	スタ	ンダードからはずれたコンベンション	v、トリートメントはアラートしてください		
SPECIAL DOUBLES Negative ☑ thru 2♠ Maximal □		OTRUMP OVERCALLS : 15 to 18 System on ☑	NAMES	_	LIST: C
Responsive ☑ thru 3♠	Jump	to 2NT 2 lowest 🗹 Minors 🗆	GENERAL A	PPROACH	
		ing <u>10</u> to <u>15</u> Sys. on □ Natural ☑ 17 to 20	5card Majar		
	Sand	vich 1NT 🗆	NOTRUMP OPENING BIDS		2NT 20 to 22
SIMPLE OVERCALL	D	EFENSE VS NOTRUMP	1NT 3 ♣		Puppet Stayman
1 level 9 to 17 HCP(usually)	Vs				Jacoby □ Texas ☑
often $\overline{4}$ cards $\overline{\ }$ very light style \Box	2♣		to		3 ♠ 3 ♦ = Try for
		<u> </u>	5-card Major common ☐ 3♠		3♥ or 3♠ or 6♣♦
New Suit F1 □ NF Const ☑ NF □ 2♥ _ Jump Raise INV ☑ Weak □ 2♠			2♠ Stayman ☑ 4♠,4♥ Texas Transfer ☑ N 2♠ Transfer to ♥ □ Smolen □		Neg Dbl □
Cuebid INV+ Jump Shift INV Dbl					3NT to
Other					
JUMP OVERCALL	OV	ER OPP'S T/O DOUBLE	2.		4 level minor PRE □
Weak ☑ Intermediate □	New	Suit Forcing 1 level ✓ 2 level □	2NT		•
PREEMPTS STYLE	Jump S	hift Weak ☑ other	System on over		
Sound light very ligh	Redoub	le Penalty Tendency or Power	MAJOR OPENING	M M	INOR OPENING
We VUL ☑ □ □	2NT Ov		4+ 5+	4+	3+ 2+ Other
NV vs NV □ ☑ □	Majors		1st/2nd □ ☑	1♣ □	Z
NV vs VUL □ □ ☑	Minors		3rd∕4th □ 🔽	1♦ □	
	Other		RESPONSES	RESPONS	
DIRECT CUEBID		vs Opening Preempts	Double Raise FG □ INV ☑ Weak □ After Overcall INV ☑ Weak □		ise FG □ INV □ Weak ☑ ercall INV ☑ Weak □
Michaels Major ☐ Minor ☐		t Dbl. ☑ thru 3♥	Conv. Raise 2NT ☑ 16+ 3NT ☑ 13-15		se INV+ ☑ FG □ NF □
Strong T/O Major ☑ Minor □	Conv. 7	akeout	Splinter ✓ 10 to 15 HCP		s 5+♦ ☑ Up the line □
Natural ♣ ☑ ♦ ☑ Major □	Lebens	ohl 2NT Response	Other	1♣→2♦	1 ♦ → 3 ♣
Other	Other		1NT Forcing ☑ Semi-forcing □	2♥	
			2NT to 3NT to		8 to 10 HCP
		wood □ Gerber ☑	Drury fit ☐ 2-way ☐ 1♥→1♠ ☐		to 12 3NT 13 to 15
RKCB □ 1430 ☑	IN1,2N1	→ 4♣ = Gerber	Other	Other Splin	ter(10-15HCP)
Vs interference $\sim 5 \lor \rightarrow Step by P, X, Suit, 5 \land \sim \rightarrow D$		DEPO(X/P=Even/Odd Keys)			ESPONSES/REBIDS
LEADS (circle card led, if not in versus Suits versus Not		DEFENSIVE CARDING vs SUITS vs NT	2♣ 23+ to HCP BAL or Game Strong ✓ Natural □ Other □	Going 2◆	Weak 2♥ NAT 2NT NAT
_	•				IT. 0
\circ	x x x X	Standard 🗸 🗸	2♦ 7 to 10 HCP	ZN	IT Ogust
\cup	x x x X x	except	Weak 🗹 Flannery 🗌 Other 🗌		
AKX T9X AKJX			2♥	_	Ogust ☐ Feature ☑
	A T 9 x	Upside-Down	Weak ☑ Other □		New Suit NF
·	K QT9	Attitude	2♠7_to10_HCP	— I –	Ogust ☐ Feature ☑
JT9 QT9x QJTx	Q T 9x	Count	Weak ☑ Other □		New Suit NF
K QT9 J T9x	T 9××		OTHER CONVENTIONAL CALLS		/ats 4♣, 4♦ opening □
LENGTH LEADS		FIRST DISCARD	New Minor Forcing ☐ 2♣ Checkback ☐ 2-way New Minor Forcing ☐		
4th best vs SUITS 🗹 vs NT 🖸		Lavinthal	4th Suit Forcing 1 Round ☑ Game □ Weak Jump Shifts □		
3rd/low vs SUITS □ vs NT □		Odd/Even	1NT - 4NT/4 = Invitation to SIX/SEVEN - 5 ~ ~ /4NT = Ace Count / Negative		
Attitude vs NT		OTHER CARDING	Grand Slam Force		
Primary signal to partner's leads		OTHER CARDING			

上記は、「5枚メジャー・システム・発展」に基く「コンベンション・カード」例です。 佐伯和男

Smith Echo in NT \square Rev. \square Trump Suit Pref. \square

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

2010/10/01

Attitude ${f Z}$ Count ${f \Box}$ Suit Preference ${f \Box}$