

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

Normal
After 1M overcall →

- cue shows 3-crđ fit (invitational or stronger) or other GF
- 2NT shows 4+-crt fit (invitational or stronger)

- jump cue 4-crđ fit 8-11 balanced

1NT overcall
15-17 (11-14 in 4th position) → normal responses (system on)

DIRECT & JUMP CUE BIDS

Two-suited hands
Vs (1♣) → 2♣ = natural, 2♦=♥+♠, 2NT=♦+♥, 3♣=♦+♠
Vs (1♦) → 2♦=♥+♠, 2NT=♣+♥, 3♦=♣+♠
Vs (1♥) → 2♥=♦+♠, 2NT=♣+♦, 3♥=♣+♠
Vs (1♠) → 2♠=♦+♥, 2NT=♣+♥, 3♠=

VERSUS 1NT
versus strong 1NT: X = penalty, ; 2♣=majors, 2NT=minors
versus weak 1NT (maximum is 15 or less) : x=penalty,
2♣=majors, 2♦=5+♥ or ♠ 15+ HCP; 2♥/♠=5+, max 14 HCP

VERSUS PREEMTS

X=take out; Leaping Michaels (same after 2M, 1M-3M, 2M-3M)
After 3♣/♦ → 4♣=other minor+a major, 4♦=♥+♠; 4M to play
After 3♥/♠ → 4m=m+♠/♥; 4♥/♠=♣+♦ (max); 4NT=♣+♦ (min)

VERSUS ARTIFICIAL STRONG OPENINGS

Vs strong 1♣: x=♥+♠, 1NT=♣+♦ (also after (1♣)-p-(♦))

OVER OPPONENTS' TAKEOUT DOUBLE

2NT=Invitational raise

LEADS AND SIGNALS

Lead

In Partner's Suit

Kleur1-3-5same

NT4th, 2nd from 3+ bad suit1-33NT=to play; -5 but if a 3-crđ fit is know, small promise honnor

Subsequentsmall encouragingsmall encouraging

Highest of a sequence
A from AK except with AK sec or somewhere else singleton/renonce

LEADS

Lead

versus suit

versus NT

AceAKx(x)AKx(x)

KingKx, AK, KQx(x), AK x in sideKQx(x)

QueenQx, QJx(x)Qx. QJx(x)

JackJx. J10(x), KJTxx(JTxx)

1010x, T9x(x), H109(x)10x, T9x(x), H109(x)

99x, HJ9(x), HT9(x)9x

High-XXxxXxxxXxxxx

Low-XXx, xxXx, xxxXpxX; PxxX; PxxXx

SIGNALS IN ORDER OF PRIORITY

Partner's lead

Declarer's lead

Discarding

1Attitude, low encCount, L-H evenLow enc

Suit2Count, L-H evenSuitpreferenceSuitpreference

3Suitpreference

1Attitude, low encSmithLow enc

SA2Count, L-H evenCount, L-H evenSuitpreference

3SuitpreferenceSuitpreference

DOUBLES

In competitive situations, where we don't yet have established a fit, is double TO
Support X/XX

CONVENTION CARD

CATEGORY: Green
NCBO: The Netherlands
PLAYERS: Cisca Vorselman & Koen Poppe

03/09/26

SYSTEM SUMMARY

2/1 GF with 5-card major
1♣=2+ NF → after 1♣ we play transfers
1♦=5+♦ or 1444/4441
1♥/♠=5+ - 2/1 Game
1NT = (14)15-17 (5-card and 6-card minor possible)
2♦= 5+-krt ♥/♠ weak
2♣= GF or weak with 6-card 2♦
2♥/♠ 6-card 9-13

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Gazzilli after 1♥-1♠/1NT and 1♠-1NT →
→ 2♣ shows a natural second suit or 15+
→ 2NT shows 5+M-4m and 18+HCP

SLAM BIDDING

RKC (1430), non-serious 3NT

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN NO OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	12-14; 18+ balanced 2+♣ 11+ unbalanced 4+♣	1♦=4+♥; 1♥=4+♠; 1♠=no 4+M ('transfer 1SA'); 1NT=10-11; 2♣=inverted (F); 2♦=6♥/♠ invitational, 2♥/♠=weak; 2NT=5+♣ 1-6 HCP; 3♣=5+♣ 7-9 HCP; 3X=preemptive	Reverse is forcing F1R (2NT=Lebensohl)	Transfers after intervention
1♦		4	4♥	5+♦ 4♦ with 4441 of 1444	2♦=F (not after double or overcall), 3♦=preemptive	Reverse is forcing F1R (2NT=Lebensohl)	
1♥		5	4♥	5+♥	1SA=5-11 HCP; 2♣=GF (balanced or ♣-length or 3+♥ GF with a good hand); 2♥=3+♥ 5-9; 2♠=6♠ invitational; 2NT=3+♥ invitational or limited GF; 3♣/♦=6-card invitational; 3♥=preemptive; 3NT=4+♥ and short ♦ 10-14; 3♠/4♣/♦=short with 4+♥ 10-14; 4♥=preemptive	Reverse is forcing F1R (2NT=Lebensohl) After 1♥-1♠/1SA is 2♣ Gazzilli (4+♣ or 15+)	Drury
1♠		5	4♥	5+♠	1SA=5-11 HCP; 2♣=GF (balanced or ♣-length or 3+♠ GF with a good hand); 2♦/♥=5+ GF; 2♠=3+♠ 5-9; 2NT=3+♠ invitational or limited GF; 3♣/♦/♥=6-card invitational, 3♠=preemptive; 3NT=4+♠ and short ♥ 10-14; 4♣/♦=short with 4+♠ 10-14; 4♠=preemptief	Reverse is forcing for 1 round (2NT=Lebensohl) After 1♠-1SA is 2♣ Gazzilli (4+♣ or 15+)	Drury
INT			4♥	(14+) 15-17 (5M/6m possible)	2♣=Stayman; 2♦/♥=transfer; 2♠=balanced invitational or weak with 5+♣ or GF met ♣ or both minors; 2SA=transfer ♦ (weak or strong); 3♣ shows or asks 5M (unbalanced); 3♦=invitational with 6♥/♠; 3♥/♠=short with both minors (min 5/4); 4♣/♦=transfer ♥/♠ (to play); 4♥/♠=preemptive		Transfer Lebensohl and take out doubles
2♣	X			- Weak with 5+♦ - Strong balanced hand (22+ HCP) - GF with a suit	2♦=relay	After 2♣-2♦ is 2♥ GF with ♥ or balanced 24+ (2♠ mandatory relay)	
2♦	x	0		Weak with 5+♥/♠ - NV possibly very weak with 5M	2♥=NF relay (p/c); 2♠=invitational with ♥; 2NT=F relay; 3♣/♦=5+ F1R; 3/4M=preemptive; 4♣=asks for transfer; 4♦=bid your suit; 4♥/♠ pass or correct	After 2NT: 3♣/♦=min ♠/♥; 3♥/♠=max ♠/♥	
2♥/♠		6		6+-card, 10-13	2NT relay, new suit forcing		
2NT				20-21 balanced	3♣=Puppet Stayman; 3♦/♥=transfer; 3♠=transfer to 3NT – next bid shows long minor (4♣/♦) or both minors and short suit (4♥/♠); 3NT=to play; 4♣/♦=6+♥/♠ SI		
3X		6		Preemptive			
3NT		7		Gambling	4♣ = NF relay, 4♦ asks for cue		
4♦/♣	X	7		Preemptive			
4♥/♠		7		Preemptive			
4NT	X			Asks for specific ace			