14-17 HCP, 55 3♥/♠ = 14+HCP, 6+♥/♠ 3NT = to play IM-1NT-2♠ 2♦ = (8)9-11 HCP, 3M = fit 2M = 4-8 HCP, double 2NT = 4-8 HCP, minors Rest = natural 5-7(8) HCP	1♥/♠-2♠-2♦ 2M = fit 2OM = 4 cards 2NT = 15+HCP, waiting 3♠ = 6+cards 3M = slam try 3NT = 12-14, BH/SH	1♠-2NT 3♠ = 15+HCP, slam try 3NT = unknown singleton 4♣/♦/♥ = void 4♥ = 11-14 HCP, to play 4NT = BW (5 key cards)
1NT	2-4(5) ♥/♠ 2-6(7) ♣/♦	15-17	15-17 HCP, BH/SH Can be 5M/7m	2♠ = ask for major; 2♦/♥ = transfer, 5+♥/♠; 2♠ = transfer, 6+♣/ 55+♣/♦; 2NT = transfer, 6+♦; 3♣/♦ = 6m4M; 3♥/♠ = 6+cards, slam try; 4♣ = ask for aces; 4♦/♥ = grand transfer, 6+♥/♠; 4♠ = ask for minor; 4NT = quantitative; 5♠/♦ = to play	1NT-2♣-2♦-2♥/♠ = INV, 54♥♠; 2NT = INV; 3♣/♦ = GF, 4+♣/♦; 3♥/3♠ = GF, 4M5OM; 3NT = to play; 4NT = quantitative 1NT-transfer-accept-NS= 5-5, INV+		
2♣	-	23+ 18+ (<4TL)	23+HCP BH 18+HCP UNH/GUL (20)22+HCP SH/UNH	2♦ = 5+ HCP/ at least a control 2♥ = 0-4 HCP, without a control 2♠ = 6+♥, headed by at least AK/AQ/AJ10/KQ 2NT = 6+♠, headed by at least AK/AQ/AJ10/KQ 3♣/♦ = 6+♣/♦, headed by at least AK/AQ/AJ10/KQ	2♣-2♦/♥-2NT = 23-24 HCP, BH (Stayman, transfers - accept is double) 2♣-2♦-3M = 4M, 5+♦ 2♣-2♥- 3M = 5M4m; 3NT = 25+HCP, BH 2♣-2♦-2♥-aut.2♠-2NT=25+ BH ; 3♠=5♥4♣; 3♦=5♥4♣; 3♥=6+♥; 3♠=5♥4♣ 2♣-2♦-3♣-3♦ = ask for major; 3♥/♠ = 5+cards; 4♣ = fit, slam try 2♣-2♦-3♦-3♥/♠ = 5+cards; 4♦ = fit, slam try		
2♦	6+♥/♠	6-10 21-22	MULTI : weak hand 6+♥/♠, or 21-22 HCP, BH	2♥ = 0-13 HCP, P/C; 2♠ = 0-13 HCP, P/C, 4+♥; 2NT = 12+HCP, ask; 3NS = forcing, 6+cards; 4♥/♠ = to play; 3NT = to play	2♦-2♥-pass = 6-10 HCP, 6♥; 2♠ = 6-10 HCP, 6♠; 2NT = 21-22 HCP, BH 2♦-2♥-2NT-3♣ = Stayman; 3♦/♥ = transfer, 5♥/♠; 3♠ = transfer, 6+♠; 4♣ = transfer, 6+♣; 4♦/♥ = grand transfer, 6+♥/♠ 2♦-2NT-3♣ = 9-10 HCP; 3♦ = 6-8 HCP, 6♥; 3♥ = 6-8 HCP, 6♠ 2♦-2NT-3♣-3♦-3♥ = 6♠; 3♠/♠/♦ = 6♥, shortness; 3NT = 6♥322 2♦-2NT-3♣-3♦-3♥-3♠ = ask for shortness - 3NT = 6♠322; 4♣/♦/♥ = shortness		
2♥	5♥+ 5♠/m	6-10	MUIDERBERG , weak hand, UNH (5♥+5♠/m)	2♠ = 0-11 HCP, P/C; 2NT = 12+HCP, ask; 3♥ = preemptive; 4♥ = to play; 3NT = to play; NS = forcing, 6+cards; NS jump = shortness; 4♠ = to play; 4NT = quantitative	2♥-2NT- 3♣ = 5♥+5♠, 3♦ = 5♥+5♦, 3♥ = 5♥+5♠, 6-8 HCP, 3♠ = 5♥+5♠, 9-10 HCP		
2♠	5♠+5m	6-10	MUIDERBERG , weak hand, UNH (5♠+5m)	3♠ = 0-11 HCP, P/C; 2NT = 12+HCP, ask; 3♠ = preemptive; 4♠ = to play; 3NT = to play; NS = forcing, 6+cards; NS jump = shortness; 4♥ = to play 4NT = quantitative	2♠-2NT- 3♠ = 5♠+5♠, 6-8 HCP, 3♦ = 5♠+5♦, 6-8 HCP, 3♥ = 5♠+5♠, 9-10 HCP, 3♠ = 5♠+5♦, 9-10 HCP		
2NT	5♣5♦	6-10	MUIDERBERG , weak hand UNH (5♣5♦)	3♣ = 0-13 HCP, to play; 3♦ = 0-13 HCP, to play; 3M = forcing, 6+cards; 3NT = to play; 4♣/♦ = slam try; 4M = 7+cards, to play; 5♣/♦ = to play	2NT-3M-3NT = no fit, to play 4m = 65 4M = fit, to play		
3♣/♦/♥/♠	7	(6)8-11	PREEMPTIVE , in general 2 TH in trump suit and no control outside.	In general partner bids pass or a game. New suit is forcing, and it is looking for a major fit or traying slam. 3NT is to play, 4NT is BW (5 key cards).	3x-3NS-4x = minimum hand -4ox = an honour		
4♣/♦/♥/♠	8	(6)8-11					