

OPENING	MIN.NR. OF CARDS	TICK IF ARTIF.	DESCRIPTION	NEG.DBL. UNTO	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS (over com- petition and with passed partner)
1 ♣	2		10 - 21 HP	4 ♦	Inverted Minor Any simple jump in new color is weak (<6 HP) 3♦ = start cue; 3♥, 3♠, 4♠ = control; 4♣ = RKC	-->Stop-trials 4th color forcing	Over overcall on 1-level: 2 ♣, 2 ♦, 2♥, 2♠ = transfer Over overcall on 2-level: Rubensohl
1 ♦	4		10 - 21 HP	id.	Inverted Minor Any simple jump in new color is weak (<6 HP) 3♥ = start cue; 3♠, 4♠, 4♥ = control; 4♦ = RKC	Id.	Over overcall on 1-level: 2 ♣, 2 ♦, 2♥, 2♠ = transfer Over overcall on 2-level: Rubensohl
1 ♥	5		10 - 21 HP	id.	1 NT = 6-9 HP Splinters 2 ♠ = fittrial with unknown side-color 2 NT --> 3 ♦ = fittrial with short suit	Roudinesco -->2 ♦ = 12+ HP 4th color forcing	Over overcall on 1-level: 2 ♣, 2 ♦, 2♥, 2♠ = transfer Over overcall on 2-level: Rubensohl
1 ♠	5		10 - 21 HP	id.	1 NT = 6-9 HP 3♠ = start cue; 4♠, 4♦, 4S = control 2 NT = fittrial with unknown side-color 3 ♠ --> 3 ♥ = fittrial with short suit	Id.	Over overcall on 1-level: 2 ♣, 2 ♦, 2♥, 2♠ = transfer Over overcall on 2-level: Rubensohl
1 NT			15 - 17 HP balanced single possible (4-4-4-1 distr.)	none	2 ♠ = relay (may be weak) 2♦, 2♥, 2♠, 2 NT = transfer 4♠, 4♥ = RKC	-->2 ♦ = no 4-card Maj.	Over overcall on 2-level: Rubensohl After dbl : rdbl, 2 ♣, 2 ♦, 2♥ = transfer
2 ♣	- 5	X	a) 20+ HP, balanced b) GF with 5-4	none	2♦-->2NT: transfers, any strength	Transfer acceptance = 20-23 Bypass = GF	
2 ♦	6 6 6	X	a) 5-11 HP, 6-card ♥ or ♠, no 4+-card minor b) 8 tricks with 6+-card c) GF with 6+-card	none	2♥ = relay without 5+-card ♥, or not 2♥'s more than ♠'s 2♠ = 5+-card ♥, or 2♥'s more than S's 2 NT = forcing 14+HP 3♥/3♠/4♥: pass or correct	2NT = GF with any 6+card 3X = 8 tricks X 3♠/3♥ = max. with 6-card ♥/♠ 3♥/3S = min. With 6-card ♥/♠	
2 ♥	5 or 6/4+	X	Muiderberg-variant: 7-11 DHP, 5+♥ + 4+-minor	none	2 NT = 1-round forcing, asking 3 ♠ = to play minor; 3 ♠ = limit for 4♥ 3♥ = preempt	-->3♠ to 3NT = distribution	
2 ♠	5 or 6/4+	X	Muiderberg-variant: 7-11 DHP, 5+♠ + 4+-minor	none	2 NT = 1-round forcing, asking 3 ♠ = to play minor; 3 ♠ = limit for 4♠ 3 ♠ = preempt	-->3♠ to 3NT = distribution	
2 NT			a) GF 4-4-4-1 b) GF 5+-5+		3 ♠ = relay	3♦ = 5+-5+ 2 losers, or 4441 with single minor 3♥/3♠ = 4441 with single ♥/♠ 3NT-->4♠ = 5+-5+	3♥ = relay
3 ♣	6	X	preempt ♦ or 6+ ♦ en 4+ other suit (Game Forcing)	none	Bypass = GF, natural	SLAM APPROACH AND CONVENTIONS	
3 ♦	6	X	preempt ♥ or 6+ ♥ en 4+ other suit (Game Forcing)	none	Bypass = GF, natural	Control-bidding (first control cues + trump-control cues)	
3 ♥	6	X	preempt ♠ or 6+ ♠ en 4+ other suit (Game Forcing)	none	Bypass = GF, natural	(Rem.: cue in color right above trump-color =	
3 ♠	6	X	preempt ♣ or 6+ ♣ en 4+ other suit (Game Forcing)	none	Bypass = GF, natural	start cue, and not control in bidden color. Other cues are	
3 NT		X	Preempt., solid minor suit 7+-suit minor A,K,Q (J)...	none	4 ♠ = relay	controls. Once start-cue or splinter bid: following cues are controls.)	
4 ♣		X	9-10 tricks ♥, max. 11 HP (constructive)	none	4♦ = relay forcing 1, other = control	4♣ and 4♥: Roman Key Cards (when no fit, or fit m')	
4 ♦		X	9-10 tricks ♠, max. 11 HP (constructive)	none	4♥ = relay forcing 1, other = control	4 NT: RKC (with fit M)	
4 ♥	7		Preempt. (7)8+-suit ♥, max. 11 HP, rule 2 and 3	none	Natural	5 NT = Josephine	
4 ♠	7		Preempt. (7)8+-suit ♠, max. 11 HP, rule 2 and 3)	none	Natural	Special Aces + Void bidding	
4 NT		X	11 tricks minor, max. 11 HP (constructive)	none	5 ♠ = relay	DOPI - ROPI	
5 ♣	8		Preempt 8+-suit ♣, max. 11 HP, rule 2 and 3	none	Natural	Exclusion Blackwood	
5 ♦	8		Preempt, 8+-suit ♦, max. 11HP, rule 2 and 3	none	Natural		
OTHERS							

Genk 1: CONVENTION CARD 2		DEFENSIVE AND COMPETITIVE BIDDING:	LEADS AND SIGNALS:
Name of Player 1: Piccart Guido Name Player 2: Vandenberghe Stefan Name Player 3 : Segers Marcel		Simple Overcalls: General style: constructive Responses: cue-bid = game-forcing, jump = invitation game In reopening: idem Responses: idem	
Lidnummer: 12742 Lidnummer: 13956 Lidnummer 17202		Opening-leads: Vs. suit: 3TH / 5TH; zero-leads Vs. NT: idem	
SYSTEM SUMMARY: General Approach and Style: 5-Card Majors, 4-card Diamond		Subsequent leads: idem	
Special opening bids and responses:		Signal System: REVAN:	
1. 2 ♠ : a) 20+, balanced b) Game Force 5-4		When following suit on partners lead, not covered by dummy: Smallest card = encouraging Higher card = discouraging and preference (not strictly): for highest suit when even for lowest suit when odd	
2. 2 ♦ : a) 5-11 HP, 6-card H or S b) 8 tricks with any 6+-card c) Game force with any 6+-card		When following suit on partners lead, covered by dummy: Not covering high card = even number of cards in led color Not covering low card = odd number of cards in led color	
3. 2♥ and 2♠: Muiderberg-variant: 7 - 11 HP, 5+M / 4+m		When following suit on opponents lead: High-Low = even (not strictly) Low-High = odd (not strictly)	
5. 2NT: a) Game Force 4-4-4-1 b) Game Force 5+-5+		When Discarding: 2-3-4 = preference for other suit in same color (ex.: ♥ 2 asks ♦ ♣ 4 asks ♠)	
4. 3 ♣ to 3 ♠: transfer, weak unicolor or strong 6+ card + 4+ card other suit (Game Force)		5-6-7 = encouraging for discarded suit 8-9-10 = preference for other suit of same value (ex.: ♠ 10 asks ♥ ♦ 8 asks ♣)	
6. 3 NT: gambling, solid minor suit, preëempt		Signals in trump: none	
7. 4 ♣: 9 - 10 tricks H, max. 11 HP		Other signals: Lavinthal (when giving partner a ruff)	
8. 4 ♦: 9 - 10 tricks S, max. 11 HP		Opening leads vs. suit and no-trumps contracts: A K (x) (x) / A K J 10 (x) / A Q J (x) / A J x x / K J x x x / K Q (x) x / K Q J (x) / K J 10 (x) / K 10 9 (x) / K x x x / K x x x x / Q J (x) / Q J 10 (x) / Q 10 9 (x) / J 10 (x) / Q x x x / Q x x x x / 10 x / 10 9 / 10 9 x / 9 8 x / 9 8 x x / 10 x x / 10 x x x / 10 x x x x / x x / x x x / x x x x x	
9. 4 NT: 11 tricks minor, max. 11 HP		Defense versus strong NT: ! = unicolor, or same strenght as openers 1NT Multi-Ländy	
Special competitive bids:		Defense versus weak NT: Idem as vs.strong NT	
1. Constructive Ghestem (10+ DHP): (1X) - 2X = 5+/5+ highest + lowest color; (1X) - 2NT = 5+/5+ lowest colors; (1X) - 3 ♣ = 5+/5+ highest colors		Defense versus preëmpts: Vs.2X: ! = 16+ HCP; 2Y = weak; 2NT,3-level = Rubensohl 11-15(16)HC Vs.3X unto 3NT: Wereldconventie /Leaping Michaels	
2. Rubensohl in following situations: 1NT - (2X) - Rub.; 1X - (2Yweak jump) - Rub.		Defense versus artificial strong openings: Vs. 1♠ strong: ! = BI Majors, 1NT = BI minors, jump = preëempt, 1♦ = 6c ♥ or 6c ♠, 1♥ 5c+♥ + 4c+ min, 1♠ 5c+♠ + 4c+ min Vs. others: ! = lead directing	
3. Multi-Ländy over (1NT): 2♣ = Ländy; 2♦ = unicolor Maj.; 2Maj. = 5+M + 4+m; ! 12+, unic., 6+tricks or 15+		Special bids over opponents take-out ! !! = 9+ HP and 4+/4+ distribution in non bid colors Inverted Minor	
4. Multi-Ländy after (1m) - (1NT) and after (1♣) - pas - (1♦) - pas - (1NT)			
Special, artificial and competitive doubles:			
1. 1X - (!) - !! = 9+ HP and 4+-4+ distr. in other than color of opening			
2. ! over a bicolor overcall = punitive for at least one of the real colors			
3. ! over an artificial unicolor overcall = lead directing and punitive for artificial color			
Special forcing pass sequences:			
Psychics: Rare			
Important Notes that don't fit elsewhere: 1 NT - (!) - pass = 5+ HP (1 NT - (!) - !! = S.O.S.) Multi-Ländy used in following sit.: (1NT) - ML; (1 m) - pass - (1NT) - ML; 1♣ - pas - (1♦) - pas - (1NT)			