

opening	tick if artificial	minimal length	Description	neg. dbl. thru	Responses (including modifications after competition)	Subsequent action	Modification after competition-
1 ♣		3	11 ⁺ pt.	3 ♠	natural, 2 ♥/♠ = 6-card 0-6 pt., inverted min.	Crowhurst	Reversed Truscott
1 ♦		3	11 ⁺ pt.	3 ♠	natural, 2 ♥/♠ = 6-card 0-6 pt., inverted min.	Crowhurst	Reversed Truscott
1 ♥		5	11 ⁺ pt.	3 ♦	1 NT=F1R, natural, splinter, Bergen raises Garozzo-splinters (see below) 3 NT = 12-14 pt. 4-cd ♥ and no <u>x</u>	Short suit trial	Truscott
1 ♠		5	11 ⁺ pt.	3 ♦	1 NT=F1R, natural, splinter, Bergen raises Garozzo-splinters (see below), 3 NT = 12-14 pt. 4-cd ♠ and no <u>x</u>	Short suit trial	Truscott
1 NT			15-17 pt. balanced	3 ♥	2 ♣ Relay, Transfers 4 ♣ Gerber		Rubensohl
2 ♣	*	0	Weak 6+♦ or Semi-forcing or balanced 23-24 pt.		2 ♦ Relay NF, 2 NT = Forcing		Dbl. = punitive
2 ♦	*	0	Multi, weak 2 ♥/♠ or Game-forcing any suit		2 ♥/♠ = non forcing, 2 NT = Relay 3 ♥/♠ and 4♥/♠ = preemptive		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 Key Card Blackwood, Controls (first) Quantitative NT, Garozzo-splinters 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 8-11 pt. 3 NT = no <u>x</u> , 4 ♣ = <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 8-11 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		
3 ♠		6	Preemptive		New suit is F1R		
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		

OVERCALLS - General style Sound		
Responses: Nat – 2x ask strength		
IN THE REOP. POSITION Idem		
Responses: Idem		
TAKE-OUT DOUBLE - General style 12+ pt., support for all suits		
Responses: Nat.		
IN THE REOP. POSITION idem		
Responses: Nat.		
1 NT OVERCALL	Responses	Other Meanings
2nd pos. 15-18 pt.	2x = forcing, 2 level NF	
	2NT and higher = transfer	
4th pos. 11-14 pt.	idem	
JUMP OVERCALL NOT VUL. WEAK		
	VUL. INTERMEDIATE	
OTHERS 3 ♣ = Ghestem, (1 ♦ - 3 ♦ = also Ghestem)		
2 NT = Ghestem		
Responses: Nat.		
UNUSUAL NT: Ghestem		
Responses: Nat.		
DIRECT CUE-BID - Style Ghestem		
Responses : Nat		
Vs. NT		
Strong NT : DONT : Dbl. = one-suiter, bid = two-suiter, 2 ♠ = natural		
Weak NT : Dbl. = info, bid = two-suiter, 2 ♠ = natural		
Vs. PREEMPTS natural		
take-out double		
2NT after weak two: 16-18 pt. response Niemeyer		
Vs. ARTIFICIAL STRONG 1 ♣ or 2 ♣ OPENINGS		
vs. strong 1 ♣-opening : Dbl. = ♥ en ♠		
1 NT = ♣ en ♦		
vs. other artificial strong 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		

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.

Same leads if our side showed suit. Yes

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

SIGNALS IN TRUMP SUIT

OTHER SIGNALS

Lavinthal

SPECIAL FORCING PASS SEQUENCES

PSYCHICS rare in any position

rare in any position