



**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 (Basic Version)

**NOTRUMP OPENING BIDS**

1NT <u>15</u> to <u>17</u>	3♣ _____	2NT <u>20</u> to <u>22</u>
<u>_____</u> to <u>_____</u>	3♦ _____	Puppet Stayman <input type="checkbox"/>
5-card Major common <input type="checkbox"/>	3♥ _____	Jacoby <input type="checkbox"/> Texas <input type="checkbox"/>
2♣ Stayman <input checked="" type="checkbox"/>	3♠ _____	3♠ _____
2♦ Transfer to ♥ <input type="checkbox"/>	4♦, 4♥ Texas Transfer <input type="checkbox"/>	Neg Dbl <input type="checkbox"/>
2♥ Transfer to ♠ <input type="checkbox"/>	Smolen <input type="checkbox"/>	
Forcing Stayman <input type="checkbox"/>	Lebensohl <input type="checkbox"/>	3NT <u>25</u> to <u>27</u>
2♥ Transfer to ♠ <input type="checkbox"/>	Neg Dbl 2level <input type="checkbox"/> 3level <input type="checkbox"/>	Solid minor <input type="checkbox"/>
2♠ _____		4 level minor PRE <input type="checkbox"/>
2NT _____		

System on over \_\_\_\_\_

**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 \_\_\_\_\_

**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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NV vs NV	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
NV vs VUL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Jump Shift Weak  other \_\_\_\_\_

Redouble Penalty Tendency or Power

2NT Over	Limit+	Limit	Weak
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____	_____	_____

**DIRECT CUEBID**

Michaels	Major <input checked="" type="checkbox"/>	Minor <input checked="" type="checkbox"/>
Strong T/O	Major <input type="checkbox"/>	Minor <input type="checkbox"/>
Natural	♣ <input type="checkbox"/> ♦ <input type="checkbox"/>	Major <input type="checkbox"/>
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 X = 0-1 Ace, Negative Pass = 1+ Aces, Positive

**MAJOR OPENING**

	4+	5+
1st/2nd	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**

Double Raise FG  INV  Weak   
 After Overcall INV  Weak   
 Conv. Raise 2NT  3NT   
 Splinter  \_\_\_\_\_ to \_\_\_\_\_ HCP  
 Other \_\_\_\_\_

1NT Forcing  Semi-forcing   
 2NT 10 to 12 3NT 13 to 15  
 Drury fit  2-way  1♥→1♠   
 Other \_\_\_\_\_

**MINOR OPENING**

	4+	3+	2+	Other
1♠	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**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 \_\_\_\_\_

**LEADS** (circle card led, if not in bold)

versus Suits	versus Notrump
<b>x</b> x	<b>x</b> x
(x) x x (x)	x x x x
(x) x x	x x x x x
(A) K x	A K J x
K Q x	A J T 9
Q J x	A T 9 x
J T 9	K Q J x
K Q T 9	K Q T 9
	Q J T x
	Q T 9 x
	J T 9 x
	T 9 x x

**DEFENSIVE CARDING**

	vs SUITS	vs NT
Standard	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
except	<input type="checkbox"/>	_____

**Upside-Down**

Attitude	<input type="checkbox"/>	<input type="checkbox"/>
Count	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

**LENGTH LEADS**

4th best	vs SUITS <input checked="" type="checkbox"/>	vs NT <input checked="" type="checkbox"/>
3rd/low	vs SUITS <input type="checkbox"/>	vs NT <input type="checkbox"/>
	Attitude vs NT <input type="checkbox"/>	

**Primary signal to partner's leads**

Attitude  Count  Suit Preference

**FIRST DISCARD**

Lavinthal	<input type="checkbox"/>	<input type="checkbox"/>
Odd/Even	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

**OTHER CARDING**

Smith Echo in NT  Rev.   
 Trump Suit Pref.

**DESCRIBE**

2♣ 23+ to \_\_\_\_\_ HCP BAL or Game Going  
 Strong  Natural  Other

2♦ 7 to 10 HCP  
 Weak  Flannery  Other

2♥ 7 to 10 HCP  
 Weak  Other

2♠ 7 to 10 HCP  
 Weak  Other

**RESPONSES/REBIDS**

2♦ 0-1 C 2♥ 2C 2NT 4+C  
 2♠ 3 Controls (A=2, K=1C)

2NT Feature \_\_\_\_\_

\_\_\_\_\_ Ogust  Feature   
 \_\_\_\_\_ New Suit NF

\_\_\_\_\_ Ogust  Feature   
 \_\_\_\_\_ New Suit NF

**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

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

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