

opening	tick if artificial	minimal length	Description	neg. dbl. thru	Responses (including modifications after competition)	Subsequent action	Modification after competition-
1 ♣		2	11 ⁺ pt.	3 ♠	Natural	Crowhurst	
1 ♦		4	11 ⁺ pt.	3 ♠	Natural	Crowhurst	
1 ♥		5	11 ⁺ pt.	3 ♦	natural, splinter	Short suit trial	
1 ♠		5	11 ⁺ pt.	3 ♦	natural, splinter	Short suit trial	
1 NT			15-17 pt. balanced	3 ♥	2 ♣ Relay, Transfers 4 ♣ Gerber		Rubensohl
2 ♣	*	0	Weak 5/4 in ♥/♠ or Semi-forcing Or balanced 23-24 pt.		2 ♦ Relay, 2♥/♠ is colour 2NT = Forcing		Dbl. = punitive
2 ♦	*	0	Multi, weak 2♥/♠ or Game-forcing any suit		2♥/♠ = non forcing, 2NT = Relay		Dbl. = punitive
2 ♥		5	Muiderberg 5-card ♥ + 4(5)-card ♣/♦		2 NT = GF, 3 ♣ non forcing for ♣/♦ 3♦ = invite ♥, 3♥ = preemptive, 4♥ = to play		
2 ♠		5	Muiderberg 5-card ♠ + 4(5)-card ♣/♦		2 NT = GF, 3 ♣ non forcing for ♣/♦ 3♦ = invite ♠, 3♠ = preemptive, 4♠ = to play		
2 NT			20-22 pt. balanced		Niemeijer Transfers, Gerber		Dbl. = punitive
3 ♣		6	Preemptive		New suit is F1R		
3 ♦		6	Preemptive		New suit is F1R	Slam approach and conventions	
3 ♥		6	Preemptive		New suit is F1R	Key Card Blackwood (1/4 - 0/3), Controls (first)	
3 ♠		6	Preemptive		New suit is F1R	Quantitative NT	
3 NT			Gambling		4 ♣ is neg.		
4 ♣		7	Preemptive				
4 ♦		7	Preemptive				
other			to play		GF = Game forcing F1R = forcing 1 round <u>x</u> = singleton or void		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Natural

See SPECIAL COMPETITIVE BIDS

Responses: – natural or 2SA asking

IN THE REOP. POSITION idem

Responses

TAKE-OUT DOUBLE - General style

See SPECIAL COMPETITIVE BIDS

Responses – natural or 2SA asking

IN THE REOP. POSITION - Idem

Responses

1 NT OVERCALL Responses Other Meanings

See SPECIAL COMPETITIVE BIDS

4th pos. Idem.

JUMP OVERCALL Weak

OTHERS 2 NT = 2 low-ranking suits

3♣ = 2 high-ranking suits

Responses

UNUSUAL NT

Responses

DIRECT CUE-BID – top and bottem suits

Responses

Vs. NT

Dbl. = one-suiter ♣ or ♦, 2♣ = ♥/♠, 2♦ = one suiter ♥ or ♠

Dbl. = 2♥/♠ = Muiderberg

Vs. PREEMPTS

natural

take-out double

Vs. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS

vs. strong 1♣-opening : Dbl. = ♥ en ♠

1 NT = ♣ en ♦

vs. other artificial openings : Dbl. = shows suit

OVER OPPONENTS TAKE-OUT DOUBLE

minors : redouble = 11+ pt., new suit is forcing

majors : redouble = 9+ pt, new suit is forcing

LEADS AND SIGNALS

OPENING LEADS

in suit small is promising

in NT small is promising

SUBSEQUENT LEADS small is promising

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

Different leads against suit contracts are underlined.

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

Same leads if our side showed suit. Yes

SIGNAL WHEN FOLLOWING SUIT OR DISCARDING

1 = odd no. of cards, 2 = even no. of cards, D = discouraging, E = encouraging, S = suit preference, [] = rarely used

	HIGH	LOW	ODD	EVEN
SUIT				
on partner's lead	D/S	E		
on declarer's lead	D/2	E/1		
discarding	Revan	Revan		
NT				
on partner's lead	D/S	E		
on declarer's lead	D/2	E/1		
discarding	Revan	Revan		

Revan : 2 - 3 - 4 ♠ ⇔ ♣ ♥ ⇔ ♠

5 - 6 - 7 direct suit preference

8 - 9 - 10 ♠ ⇔ ♥ ♣ ⇔ ♦

SIGNALS IN TRUMP SUIT

OTHER SIGNALS

Lavinthal

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

SPECIAL FORCING PASS SEQUENCES

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

PLAYING EVERYWHERE UNCEASINGLY TRUMP

PLAYING EVERYONE UNDER TABLE

Convention Card

Names Marc Arsène
Van Hoof Maex
Member no. 13699 12308

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE ACOL

1♣ = minimal 2-cards.

1♦ = minimal 4-cards.

1♥/♠ = minimaal 5-cards.

1 NT = 15-17 pt. (balanced)

SPECIAL OPENINGS AND RESPONSES

OPENINGS DESCRIPTION RESPONSES

- 2♣ Semi forcing or 5/4 in ♥/♠ weak
- 2♦ Weak ♥/♠ or GF 2♥/♠ = non forcing; 2NT = GF
- 2♥ 5-card ♥ + 4(5)-card ♣/♦ 2 NT = GF, 3♣ = non forcing ♣/♠
- 2♠ 5-card ♠ + 4(5)-card ♣/♦ 2 NT = GF, 3♣ = non forcing ♣/♠
- 3 NT Gambling 4♣ = neg.

SPECIAL COMPETITIVE BIDS

After 1♣/♦ ! = 4♦/♠ and 4♥ and 10-15pt. or 16+pt.

1SA = 4♥/♠ and 10-15pt.

2♣ = 4♦/♠ and 4♠ and 10-15 pt.

After 1♥/♠ ! = 4♣ and 4♠/♥ and 10-15pt. or 16+pt.

1SA = 4♣/♦ and 10-15pt.

2♣ = 4♦ and 4♠/♥ and 10-15 pt.

Responses are natural, except 2SA is asking.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS rare in any position