



SPECIAL DOUBLES
 Negative thru 2♠ * Maximal
 Responsive thru 3♠
 Support Dbl thru _____ Redbl
 * 1♠, 1♦ → 1♠, 2♠ → Negative DBL

NOTRUMP OVERCALLS
 Direct 15 to 18 System on
 Jump to 2NT 2 lowest Minors
 Balancing 10 to 15 Sys. on
 2NT Natural 17 to 20
 Sandwich 1NT

NAMES _____
GENERAL APPROACH
 4card Major, Intermediate Two

SIMPLE OVERCALL
 1 level 9 to 17 HCP(usually)
 often 4 cards very light style
Responses
 New Suit F1 NF Const NF
 Jump Raise INV Weak
 Cuebid INV+ Jump Shift INV

DEFENSE VS NOTRUMP
 Vs _____
 2♣ _____
 2♦ _____
 2♥ _____
 2♠ _____
 Dbl _____
 Other _____

NOTRUMP OPENING BIDS
 1NT 15 to 17 3♣ _____
 _____ to _____ 3♦ _____
 _____ to _____ 3♥ _____
 5-card Major common 3♠ _____
 2♣ Stayman 4♦,4♥ Texas Transfer
 2♦ Transfer to ♥ Smolen
 Forcing Stayman Lebensohl
 2♥ Transfer to ♠ Neg Dbl 2level 3level
 2♠ _____
 2NT _____
 System on over _____

2NT 20 to 22
 Puppet Stayman
 Jacoby Texas
 3♣ 3♦ = Try for
3♥ or 3♠ or 6♣♦
 Neg Dbl
 3NT _____ to _____
 Solid minor
 4 level minor PRE

JUMP OVERCALL
 Weak Intermediate

OVER OPP'S T/O DOUBLE
 New Suit Forcing 1 level 2 level

PREEMPTS STYLE
 Sound light very light
 We VUL
 NV vs NV
 NV vs VUL

Jump Shift Weak other _____
 Redouble Penalty Tendency or Power
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other _____

MAJOR OPENING
 4+ 5+
 1st/2nd
 3rd/4th
RESPONSES
 Double Raise FG INV Weak
 After Overcall INV Weak
 Conv. Raise 2NT 3NT 12-15
 Splinter 10 to 15 HCP
 Other _____
 1NT Forcing Semi-forcing
 2NT 10 to 12 3NT _____ to _____
 Drury fit 2-way 1♥→1♠
 Other _____

MINOR OPENING
 4+ 3+ 2+ Other
 1♣
 1♦
RESPONSES
 Double Raise FG INV Weak
 After Overcall INV Weak
 Single Raise INV+ FG NF
 May bypass 5♦ Up the line
 1♠→2♦ _____ 1♦→3♠ _____
 2♥ _____ 2♠ _____
 1♣→1NT 8 to 10 HCP
 2NT 10 to 12 3NT 13 to 15
 Other Conv. Raise 3NT, 3♦ (to 1♠) 12-15HCP

DIRECT CUEBID
 Michaels Major Minor
 Strong T/O Major Minor
 Natural ♣ ♦ Major
 Other _____

vs Opening Preempts
 Takeout Dbl. thru 3♥
 Conv. Takeout _____
 Lebensohl 2NT Response
 Other _____

SLAM CONVENTIONS
 4NT Blackwood Gerber
 RKCB 1430 1NT,2NT → 4♠ = Gerber
 Vs interference ~5♥→Step by P, X, Suit, 5♠~→DEPO(X/P=Even/Odd Keys)

DESCRIBE
 2♣ 23+ to _____ HCP BAL or Game Going
 Strong Natural Other
 2♦ _____ to _____ HCP
 Weak Flannery Other 9+Tricks
 2♥ _____ to _____ HCP
 Weak Other 8.5+Tricks
 2♠ _____ to _____ HCP
 Weak Other 8.5+Tricks

RESPONSES/REBIDS
 2♦ 0-1 C 2♥ 2C 2NT 4+C
 2♠ 3 Controls (A=2,K=1C)
 2NT Negative
 _____ Ogust Feature
 _____ New Suit NF
 _____ Ogust Feature
 _____ New Suit NF

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump
 x x (x)x x(x) x x x x x
 (x)x x x x x x x x x x x x
 (A)K x T 9 x AK J x A Q J x
 K Q x K J T x A J T 9 A T 9 x
 Q J x K T 9 x K Q J x K Q T 9
 J T 9 Q T 9 x Q J T x Q T 9 x
 K Q T 9 J T 9 x T 9 x x

DEFENSIVE CARDING
 vs SUITS vs NT
 Standard
 except
 Upside-Down
 Attitude
 Count

LENGTH LEADS
 4th best vs SUITS vs NT
 3rd/low vs SUITS vs NT
 Attitude vs NT
Primary signal to partner's leads
 Attitude Count Suit Preference

FIRST DISCARD
 Lavinthal
 Odd/Even

OTHER CARDING
 Smith Echo in NT Rev.
 Trump Suit Pref.

OTHER CONVENTIONAL CALLS
 Namyats 4♠, 4♦ opening
 New Minor Forcing 2♣ Checkback 2-way New Minor Forcing
 4th Suit Forcing 1 Round Game Weak Jump Shifts
 1NT - 4NT/4♠ = Invitation to SIX/SEVEN - 5♣~/4NT = Ace Count / Negative
 Double Jump Shift & 4♦ (to 1♠) = Splinter, 10-15HCP
 Grand Slam Force

もしコンベンションの意味に疑問があれば自分のコールの番に質問したり相手のコンベンションカードを見ることができます

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上記は、「4枚メジャー・システム・発展」に基づく「コンベンション・カード」例です。 佐伯和男