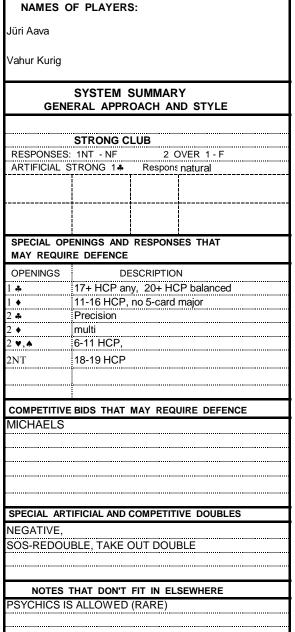
## **CONVENTION CARD**

DEFENSIVE AND COMPETITIVE BIDDING								
OVERCALLS — Ger	neral Style							
1st level - 8 - 15 HCP	1st level - 8 - 15 HCP, 5 card (or 4, if good suit) suit							
2nd level - 10-15 HCI	⊃, 5 card su	it						
Responses	2 =RELF	1						
	same							
Responses same								
TAKE-OUT DOUBLE	E — Genera	al Style						
1st level - 9+ HCP								
2nd level - 11+ HCP	Matamaka							
Responses IN BAL. POS.	Natural, ne	w suit with ju short in opp	ımp is torcin	g				
Responses	Natural	Short in opp.	Juit					
1NT OVERCALL	Respo	nses	Other M	eanings				
2nd pos. 15-18 HCP		as usual	2					
		••••••						
4th pos. 15 -18 HCP		as usual						
JUMP OVERCALL	WEAK	INTERM.	STRONG	2-SUITER				
Others	Х							
Donners	Foreign							
Responses	Forcing							
UNUSUAL NT	Minors							
Responses	Non-forcing	a						
DIRECT CUE-BID STYLE								
	10+ HCP (	Michaels)						
Responses	Natural							
Vs. strong NT (14+F	ICP)	Response	S					
2C majors or C		2D - choose						
Vs. PRE-EMPTS	LIT DOLLE	_						
NEGATIVE, TAKE C	וטט וטי	_E						
Natural overcalls								
	Vs. ARTIFICIAL STRONG 14 or 24 OPENINGS							
Natural overcalls, psychics, 2-3C - majors								
OVER OPPONENTS TAKE-OUT DOUBLE								
New suit is NF								
REDOUBLE for penalty								

	LEADS AND SIGNALS								
OPENING	SUIT 3rd/5th Others	Length (attitude)							
LEADS	NT 3rd/5th Others	3rd/5th Length (attitude) Others							
SUBSEQU	SUBSEQUENT LEADS								
Circle opening leads vs. no-trumps Underline leads against suit contracts if different									
<u>AK</u> <u>AK</u> x <u>AK</u> Jx	<u>K Q</u> <u>K Q x</u> <u>K</u> Q x x	<u>Q</u> J QJx <u>Q</u> J109	<u>J</u> 10 <u>J</u> 10 x <u>J</u> 10 9 8						
<u>A K J</u> 10 : <u>A Q J</u> x	К J <u>10</u> х		K J <u>10</u> 9 K 10 <u>9</u> 8						
A J <u>x</u> x K J <u>x</u> x <u>x</u>	K x <u>x</u> K x <u>x</u> x	Q x <u>x</u> Q x <u>x</u> x	] x <u>x</u> x ] x <u>x</u>						
K x <u>x</u> x <u>x</u>	Kx <u>x</u> xx Kx <u>x</u> x Q10 <u>9</u> x Jx <u>x</u> x <u>x</u>								
<u>10</u> × <u>10</u> 9 <u>10</u> 9× 10× <u>x</u> 10× <u>x</u> × 10× <u>x</u> × <u>x</u> <u>9</u> 8× <u>x</u> × ×× <u>x</u> <u>x</u> × <u>x</u> x x <u>x</u> ×x <u>x</u> × x <u>x</u> ×x <u>x</u> x									
SAME LEADS IF OUR SIDE SHOWED SUIT: YES / NO									
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE: 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS									
<b>D</b> = DISC	OURAGING, <b>E</b> = ENCO	OURAGING, S = 3	SUIT PREFER.						
BRACKE*	T THE SIGNALLING SY								
	CARDS	HIGH LOW	ODD EVEN						
SUIT	On partner's lead On declarer's lead	2 (S) E 2							
	Discarding	2 (S)	Е						
ΝΤ	On partner's lead On declarer's lead	2 (S) E 2 (S)							
Discarding		2 (S)	Е						
	IN TRUMP SUIT	OTHER SIGNALS							
LAVINTHAI	_	LAVINTHAL SMITH							
SPECIAL FORCING PASS SEQUENCES									



OPE- NING BID	TICK IF ARTI- FICIAL	MIN No. OF CARDS	NEGAT. DOUBLE THRU	DESCRIPTION	RESPONSES		SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1 *	Х	0	4♠	16+ HCP any distribution	1 •	0-7 HCP	jump forcing	
				20+ HCP balanced	1 ♥	5+ card, 7+ hcp	· · · · · · · · · · · · · · · · · · ·	
					1 🛦	5+ card, 7+ hcp		
					1 NT	7-10 or 14+ hcp, balanced		
					2 🚣	5+ card, 7+ hcp		
					2 ♦	5+ card, 7+ hcp		
					2 ♥,♠	4-7, 6+ suit AE or KE		
					2 NT	11-13 hcp, balanced		
					3 ♣,♦,♥,♠	0-10 7+suit		
1 ♦	Х	1	4♠	10-16 HCP, no 5 card in major	1 ♥,♠	5+ HCP, 4+ card	gadget	
					1 NT	6-10 HCP, balanced	2M - 4 card and 6(5) card in D, max	
					2 ♣,♦	10+HCP, 4+suit		
					2 ♥,♠	GF, good suit, slam interrest		
					2 NT	10-12 HCP, invite		
					3 ♣,♦	GF, good suit, slam interrest		
					3 ♥,♠	0-8 , 6+suit		
1 ♥,♠		5(4)	4♦ (4♥)	10-16 HCP, 5+ card	1 🛦	5+HCP, 4+suit	drury for 3. 4. hand opening and for all overcalls	no drury
					1NT	6-10, no 3-card support	2D- minimum	
					2 ♣,♦	10+HCP, 4+suit		
					2 ♥,♠	3 card support, 4-10 HCP		
						13+HCP, 6+suit		
					2NT	3+ support, Game invitation		
					3 ♥,♠	0-7 HCP, 3+ support		
					• • • • • • • • • • • • • • • • • • • •	Splinter, 3-4 controls, 4(3)+ support		
1NT			n/a	15-17 HCP, balanced	2♣	GF, asking for 4,5-card majors	Puppet stayman	
				5 card suit possible	2♦,♥	Jacoby transfers		
				6-card minor possible	2♠	tranfer to club or invite	3C stronger	
					2NT	transfer to diamond	3C stronger	
					3 <b>♣</b> ,♦	5-7, 6 card suit with two top honours		
					3♥,♠	5-7 6 card suit with 2 top honours		
2♣	Х	5	5	precision	2♦	relay	3M - 4 card and 6(5) card in C, max	
					2♥,♠	NF		
A.V.				40 40 HOD 45 T	3 ♣,♦	NF		
2 NT				18-19 HCP, same as 1NT, good hand	3 ♣,♦	stayman, transfers	puppet stayman	
2♦		0		1 major 6-10 HCP, bad suit or 22-23 balar	2NT	relay	SLAM APPROACH AND CONV (including all slam-interest bi	
							CUE-BID, SPLINTER, JOSEPHINE, ROMAN KEY CA	ARD BLACKWOOD
2♥,♠,		6		6 cards (5) weak	2NT	relay	LIGHTNER, DOPI-ROPI, EXCLUSIVE BLACKWOOD	
3 ♣,♦		6		3-7, 6+card				
3 ♥,♠		6	n/a	3-7, 6+ card		natural		_
3 NT	Х		n/a	7 card minor(major rear) - AKExxxx			NAMES OF PLAYERS	Page 2
4♣,♦				99,5 tricks in major			Vahur Kurig - Jüri Aava	
4 ♥,♠		6		79 tricks in play				