

Ope- ning		Neg X	Description	Responses	Subsequent bidding	Passed hand and over intervention
1♣	2	4♥		1♦ = semi-nat, partner responds 1NT with any 4333 distribution 2♣ = inverted minor, 1NT = 8-10 2♦ = Weak with ♥ or ♠ 1♥/♠ = ♦ may be longer	Rebid 1NT over 1♦ with any 4333 2-way Checkback after 1NT rebid over 2♦: 2NT = forcing	Truscott, Rubensohl, Switch at 1 and 3 level after an overcall opponents
1♦	4	4♥		Inverted minor	2-way Checkback	See 1♣
1♥	5	4♦		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters	2-way Checkback	Drury, Fitbids /Splinters
1♠	5	4♥		2NT = limit/light GF, 3NT = 13/15 bal + fit, Splinters, 3♥=limit	2-way Checkback	Drury, Fitbids /Splinters
1SA		4♥	10-13, 1st and 2nd NV vs VUL other positions 15-17 5-crd major possible	2♣ = Weak or INV hands 2♦ = GF relay, 2♥/♠ /3X = to play 2♣ = relay, 2♦/♥ = transfer, 2♠ = one minor, 3♣= Puppet, asks 5-crd major 3♦ = 5♦+4♣ +singl major, 3♥/♠ = 5♠+4♦ + singl, 4♣/♦ = Texas	Smolen (over 15-17 NT)	Transfer Lebensohl
2♣	X		a) Strong β) Weak two ♦ c) 22-23, 26-27 NT	2♦ = NF, 2♥/♠ = natural, NF 2NT = relay 3♥/♠ = 6-crd, invitational		
2♦	X	2♠	α) Weak two ♥ or ♠ b) 24-25 NT, 28+ NT c) any 4441 distribution, 20-24	2♥/♠ and 3♥/♠= pass/correct 2NT = relay, 3♣/♦ = nat, forcing 4♣ = request transfer, 4♦= asks suit		
2♥	X		Weak, 5♥+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2♠	X		Weak, 5♠+minor, vulnerable 5/5	2NT = relay, 3♣ = pass/correct 3♦ = invitational in major, 4♣/♦=pass/correct		
2SA			20-21	3♣ = Puppet, 3NT/5NT = 5♠ + 4♥ 3♦/♥/♠/4♣ = transfer, 4NT = quanti 4♦/♥ = transfer, slaminvite, 4♠ = RKC	Slamconventions	
3X					Dopi/Ropi, Mixed cue bids, Splinters, 5NT = Josephine	
3SA	X		Solid minor		RKC Blackwood -> 5NT/6X = even/odd keycards + void (1430), Exclusion Blackwood	
4X			preemptive			

Defensive Bidding	Leads and Signals				System
Overcall:	Suit: 3rd/5th except from four small K asks count				Players:
At 1-level may be 4-crd					Bep Vriend – Anton Maas
Resp: jumpraise = preempt, cue = fit or FG	NT: small from an honor Strong King				The Netherlands
1NT-overcall	Leads				Basic system
15-18 → resp as over 1NT opening	Lead	In suit contracts	In NT contracts		Natural style
	Ace	AKx			1♥/♠ = 5-crd
	King	AKx	KQ109		1NT = 10-13 HCP, 1st and 2nd NV vs VULN
Jumpovercalls	Queen		KQx		Other positions 15-17
Weak jumpovercalls	Jack	KJ10	QJx, KJ10		2-over-1 GF
in 4th position intermediate and Michaels	10	H109, 109x	H109		
	9	Q98x, J98x	109x, Q98x, J98x		Swicht bids at one and three level after an overcall
	X	xXxx	xXxx		Of our 1♣/♦ opening
	X		xxX in partners unsupp suit		
Twosuitd overcalls	Signals in order of priority				Special openings
Over 1♣: 2♣ = natural, 2♦= majors, 2NT = ♥+♦, 3♣ = ♠+♦		Partner leads	Declarer leads	Discarding	2♣ = strong or weak two ♦
Over 1♦: 2♦ = majors, 2NT = ♣+♥, 3♦ = ♣+♠	Suit 1st	Odd = encourage	H/L = odd	Odd= enc	2♦ = Multi
Over 1♥/♠: 2NT= minors, cue bid =other major +♣	2nd	H/L = odd	Lavinthal	H/L = odd	2♥/♠ = weak, 5-crd + minor
3♣ = other major + ♦	3rd	Lavinthal		Lavinthal	
	NT 1st	Odd = encourage	H/L = odd	Odd = enc	
Against NT	2nd	H/L = odd	Lavinthal	H/L = odd	
2♣ = majors → 2♦ = asks longer major	3rd	Lavinthal		Lavinthal	
2♦ = Multi	Other signals: H/L intrumps may show ability to ruff				
2♥/♠ = 5-crd major + minor	Against suit: King asks count, Ace asks enc/discour				
Against preempts	Doubles				Forcing pass situations
Leaping Michaels over 2X					
Against strong openings	Special doubles				Other
CRASH : X = red or black suits 1♦ = majors or minors	Optional X, Support X				
1NT = ♣/♥ of ♦/♠	Responsive X				
Over info-double opponents	Lightner X				
New suit 1-level = FIR, Truscott	Negative X				

