CONVENTION CARD

Category	ARTIFICIAL – RED
Country	BELGIUM
Event	ALL EVENTS
Players	Luc Meeuwsen 12411 Dirk Lankhorst 17413
Club	FORUM

DEFENSIVE and COMPETITIVE BIDDING

OVERCALLS (Style, Responses, 1/2 Level, Reopening)

LIGHT at 1 level (usually 5+card); SOUND at 2 level

SIMPLE RAISE = courtesy; JUMP RAISE = PRE

TRANSFER ADVANCES (Rubens) over 1-2-3-level overcalls

2NT GOOD/BAD and SCRAMBLE

CUEBID = SUPP, strongish but only F1

FIT Showing Jump in non-game new suit (poss. without a jump)

2NT = INV or better with 4+SUPP for M

COMPETITIVE 2/1 = F1

1NT OVERCALL (2nd / 4th Live, Responses, Reopening)

2nd Pos = 15-18, responses as after 1NT opening

4th Live = 5/5+ in unbid suits

Reopen = 10-14, no stop required, responses as 1NT opening

1NT – (PEN DBL): PASS forces RDBL; DBL=♣TRF; 2♣♦♥ TRF

JUMP OVERCALLS (Style, Responses, Unusual NT)

1 Suit = PRE, 4-10, usually 6-card, possibly good 5-card

2 Suit = (1m)-2♦ = ♥+♠, (1m)-2NT = ♥+om, (1m)-3♣ = ♠+om

(1M)-2M = OM+♣, (1M)-2NT = ♣+♦, (1M)-3♣ = OM+♦

Reopen = Jump is INTERMEDIATE

DIRECT and JUMP CUEBIDS (Style, Responses, Reopen)

JUMP CUEBID asks for a stopper (solid suit for 3NT)

Vs. NT (vs Strong / Weak, Reopen, PH)

Vs. Strong 1NT (lower limit 14 HCP or +) and Vs. NAT 2NT:

Multi Defence [note5]

Vs. WEAK 1NT (lower limit less than 14 HCP):

Multi Defence [note5] (but DBL = 12+ hcp)

Vs. PREEMPTS (Doubles, Cuebids, Jumps, NT bids)

DBL = T/O

LEAPING MICHAELS

Vs. ARTIFICIAL STRONG OPENINGS

Very aggressive PRE jumps

Vs. STRONG 1♣:

Multi Defence [note5]

Vs. STRONG 1♣ and NEG 1♦ response:

Multi Defence [note5]

Vs. Strong 2♣ opening: same as after strong 1♣ opening

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ HCP, PEN oriented

very PRE raises and jump raises

2NT = INV or better raise; FIT-JUMPS in non-game new suits

1M-(DBL): 2♣ to 2M-2=TRF; 2M-1=Good raise; 2M=Bad raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	1/3/5 or ATT
NT	4th from 10xxx or better	as above
Subseq	ATT	as above

Other: Rusinow leads (10 and higher) against 5level or higher

LEADS

	Vs. Suit	Vs. NT
Ace	AK(x+)	AK(x+)
King	AK; KQ(+)	AKJ(+); KQ10(+);KQJ(+)
Queen	QJ(+)	QJ9(+)
Jack	J10(+); KJ10(+)	J10(+); AJ10(+);KJ10(+)
10	109(+); K109(+); Q109(+)	109(+); H109(+)
9	98(+); H98(+)	98(+); H98(+)
Hi-x	even	2nd from bad suit
Lo-x	odd	4th from 10xxx or better

SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
Suit: 1st	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG
2nd	Hi/Lo = odd	S/P	Hi/Lo = odd
3rd	S/P		S/P
NT: 1st	Hi = DISCRG	Hi/Lo = odd	Hi = DISCRG
2nd	Hi/Lo = odd	S/P	Hi/Lo = odd
3rd	S/P		S/P

Signals: UDCA with standard current count

SMITH vs. NT contract (LOW = ENCRG for both players)

LAVINTHAL in the trump suit

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Opening values with traditional shape (18+ HCP can be any shape)

SPECIAL, ARTIFICIAL, COMPETITIVE DOUBLES/REDOUBLES

1m-(1♥)-DBL denies 4♠

1m-(1♠)-DBL suggests 4+♥ and 7+ HCP

SUPP DBL: 3card SUPP or extra strength

COMP DBL: tend to pass at 3+level when BAL

OPT DBL: use LAW of total tricks

ROSENKRANZ DBL and RDBL: after 1 level overcall

SYSTEM SUMMARY

GENERAL APPROACH and STYLE

POLISH CLUB

5card M (F 1NT; 2/1 F2NT); 5card ♦ (4card possible when not BAL)

1♣ ART F1 (12-14 BAL, or 12+ with 4+♣ and not BAL, or any 19+)

Very weak raises possible (LAW)

2NT usually ART in competition

1NT opening = 15-17 HCP, BAL (off-shape possible: see inside)

2 OVER 1 Responses : FG over 1♣ opening

F2NT over 1♦♥♠ opening

SPECIAL BIDS that may require defence

2♣ = 4-10 with both majors or GF with clubs

2♦ = MINI-MULTI (6-10 HCP, unknown M, usually 6card)

2M = 4-10 HCP, Muiderberg

3NT = 4-level PRE in unknown m, usually broken 8card

4m = NAMYATS (1 loser possible in trump suit)

1♣-(Pass)-1♦ is possible with 0 HCP and 0 diamonds

SPECIAL FORCING PASS SEQUENCES

After fit-bids to the 4-level (FITJUMP, CUE, SPL) except direct raises

After INV or better fit-bids and OPPT bid on the 5-level

1NT-(DBL)-PASS forces RDBL when DBL is points or PEN oriented

1Suit-(DBL)-RDBL-(something)-PASS is F1

IMPORTANT NOTES that don't fit elsewhere

Always open 1♦ with 4♦+5♣ and 11-14 HCP

Always use LAW of TOTAL TRICKS for COMP raises, not HCP

PSYCHICS

RARELY but

- possible with a good fit for partner

- possible with a good rescue suit

OPENING BID DESCRIPTIONS							
Open	**Art.**	**Min. cards**	**Neg Dbl**	**Description**	**Responses**	**Subsequent Auction**	**Passed hand bidding**
1♣	Y	0	4♠	(1) 12-14 HCP, BAL (4♦ possible) (2) 12+,unBal,4+♣ (3) 19+ (except 1♦ and 2NT opening)	1♦ = (1) any 0-6; (2) 7-11 with minor(s); (3) 16+ Bal 1M = NAT,F1; xNT = NAT,NF; 3M = 13-15 Bal, weak OM 2suit = 5+, FG; 3m = 6+, 6-8 HCP	1♣-1♦-1M = longest M if 12-14 Bal (3+ card) 1♣-1♦-1M-new suit = NAT but can be very weak 1♣-1M-2♦ = ART, 3+card M, FG; [note 1,2]	Jump = good suit , 9-11
1♦		4	4♠	(1) 11-20 HCP, 5+♦ or 4441 (2) 11-14 HCP, 4♦+5♣	SUPP : 2♦ (10+HCP, F3♦); 3♣ (ART, 8-10); 3♦ (0-7) 1M = NAT,F1; xNT = NAT,NF; 2M = 5+, FG; 3M = SPL	1♦-1♥-2♠ = strong, 6+card ♦ and 3card ♥ 1♦-1♠-2♥ = strong, 5♦/4♥ or 6+♦ and 3card♠ (2NT ASK) 1♦-2♣-2♦ = ART (12-13 W/O 4card M); [note1,2]	Fit jumps with 9-11
1♥		5	4♠	10-18 HCP	1NT = F1 (5-15 HCP, 3card fit possible) 2 OVER 1 = F2NT; 2♥ = 8-10, 3card raise 4card fit : 3/4♥ (0-6); 3♣ (7-9); 3♦ (10-11); 2NT (FG) 2♠ = 7-9, unknown SPL (2NT ASK)	1M-1NT-2♣ possible with 2card♣ 1M-2m-2NT = FG 1M-2x-2y-2M = FG (replaces 4SF) 1♠-1NT-2♣-2♦ = BART	1NT = NF; Fit jumps 2♣ = 10-11, 3card M 2♦ = 10-11, 2card M 3NT = heavy raise 1M-[2M+1]= any SPL 9-11
1♠		5	4♥	10-18 HCP	Same as 1♥ opening but 4card fit bids shift 1 place up	[note 1,2]	
1NT			4♠	15-17 HCP, Bal (incl. all 5332) Possible: (322)6m; (422)5m; single AK	2♣ NF STAY; 2♦/♥ TRF; 2♠ ASK (min-max); 2NT TRF♦ 3suit = SPL in [suit+1]; 4♣ GERBER; 4♦ = majors 4M NAT but light S/T; 4NT QUANT	Minor suit ask : 1NT-2♣-2♦/♥-2♠ and 1NT-2♣-2♠-3♣ 1NT-2♠ can be used to play 3♣ or show ♣+♦ with 3♦; SMOLEN	
2♣		0	4♠	4-10 both Maj of GF with ♣	2♦ and 2NT= ASK; 2Maj to play, 3/4 Maj PRE		
2♦	Y	0	2♠	6-10 HCP, unknown 6card M Poss. good 5 / bad 7card M	All ♥/♠ responses up to 4♥ are P/C 2NT = ASK (range and suit)	3♣/♦ = min with ♥/♠; 3M = max with OM; 3NT = AKQ	
2M		5	NO	4-10 HCP, 5cardMajor + 4+card minor	2NT = ASK (range and suit)		
2NT			NO	21-22 HCP, Bal (incl. all 5332) Possible : (322)6m; (422)5m; single H	3♣ puppet STAY; 3♦/♥ TRF ♥/♠; 3♠ = minors 3NT = 5♠+4♥ (NF); 4suit = NAT S/T; 4NT = QUANT	After puppet: 4♣ ASK (minors) [note3] [note4]	
3♣		6	NO	4-10 HCP	3♦ ASK (3card M); 3M=6+card, F1; 4 new suit ASK CTRL	Responses to ASK CTRL :	
3♦		6	NO	4-10 HCP	3M = NAT, F1; 4 new suit ASK CTRL	Step 3 = 1st control; step 2 = 2nd control; step 1 = other	
3♥		6	NO	4-10 HCP	3♠ = NAT, F1; 4♥ = PRE or STR; 4new suit = ASK CTRL		
3♠		6	NO	4-10 HCP	4♠ = PRE or STR; 4m = ASK CTRL; 4♥ to play		
3NT	Y	7	NO	6-10 HCP, unknown broken minor	4/5♣ = P/C; 4♦ = ASK (shortness); 4M to play		
4♣	Y		NO	7/8card ♥ (poss. 1loser suit), 8/9 tricks	4♥ to play; new suit = ASK CTRL		
4♦	Y		NO	7/8card ♠ (poss. 1loser suit), 8/9 tricks	4♠ to play; new suit = ASK CTRL		
4M		7	NO	6-10 HCP, PRE	New suit = ASK CTRL		
4NT	Y		NO	Very good 8+card minor, 9+ tricks	5♣ = P/C; new suit = ASK CTRL		
5m		8	NO	6-10 HCP, PRE	New suit = ASK CTRL		

HIGH LEVEL BIDDING	NOTES SECTION
RKCB (41/30; 5NT = odd + void; 6suit = even + void)	[note1] after 1x-1y-1NT: 2♣ 3way (forces 2♦); 2♦ GF relay
next free suit asks for trump Queen	after 1x-1y-2y: 2way game trials (puppet for the SPL's)
RKCB-(intervention): PASS (slam doubt); DBL (PEN); step 1 (odd); step 2 (even)	after 1x-1y-other: cheap transfers
EXCLUSION RKCB (step 1 = odd; step 2 = even)	[note2] 1m-1M-2M and 1♥-1♠-2♠ are possible with 3card fit when unBAL
5NT GSF	[note3] responders follow-up: 4NT = S/O and next higher suit = RKCB
LIGHTNER slam DBL	[note4] after puppet: cheapest non-ASKing bid = 5+♦ and next cheapest = 5+♣
4NT = QUANT if partner made a "NT-range-bid" and no fit has been given	[note5] any bid has 2 possibilities : 1suiter in bid+1 OR 2suiter in bid+2 and bid+3 (e.g. 2♣ = 6+♦ OR 4/4+ Majors)
CTRL bids : cheapest 1st or 2nd round CTRL (skipping a suit denies CTRL)	
CTRL-(DBL) : RDBL (1st CTRL); bid (2nd CTRL); PASS (no CTRL or slam doubt)	