

CONVENTION CARD

(Category GREEN; Natural)

PEDRO SALGUEIRO (2♠) – THIERRY DECOUX (2♥)

<p>1♣ / 1♦ = 3+ / 11+</p> <p>1♥ / 1♠ = 5+ / 11+</p> <p>2♣ Strong = If bal. 22-23 or 20-21 with 5+ suit</p> <p>2♦ = FG - Any distribution 24+balanced or 3/4 losers</p> <p>2♥ / 2♠ = Weak 6 cards (5 – 10H)</p> <p>1NT= 15/17 - Very rare A/K singl. / May have Major 5</p> <p>2NT = 20/21 - May have Major 5</p> <p>3NT - Preempt Minor</p> <p>3X - Preempt 7 cards (6-10H)</p> <p>4 X - Preempt 8 cards (6-10H)</p>	<p>Roudi (asks for Major fit)</p> <p>Michaels Modified / Leaping Michaels</p> <p>Woolsey (over opponent 1NT opening or after opponent double our 1NT opening)</p> <p>4th suit FG</p> <p>Rubinshol (against overcall after 1NT opening)</p> <p>Reverse Drury (3rd / 4th seat)</p> <p>Stayman / Texas / Smolen</p> <p>Splinters</p> <p>Landik (against 1NT overcall after opening)</p> <p>BKW 5 keys / Exclusion / Minorwood</p>
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OPENINGS	ANSWERS	REBIDS
1♣ = 3+ / 11+	1NT= 8 -10H 2NT = 11-12H 3NT = 13+ H (all NT replies denies Majors 4 th)	After opponent overcall • Cuebid » asks for stop
	2♣ = 8-10H with 5 cards	After 2♣ • 2♥ / 2♠ = values in ♥♠ (4 cards) • 2NT = 14-15 with Majors stoppers • 3♣ = Unbalanced, special distribution • 3 X = splinter
	2♥ / 2♠ = weak 6 cards ♥♠ (< 6 H) 3♣ = 10-11H with 5 cards NF	
	System ON after DBL	
	Walsh: with weak hand, after 1NT rebid, to bid 2/3♦ shows hand with +♦ (NF).	
	1 Major	After 1NT » 2♣ Roudi asks for Majors support • 2♦ = no fit, weak 11-12H • 2♥ = fit with 11-12H • 2♠ = fit with 13-14H • 2NT= no fit with 13-14H
1♦ = 3+ / 11+	NT replies » Idem Clubs 2♦ = 8-10H with 5 cards	After 2♦ • 2♥ / 2♠ = values in ♥♠ (4 cards) • 2NT = 14-15 with Majors stoppers • 3♦ = Unbalanced, special distribution • 3 X = splinter
	3♦ = 10-11H with 5 cards NF 2♣ = 11+H with 5 cards Clubs 2♥ / 2♠ = weak 6 cards ♥♠	
	System ON after DBL	
	1 Major	After 1NT » 2♣ Roudi asks for Majors support Idem Clubs
1♥ = 5+ / 11+	2♣ / 2♦ = 11+H in principle 5 cards suit 2♥ = 3 cards fit with 8-10HD 2NT = 3+ cards fit with 11+H 3♥ = preempt 4 cards fit and a singleton or void 4♥ = preempt with 5 cards fit with 6-10HD	After 1♥ -2NT » • 3 x = single or void • 4 x = good new side suit • 3♥ = to play • 3NT = 13/16 balanced • 4♥ = sign off
	Limited splinters up to 4♦	
	Drury (3 rd / 4 th position) 2♣ = 3 / 4 cards fit 10+ HD / 11 H	• 2♦ = natural 12+ • 2♥ = sub opening • 2♠ = 5/4 forcing 14+ • 2NT = 14-17 H • 3♠ / 4♣ / 4♦ = splinters • 3NT = 18 -19 H
	4 th suit GF	

1♠ = 5+ / 11+	Same developments as 1♥ opening	
1NT= 15/17 Very rare A/K singleton May have Major 5	2♣ = Stayman After 2♣ - 2NT <ul style="list-style-type: none"> 3♣ = Hearts 3♦ = Spades 	After 2♣ Stayman <ul style="list-style-type: none"> 2♦ = no Majors 2♥ / 2♠ = 4 Hearts or 4 Spades 2NT = both Majors 4 / 4
	2♦/♥ = transfers Hearts / Spades	If 2♣ is doubled: <ul style="list-style-type: none"> Redouble = 4 cards Clubs » punitive Pass = No Clubs stopper. If ptn Redouble we bid normally 2♥ / 2♠ = 4 cards H or S 2NT = to play with Clubs stopper 3♣ = two Majors
		In jump: 4 cards fit with 17H
		If transfer is doubled: <ul style="list-style-type: none"> Pass = 2 cards without defense 2♥ / 2♠ = 3 cards H or S with stopper 2NT = defense with 2 cards 3♥ 3♠ = 4 cards H or S 3♣ 3♦ = cue bid 4 cards fit and prefers partner to play
		Smolen – after 1NT - 2♣ - 2♦ <ul style="list-style-type: none"> 2♥ = weak 0-7H with 4 Spades and 5 Hearts 2♠ = weak 0-7 with 5 Spades and 4 Hearts 3♥ = invitation 9H with 5 Spades and 4 Hearts 3♠ = invitation with 4 Spades and 5 Hearts
	2♠ = Texas Clubs 2NT = to play (8-9H) 3♣ = Texas Diamonds » 6th or 5 th suit w/ single 3♦ = 4-3-3-3 with a Major 4th 4♣ = two minors suits 5/5 4♦ = two Majors suits 5/5	After 1NT - 3♦ » 3NT with 3-4-3-3. Otherwise rebid Major 4th Bid game in best fit
	4NT = Quantitative (direct)	
2♣ Strong If balanced 22-23 20-21 with solid suit (5 losers)	2♦ = relay	If balanced 2NT » system ON If unbalanced » 2X with 5 cards suit » 3X with 6 cards suit After Overcall X: <ul style="list-style-type: none"> DBL = 0 or 3 Aces Pass = 1 or 4 Aces Suit below X = 2 Aces
2♦ FG Any distribution 24+balanced or 3/4 losers	2♥ = -> 8 H (max 1 King) 2♠ = 1 Ace Major 2 NT = 8+H or 2 Kings 3♣ = Ace of Clubs 3♦ = Ace of Diamonds 3NT = 2 Aces 3♥ / 3♠ = 6 cards suit with King and Queen	After Overcall X: <ul style="list-style-type: none"> DBL = 0 or 3 Aces Pass = 1 or 4 Aces Suit below X = 2 Aces
2♥ = Weak 6 cards 5 – 10H	2NT = Asking (2 + cards fit)	After 2NT » min / max <ul style="list-style-type: none"> 3♥ = minimum 3X = max with key figure on X 3NT = AKQxxx 4♥ = with 2 key cards in other suit
	2♠ = natural F1 3♣ = natural F1 3♦ = natural F1	
2♠ = Weak 6 cards 5 – 10H	2NT = Asking (2+ cards fit)	After 2NT » min / max <ul style="list-style-type: none"> 3♠ = minimum 3X = max with key figure on X 3NT = AKQxxx 4♠ = with 2 key cars in other suit

	3♣ = natural F1 3♦ = natural F1 3♥ = natural F1	
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2NT = (19) 20/21 May have Major 5	3♣ = Stayman	After 2NT - 3♣	
	3♦/♥ = Transfers	3♦ = denies Major	3♥/3♠ = Smolen
	3♠ = Stayman to minors		4♣ = 4+ cards, slam attempt
	3NT= to play	3♥ = 4 cds H, may have 4 S	4♦ = 4 + cards, slam attempt
	4♣ = two suit minors 5/5		3♠ = natural, slam ambition
4♦ = two suit Majors 5/5		4♣ 4♦ = 4+ cards, slam try	
4NT = Quantitative		3♠ = 4 cards Spades	4♣ = to play
			4♣ 4♦ = 4+ cards, slam try
		3NT = both Majors	
		After 2NT - 3♠ = Stayman to minors	
		<ul style="list-style-type: none">• 3NT = denies Clubs and / or Diamonds• 4♣ / 4♦ = 4+ Clubs or Diamonds. Responder decides• 4NT = at least 4-4 Clubs and Diamonds. Responder choose	

3NT Preempt Minor 7 cds	Pass = to play 4♣ = Pass or correct	
	4♦ = ask for singleton or void	4♥ / 4♠ = singleton or void Hearts or Spades 4NT = denies singleton 7=2=2 5♣ = singleton or void Clubs or Diamonds

3X Preempt 7 cds	3Y = forcing, natural Over minor attempt to play 3NT; Over Major attempt to slam	Support on Y = fit 3 cards vis or 2 Key cards 3NT = solid suit New suit = fit at Y and control X (Ace or King) Repeat X = all other situations
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4 X Preempt 8 cards

DEFENSIVE AND COMPETITIVE BIDDING

Two Suits Overcall	Michaels Modified: 1♣ » 2♣ = natural 1♣ / ♦ » 2♦ = Majors 1♣ / ♦ » 2NT = ♥ + ♦ or ♥ + ♣ 1♥ / 1♠ » 2NT = Minors 1♥ / 2♥ = Spades & Clubs 1♠ / 2♠ = Hearts & Clubs 1♥ / 1♠ » 3♣ = Other Major + 5♦
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DEFENSE vs Two Suits Overcall	1X – (Two Suits overcall) » DBL = penalty at least to one of the suits » Lower Cue bid = fit in X, 10+ » Upper Cue bid = 4 th suit, 10+ » 4 th suit = natural, NF » Fit to X = weak 6-9
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DEFENSE Vs 2♦ MULTI	2 nd position: DBL = 13/15 or 19+ 2NT = 16/18 bal. w/ stopper both Majors 2♥/♠ = natural (promises 5 cards) 3 X = natural - Clubs or Diamonds (6 cds) 3NT = strong with 5/5 on minor suits	Over Double »» 2NT is Rubinsohl Over 2NT »» system ON
	4 th position: Over 2♥ = DBL » opening with ♠ Over 2♠ = DBL » opening with ♥ 3 X = natural 2NT = 16/18 bal w/ stopper both Majors	Over 3NT chooses best minor suit
	6 th position: 2NT = Minors 2/3 X = natural suit	System ON

DEFENSE vs 2 Weak Major Opening	Double = 12-15H with the other Major or 19H+ any distribution 2NT = 16 - 18H balanced, no Major 4 th 3♣ / 3♦ = natural 6 cards 11+ (depending on vulnerability) Cuebid = ask partner to bid NT with a stopper on the opening suit	
DEFENSE vs Overcall after 1NT Opening	Rubinsohl After 1NT – 2X <ul style="list-style-type: none"> Double = punitive 2Y = to play 2NT » mandatory 3♣ 3♣/3♦/3♥ = transfer Diamonds/Hearts/Spades 3NT = to play without stopper 	After 1NT – 2X – 2NT – P – 3♣ (mandatory) <ul style="list-style-type: none"> To play Any other suit »» forcing
		Transfer to the Major opening suit is Stayman without stopper
DEFENSE vs 1NT » DBL	RDBL = 5 minor + 4 Major 2♣ = 2 Majors suit 5/5 maybe 5/4 2♦ = unicolor 2♥/2♠ = that Major + minor 2NT = minors	Over RDBL » 2♣ = asks for the minor 2♦ = asks for the Major
		Over 2♥/2♠ »» 2NT = asks for minor 3M = fit
DEFENSE vs Opponent's Takeout DBLs	After Partner opening <ul style="list-style-type: none"> 1♥ / 1♠ / 1NT = 6-10H 2♣ / 2♦ / 2♥ / 2♠ = 11+H 4 cards, cuebid » 4 cards + the other Major 	
DEFENSE vs 1 X »1NT opponent overcall (Landik)	Over 1 minor opening Double = punitive (from 8+)	Opener pass if weak. If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2♣ = searching Majors, at least 4/4 H/S from 8+	2♦ = partner chooses 2♥ / ♠ = minimum at level 2, good open at level 3 3♣ 3♦ = natural, no Majors
	2♦ / 2♥ = transfer to Hearts or Spades	Respects transfer. Only exception if void on the suit
	2♠ / 3♣ = transfer to Clubs or Diamonds (minimum 5 cards)	Idem
	2NT = two minor suits 5/5	
	Over 1 Major opening Double = punitive (from 8+)	Opener pass if weak. If 3 rd seat overcalls, Dbl is punitive & Pass is forcing
	2/ ♣ ♦ ♥ ♠ = Texas	Respects transfer. Only exception if void on the suit
	2NT = two minor suits 5/5	Opener bids natural
	3♣ 3♦ = forcing with 5 cards on minor and fit on the Major	If slam interest» controls; if not bids match
	3 Major = preempt, weak	
DBL's / RDBL's	Supportive; any strength till 4♦ level	
DEFENSE vs NT opening	Woolsey Double = 5 minor + 4 Major	2♣ = asks for the minor 2♦ = asks for the Major
	2♣ = 2 Majors suit 5/5 maybe 5/4 2♦ = unicolor	2♥ = relay
	2♥/2♠ = that Major + minor	2NT = asks for minor 3M = fit
	2NT = minors	
DEFENSE vs Preempts 3X	Leaping Michaels 3 minor » 4 minor = bicolor Majors 3 minor » 4 other minor = 1 Major + Other minor 3 Major » 4 minor = that minor + Other Major 3 Major » 4 Major = bicolor minors	
DEFENSE vs 1 Club Strong	Double = two Majors, at least 4/4 depends on vulnerability 1♦ / ♥ / ♠ = natural, 5 cards 1NT = two minors, at least 4/4 depending on vulnerability	
BLACKWOOD & SLAM TRY	03 / 14 = 5 keys + Queen DOPI, ROPI, Josefine, Controls 5NT = 1 Ace and useful void 6x = 2 Ace and useful void Exclusion Blackwood »» asking at 5 th level (void suit) »» answers by steps	Asking for trump Queen 5 NT or 5 in trump = denies Q 6 in trump = Q w/o K in suit lower than trump 6 in suit lower than trump = trump Q and K of that suit

LEADS	SUIT » 1/3/5 NO TRUMP » 1/2/4, internal sequences, J denies and 10/9 promises PARTNER'S SUIT » with even number = High / Low » with Odd number = Low / High
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CARDING	Standard count »» High / Low = Even; Low / High = Odd Partner's Lead: High » calls; Low » denies Declarer's Lead: standard count <u>Discarding</u> Suit = Small Odd (encourages) / Even (preferential) NT = Lavinthal (preferential) Attacks with interest (3rd) and without interest (2nd card) Ace lead or Queen asks attitude; King lead asks counting Ace lead and singleton in dummy: preferential Ace lead and RDVxx in dummy: preferential <table> <tr> <td>vs Suits</td><td>vs Notrump</td></tr> <tr> <td> x x x x x x x x x x x x x x A K x T 9 x K Q x K J T x Q J x K T 9 x J T 9 </td><td> x x x x x x x x x x x x x x A K J x A Q J x A J T 9 A T 9 x K Q J x K Q T 9 Q T 9 </td></tr> </table>	vs Suits	vs Notrump	x x x x x x x x x x x x x x A K x T 9 x K Q x K J T x Q J x K T 9 x J T 9	x x x x x x x x x x x x x x A K J x A Q J x A J T 9 A T 9 x K Q J x K Q T 9 Q T 9
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