



CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS - GENERAL STYLE			
1/2 level=8-15 5+ suit > 2/2 NF			
against art 1♣: 1♦=4+4+ majors; 1♥=6-11, ♠+♥/♦+♠; 1♠=6-11, ♠+♠/♦+♥			
1NT=8-14, 5+m; 2♣=8-14, 5+4+ minors; 2♦=8-14, 5+M			
2♥♠=8-14, 5+M and 4+m; 2NT=5+5+ minors			
against art 1♦ and 1♣-1♦ same defence, but 2♣=5+4+ majors			
TAKE-OUT DOUBLE - GENERAL STYLE			
1/2 level=11+ HCP, takeout or 16+, any			
In bal. pos. 9+ HCP, if short in opp. suit			
Responses natural; double jump or opp. suit is forcing			
(art 1♠♦)-X > 2 in opening suit=cue and forcing			
(art 1♠♦)-X-1NT-2♣=Stayman			
1NT OVERCALL			
2nd/4th pos. 15-17/12-15 HCP with stopper			
(1♠♦♥♠)-1NT > as after 1NT opening			
from passed hand unusual			
JUMP OVERCALL	WEAK	INTERM.	STRONG
2nd position	x		
4th position 6+ suit with 4.5-5.5 losers			x
Responses	2 over 2 NF, other forcing		
Unusual NT	on 1M or art=minors, on 1m nat=other minor and ♥		
Responses	new suit forcing		
DIRECT CUE-BID - STYLE			
Michaels (1M)-2M=8-15; (1m)-2m=6-11, majors; jump cue=stopper asking			
after Michaels: 2NT=asking; 3♣=P/C; 2♠-3♦=inv with ♥; 2♥-3♥=inv with ♠			
Vs. NT	Responses		
vs. weak NT (includes less than 14HCP): DBL=12+HCP			
vs. strong NT: DBL=5+minor	as after 1NT bid vs. art 1♣♦		
2♣=majors; 2♦=5+M; 2♥♠=5+M and 4+m; 2NT=minor; jumps=weak			
vs. strong 2NT the same defence, all bids 1 level higher			
Vs. PRE-EMPTS			
Takeout DBL, Lebensohl, natural overcalls			
(2M)-3M=minors; (2m)-3m=majors			
Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS			
art 1♣ defence (also against 1♣-1♦ negative): DBL=12+HCP			
same defence against strong art 2♣ and 2♣-2♦, all bids 1 level higher			
OVER OPPONENTS TAKE-OUT DOUBLE			
New suit on 2nd level is NF			
XX=10+, semibalanced, FP till 2NT			

LEADS AND SIGNALS					
OPENING LEADS	SUIT	MUD, higher from doubleton, 2nd from xxxx			
	NT	small from A/K/Q, top of sequence			
SUBSEQUENT LEADS		As opening leads in SUIT			
Bold opening leads vs. no-trumps					
Underlined leads against suit contracts if different					
A K	K Q	Q J	J 10		
A K x	K Q x	Q J x	J 10 x		
A K J x	K Q x x	Q J 10 9	J 10 9 8		
A K J 10 x	K Q J x	K Q 10 x	K <u>10</u> 9		
A Q J x	K <u>10</u> x	K Q 10 9 x	K <u>10</u> 9 8		
A J x x	K x x	Q x x	J x x		
K J x x x	K x x x	Q x x x	J x x x		
K x x x x x	K x x x x	Q 10 9 x	J x x x x		
10 x	10 9	10 9 x	10 x x	10 x x x	10 x x x x
9 8 x	x x	x x x	x x x x	x x x x x	x x x x x x
SAME LEADS IF OUR SIDE SHOWED SUIT: NO					
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					
USE: 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFER					
BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED					
		CARDS	HIGH-LOW	ODD-EVEN	
S U I T	On partner's lead	2-1 on K; D-E on other			
	On declarer's lead	2-1, Lavinthal on 1st trick			
	Discarding	Italy/Lavinthal			
N T	On partner's lead	2-1 on K; D-E on other			
	On declarer's lead	2-1, Smith 1st, Lavinthal 2nd			
	Discarding	Italy/Lavinthal			
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
LAVINTHAL			LAVINTHAL, ITALY		
			SMITH (small encourages)		
SPECIAL FORCING PASS SEQUENCES					
FP after GF, after pass after penalty double or redouble, after game bid when we are vulnerable and opponents are not					

NAMES OF PLAYERS	
Albert Pedmanson	
Jasper Vähk	
Estonia	U16/21
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
RED	
STRONG CLUB, PRECISION	
OPENINGS	DESCRIPTION
1♣	16+ or less than 5 losers, any distribution
1♦	11-16 HCP, no 5-card ♥♠, no 2♣ opening
1♥	11-15 HCP, 5+♥
1♠	11-15 HCP, 5+♠
2♣	11-15 HCP, 6+♣ or 5+♣ with 4M
2♦	0-10 HCP (6-10 2nd), 6+M (5+ nv)
2♥	0-10 HCP (5-10 2nd), 5+4+♥♠ (4+4+ nv)
2♠	7-10 HCP, 5+5+♥♠
2NT/3♦♥♠	0-10 HCP, 6+suit (NT=♣)
1NT	14-16 (10-13 nonvul), balanced
3♣	0-10 HCP (7-10 2nd), 5+5+♣♦
3NT	Gambling, 7+m with AKQ, no outside A
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
2♦ Multi, 2♥♠ majors, 3♣ minors, 3NT gambling	
nebulous 1♦, 2♣ precision	
COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
MICHAELS	
UNUSUAL 2NT	
LEBENSÖHL	
SPECIAL DEFENCE AFTER ART 1♣♦ OPENINGS	
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES	
NEGATIVE thru 4♦ (new suit invitational), LIGHTNER,	
SOS-REDOUBLE, TAKE OUT DOUBLE, SUPPORT	
DOUBLE, 1♣-(1♦♥♠)-DBL=5-7 HCP	
NOTES THAT DON'T FIT IN ELSEWHERE	
PSYCHICS ARE ALLOWED	
HCP RANGES, SUIT LENGTHS AND QUALITY ARE	
RECOMMENDATIONS, DEVIATIONS POSSIBLE	
PREEMPTIVE OPENINGS ARE NOT OBLIGATORY BUT	
SUBJECT TO HAND EVALUATION AND JUDGEMENT	

OPENING BID	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEGAT. DOUBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	x	0	n/a	17+ HCP any distribution or 16+ HCP non-balanced or less than 5 losers	1♦ 0-7 HCP 1♥NT2♣♦ 8+ HCP, 5+suit (NT=♠) 1♠ 8+ HCP, balanced 2♥♠ 4-7 HCP, 6+ suit at least QTxxxx	1♥=20+ >1♠=0-4 > 1NT=20-21 HCP; 2NT=24-25 HCP 1♠2♣♦♥=5+ suit 16-19 HCP; 1NT=17-19 HCP; 2NT=22-23 HCP natural, 1♥2NT or 1NT2♣♦-3NT is 4441 1NT=relay 2NT=relay > 3♣= 4-5 HCP, bad suit, 3♦=4-5 HCP, good suit, 3♥=6-7 HCP, bad suit, 3♠=6-7 HCP, good suit, GF 3♣=asking for singleton 3♦=game stopper, 3NT=nat, other=RKCBs	1♠-(1♦♥♠/X)-pass=0-4 HCP; X/XX=5-7 HCP 1♠-(1NT...3♠)-X=8+ HCP, GF
1♦	x	1	4♦	11-16 HCP, no 5+M, no 6+♣ or 5+♠ with 4M	1♥♠ 6+ HCP, 4+suit, F1 1NT 6-10 HCP, no 4+M 2♣♦ 11+ HCP, 4+suit, F1 2♥♠ inv, 6+suit 2NT 11-12 HCP, inv, no 4+M 3♠♦♥♠ preemptive	2♠/NT=max, 4-card support, shortness > +1=asking 2NT=inv; 2♣=5+4+minors; 2♦=(5)6+♦ 2♦(♥)♠NT and 3♠/♦=11-12 HCP; 3♠♥♠NT=13-15 HCP natural, 3♣ (minors) and up=GF 3♣ (minors) and 3♦ (nat)=NF, other GF	1♦-1♥♠-(1♠2♣♦♥/X)-X/XX=3 support; 1♦-(1♥♠)-X=4+♠/♥ 1♦-(1♥)-1♠=5+♠ 1♦-1♥♠-1♠1NT-2♣=checkback
1♥		5	4♦	11-15 HCP, 5+♥	1♠ 6+ HCP, 4+♠, F1 2♣♦ 11+ HCP, 4+suit, F1 1NT 6-10, no 3-card support, NF 2♥ 0-10, support, NF 2♠3♣♦ splinter, 11+ HCP, 3+support 3♥ preemptive 3♠4♣♦ splinter with void, 3+support, GF	2NT=max, 4-card support, shortness > 3♣=asking 2♦♥ and 3♠/♦=11-12 HCP, other=13-15 HCP natural 2♠=inv, singleton; 2NT3♣=inv, void in ♦/♠ or ♣; 3♦=inv 3♥=min; other=cuebids, max cuebids 3♥=min; 3♣=nat; 3NT=balanced; 3♠4♣♦=splinter	1♥-1♠-(2♣♦)-X=3♣ passed 2♣♦=5+suit, 9-11 HCP 1♥-1♠-1NT-2♣=checkback
1♠		5	4♦	11-15 HCP, 5+♠	1NT 6-10, no 3-card support, NF 2♣♦♥ 11+ HCP, 4+suit (5+M), F1 2♠ 0-10, support, NF 2NT 11+ HCP, 3+support 3♠ preemptive 3♣♦♥ splinter, 11+ HCP, 3+support 4♠♦♥ splinter with void, 3+support, GF	natural 2♦♥♠ and 3♠/♦/♥=11-12 HCP, other=13-15 HCP 2NT=inv, singleton; 3♣♦=inv, void in ♠/♥ or ♦; 3♥=inv 3♠=min; 3♣♦♥=nat; 3NT=balanced; 4♠♦♥=splinter 3♠=min, other=cuebids, max cuebids	1♦♥♠-(X) > sys on, new suit on 2nd level=NF
1NT			4♦	nonvul 10-13, vul 14-16 HCP, balanced	2♠=Stayman, 2♥♥=transfers 2♠=inv or 6+♠; 2NT=6+♦, transfer 3♣♦ 6+♣♦, inv 3♥♠ 5+4+ minors, GF, shortness	2♠-2♦-3♥♠=Smolen 2NT=min; 3♠=max > 3♥♠=GF, cue, 6+♠ 3♠=max, good ♦ > 3♥♠4♠=GF, cue, 6+♦	1NT-(X)-2♣=5+♠ or 4+♦ and 4M 2♣=5+♦ or 4+4+ majors 2NT=5+5+ minors
2♣	x	5	4♦	11-15 HCP, 6+♣ or 5+♠ and 4M	2♦=relay; 3♠4♠=support, NF; 4♦=RKCB 2♥♠=6-10 NF, 5+suit; 2NT3♥♠=natural, inv	2♥♠=nat; 2NT=max, 6+♠; 3♠=min, 6+♠; 3♦=6+4+, GF; 3♥♠=6+4, GF	
2♦	x	0	n/a	0-10 HCP, 6+M (5+ nv)	♥♠=P/C; 2NT=asks pts, suit, distr; 3♣♦=inv+, 5+♥/♠	2NT > 3♣♦=min, ♥/♠; 3♥=max, ♠; 3♠...4♥=max, ♥	
2♥	x	4	n/a	0-10 HCP, 5+4+♥♠ (4+4+ nv)	2NT=asks pts, distr; 2♠=NF; 3♣♦=nat, F1		
2♠	x	5	n/a	7-10 HCP, 5+5+♥♠	2NT=GF relay asking distr; 3♣♦=inv w ♥/♠		
3♠	x	5	n/a	0-10 HCP, 5+5+♣♦	3♥=GF relay asking distribution; 3♠=nat, GF		
2NT	x	6	n/a	6+♣ preemptive	new suit=GF; 4♦=RKCB		
3♥♠		6	n/a	6+suit, preemptive	new suit=GF; 4♠=asks for shortness (♦), RKCB (♥♠)		
4♣♦♥♠		7	n/a	7+suit, preemptive	4♦=RKCB		
3NT	x		n/a	7+AKQxxxx in ♠/♦, no other A	4♠=pass or correct; 4♦=asks for shortness		
4NT	x	0	n/a	asking for specific ace	0/♠/♦/♥/♠/2		
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)							
RKCB 4NT (4♦ for ♣ suit) with 1430 answers, 5A+Q, DOPE, ROPE							
1/2/3NT > 4NT invitation to slam > 03/14/color/strength/remaining 2 aces							
splinter; cue style: 1st, 2nd round controls up the line; NT > 4♣=asking aces							
5NT after cuebids or with jump=Josephine							
Lightner DBL							