

opening	tick if artificial	minimal length	Description	neg. dbl. thru	Responses (including modifications after competition)	Subsequent action	Modification after competition and with passed partner
1 ♣		3	10 ⁺ pt.	3 ♠	Walsh, Inverted minor, 2♥/♠ = weak	after Inverted Minor artificial	Good-bad NT
1 ♦		3	10 ⁺ pt.	3 ♠	Inverted minor, 2♥/♠ = weak	after Inverted Minor artificial	Good-bad NT
1 ♥		5	10 ⁺ pt.	3 ♦	1 NT = F1R; Garozzo-splinters (see below) 3 NT = 11-15 pt. with 4-card and no <u>x</u> Bergen raises	Short suit trials Crowhurst	Truscott Good-bad NT
1 ♠		5	10 ⁺ pt.	3 ♦	1 NT = F1R; Garozzo-splinters (see below) 3 NT = 11-15 pt. with 4-card and no <u>x</u> Bergen raises	Short suit trials Crowhurst	Truscott Good-bad NT
1 NT			(14)15-17 pt. balanced	2 ♠	2 ♣ Relay, Transfers up to 2 NT 4 ♣ Control-asking, 4 ♦ Gerber	Relays after 2 ♣	Rubensohl
2 ♣	*	0	Semi-forcing or balanced 23-24 pt.		2 ♦ Relay, 2 ♥/♠ = natural 2 NT = 5 ⁺ controls	After 2 ♣ - 2 ♦ : 3 ♥/♠/NT is artificial	Dbl. = punitive
2 ♦	*	0	Multi, game-forcing in any suit, or weak two in ♥ or ♠	2♠	2 ♥/♠ = non forcing, 2NT = relay 3 ♥/♠ and 4 ♥/♠ = preemptive	Jump tot 4 ♥ or 4 ♠ is weak Other bid is game forcing	Dbl. = punitive
2 ♥	*	5	Muiderberg, 5-card ♥ + 4-card minor		2 NT = GF-realy, 3 ♣ non-forcing for minor 3 ♦ = invite ♥, 3 ♥/4 ♥ to play		Support may be weak
2 ♠	*	5	Muiderberg, 5-card ♠ + 4-card minor		2 NT = GF-realy, 3 ♣ non-forcing for minor 3 ♦ = invite ♠, 3 ♠/4 ♠ to play		Support may be weak
2 NT			20-22 pt. balanced		Niemeijer; transfers up to 4 ♥ 4 ♠ = Gerber		Dbl. = punitive
3 ♣			Preemptive		New suit is F1R, 4 ♦ asks <u>x</u>		
3 ♦		6	Preemptive		New suit is F1R, 4 ♣ asks <u>x</u>	Slam approach and conventions Key card Blackwood, Controls (first), Trump-cue, Cue, Swiss 3 NT Splinters, Josephine, Quantitative NT, Garozzo-splinters, DOPI-ROPI Explination Garozzo-splinter 2 ♠ after 1 ♥ shows at least 4-card fit, then 2 NT is obligatory, responder explains further : 3 ♣ = <u>x</u> ♣, 3 ♦ = <u>x</u> ♦, 3 ♥ = <u>x</u> ♥ with 7-10 pt. 3 NT = no <u>x</u> , 3♠ = <u>x</u> ♠, 4 ♣ = <u>x</u> ♣, 4 ♦ = <u>x</u> ♦, with 15 ⁺ pt. 2 NT after 1 ♠ shows at least 4-card. fit, then 3 ♣ is obligatory, responder explains further : 3 ♦ = <u>x</u> ♦, 3 ♥ = <u>x</u> ♥, 3 ♠ = <u>x</u> ♠ with 7-10 pt. 3 NT = no <u>x</u> , 4 ♣ = <u>x</u> ♣, 4 ♦ = <u>x</u> ♦, 4 ♥ = <u>x</u> ♥ with 15 ⁺ pt.	
3 ♥		6	Preemptive		New suit is F1R, 4 ♣ asks <u>x</u>		
3 ♠		6	Preemptive		New suit is F1R, 4 ♣ asks <u>x</u>		
3 NT	*	7	Solid 7- or 8-card in minor		4 ♣ = non-forcing for ♣ or ♦, 4 ♦ = GF relay		
4 ♣		7	Preemptive				
4 ♦		7	Preemptive				
other					F1R = forcing 1 round <u>x</u> = singleton or void GF = Game forcing		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Sound

Responses

IN THE REOP. POSITION

Responses

TAKE-OUT DOUBLE - General style 10+ pt., support for all suits

Responses

IN THE REOP. POSITION

Responses

1 NT OVERCALL Responses Other Meanings
2nd pos. 15-18 pt.

4th pos. 11-14 pt.)

JUMP OVERCALL WEAK INTERM. STRONG 2 SUITER
OTHERS 3 ♣ = Ghestem, (1 ♦ - 3 ♦ = also Ghestem)
 2 NT = Ghestem

Responses

UNUSUAL NT

Responses

DIRECT CUE-BID - Style Ghestem

Responses

Vs. NT Responses

Dbl. = at least as strong as opener

2 ♣ = Landy 2♦ = Multi

2 ♥/♠ = 5cd ♥/♠ + 4-cd ♠/♦

Vs. PREEMPTS

natural

take-out double

Vs. ARTIFICIAL STRONG 1 ♣ or 2 ♣ OPENINGS

vs. strong 1 ♣-opening : Dbl. = ♣ (possible with 2nd suit), Ghestem
 1 NT = 2 suits with ♣

vs. other artificial strong openings : Dbl. = shows suit

OVER OPPONENTS TAKE-OUT DOUBLE

minors : redouble = 9+ pt., new suit is forcing, jump in new suit
 is not forcing, reversed Truscott, jump in same minor is
 inviting

majors : Truscott, splimits, new suit is forcing,
 redouble = 9+ pt., jump in new suit not forcing

LEADS AND SIGNALS

OPENING LEADS

in suit 1st, 3rd, 5th

in NT 2nd, 4th-best, top of nothing

SUBSEQUENT LEADS small is promising

Lead vs. no-trump are indicated in **bold**.

Different leads against suit contracts are underlined.

A <u>K</u>	K Q	Q J	J T	T x	x x
A K x	K Q x	Q J x	J T x	T 9	x x <u>x</u>
A K J x	<u>K</u> Q x x	Q J T 9	J T 9 8	T 9 <u>x</u>	x x <u>x</u> x
A K J T x	K Q J x	K Q T x	K J <u>T</u> 9	9 8 x	x x x x <u>x</u>
<u>A</u> Q J x	K J T x	K Q T 9 x	K T <u>9</u> 8	Q T <u>9</u> x	x x x x <u>x</u> x
<u>A</u> J x x	K x x	Q x x	J x x	T x x	
K J x x <u>x</u>	K x <u>x</u> x	Q x <u>x</u> x	J x <u>x</u> x	T x <u>x</u> x	
K x x x <u>x</u> x	K x x x <u>x</u>	Q x x x <u>x</u>	J x x x <u>x</u>	T <u>x</u> x x <u>x</u>	

Same leads if our side showed suit.

SIGNAL WHEN FOLLOWING SUIT OR DISCARDING

In a suit: high is encouraging or even numbers of cards
 low is discouraging or odd number of cards

InNT: high is encouraging or even numbers of cards
 low is discouraging or odd number of cards

First discard: Lavinthal

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

responsive double up to 3 ♠, competitive double with fit up to 3 ♥
Lightner double,
Redouble after neg. double indicates at least 1 top honour

SPECIAL FORCING PASS SEQUENCES

After 1 NT - pass - 2 ♣ - dbl. - pass

P.Eu.T. - P.e.U.T.

PLAYING EVERYWHERE UNCEASINGLY TRUMP
PLAYING EVERYONE UNDER TABLE

Convention Card

Names	Marvin	Rob
	Bouvrie	Wagenvoord
Member no.	18065	14512

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE *NATURAL*

1 ♣/♦ = minimal 3-cards.

1 ♥/♠ = minimal 5-cards.

1 NT = 15-17 pt. (balanced)

SPECIAL OPENINGS AND RESPONSES

OPENINGS	DESCRIPTION	RESPONSES
1. 2 ♣	Semi forcing	2 ♦ = relay, 2 NT = 5+ controls
2. 2 ♦	Weak two in ♥/♠, or game forcing	2 ♥/♠ = non forcing, 2 NT = forcinf relay
3. 2 ♥	5-card ♥ + 4-card ♣/♦	2 NT = game forcing relay
4. 2 ♠	5-card ♠ + 4-card ♣/♦	2 NT = gamr forcing relay

SPECIAL COMPETITIVE BIDS

1. Ghestem, also in fourth position.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS rare in any position