opening	tick if	minimal	Description	neg. dbl.	Responses	Subsequent action	Modification after competition-
	artificial	length		thru	(including modifications after competition)	2000140000	T
1 *		3	11 ⁺ pt.	3 ♠	natural, $2 \checkmark / = 6$ -card 0-6 pt., inverted min.	Crowhurst	Reversed Truscott
1 ♦		3	11 ⁺ pt.	3 ♠	natural, $2 \checkmark / = 6$ -card 0-6 pt., inverted min.	Crowhurst	Reversed Truscott
1 🗸		5	11 ⁺ pt.	3 ♦	1 NT=F1R, natural, splinter, Bergen raises	Short suit trial	Truscott
					Garozzo-splinters (see below)		
					3 NT = 12-14 pt. 4-cd ♥ and no \underline{x}		
1 🛦		5	11 ⁺ pt.	3 ♦	1 NT=F1R,natural, splinter, Bergen raises	Short suit trial	Truscott
					Garozzo-splinters (see below),		
					3 NT = 12-14 pt. 4-cd ♦ and no \underline{x}		
1 NT			15-17 pt. balanced	3 ♥	2 & Relay, Transfers		Rubensohl
					4 ♣ Gerber		
2 ♣	*	0	Weak 6+♦ or Semi-forcing or		2 ♦ Relay NF, 2 NT = Forcing		Dbl. = punitive
			balanced 23-24 pt.				
2 ♦	*	0	Multi, weak 2 ♥/♠ or		$2 \checkmark / 4 = \text{non forcing}, 2 \text{ NT} = \text{Relay}$		Dbl. = punitive
2 🗸		5	Game-forcing any suit Muiderberg		3 ♥/♠ and 4♥/♠ = preemptive 2 NT = GF, 3 ♣ non forcing for ♣/♦		
_ ∠ ▼			5-card ♥ + 4(5)-card ♣/♦		$3 \bullet = \text{invite } \lor$, $3 \lor = \text{preemptive}$, $4 \lor = \text{to play}$		
2 🛦		5	Muiderberg		2 NT = GF, 3 * non forcing for 4/4		
			5-card \spadesuit + 4(5)-card \clubsuit / \spadesuit		$3 \spadesuit = \text{invite} \spadesuit, 3 \spadesuit = \text{preemptive}, 4 \spadesuit = \text{to play}$		
2 NT			20-22 pt. balanced		Niemeijer		Dbl. = punitive
			_		Transfers, Gerber		
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, Controls (first)	
3 🛦		6	Preemptive		New suit is F1R	Quantitative NT, Garozzo-splinters	
3 NT			Gambling		4 ♣ is neg.	Explination Garozzo-splinter	
4 ♣		7	Preemptive			2 ♠ after 1 ♥ shows at least 4-card fit, then 2 NT is obligatory,	
4 ♦		7	Preemptive			responder explains further: $3 \clubsuit = \underline{x} \spadesuit, 3 \spadesuit = \underline{x} \spadesuit, 3 \blacktriangledown = \underline{x} \spadesuit$ with 8-11 pt.	
					GF = Game forcing	$3 \text{ NT} = \text{no } \underline{\mathbf{x}}, 4 \clubsuit = \underline{\mathbf{x}} \clubsuit, 4 \spadesuit$	$\bullet = \underline{\mathbf{x}} \bullet, 4 \bullet = \underline{\mathbf{x}} \bullet \text{ with } 15^+ \text{ pt.}$
other			to play		F1R = forcing 1 round	2 NT after 1 • shows at least 4-card. fit, t	hen 3 ♣ is obligatory,
					$\underline{\mathbf{x}} = \mathbf{singleton}$ or void	responder explains further : $3 \blacklozenge = \underline{x} \blacklozenge$, $3 \blacklozenge$ $3 \text{ NT} = \text{no } \underline{x}$, $4 \clubsuit = \underline{x} \clubsuit$, $4 \spadesuit$	$\mathbf{v} = \underline{\mathbf{x}} \mathbf{v}, 3 \triangleq \underline{\mathbf{x}} \triangleq \text{with } 8\text{-}11 \text{ pt.}$ $\mathbf{v} = \underline{\mathbf{x}} \mathbf{v}, 4 \mathbf{v} = \underline{\mathbf{x}} \mathbf{v} \text{ with } 15^{+} \text{ pt.}$

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Sound

Responses: Nat – 2x ask strenght

IN THE REOP. POSITION Idem

Responses: Idem

 $\textbf{TAKE-OUT DOUBLE} - General \ style \quad 12^+ \ pt., \ support \ for \ all \ suits$

Responses: Nat.

IN THE REOP. POSITION idem

Responses: Nat.

1 NT OVERCALLResponesOther Meanings2nd pos. 15-18 pt.2x = forcing, 2 level NF2NT and higher = transfer4th pos. 11-14 pt.idem

JUMP OVERCALL NOT VUL. WEAK

VUL. INTERMEDIATE

OTHERS $3 \clubsuit = \text{Ghestem}, (1 \spadesuit - 3 \spadesuit = \text{also Ghestem})$

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, $2 \triangleq \text{natural}$

Weak NT: Dbl. = info, bid = two-suiter, $2 \triangleq$ = 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

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	QΊ	J T	T x	X X
AK x	K Q x	$\mathbf{Q} \mathbf{J} \mathbf{x}$	$\mathbf{J} T x$	T 9	x x x
AKJx	$\underline{K} Q x x$	Q JT9	J T 9 8	T 9 x	x x x x
$\mathbf{A} \mathbf{K} \mathbf{J} \mathbf{T} \mathbf{x}$	$\mathbf{K} \mathbf{Q} \mathbf{J} \mathbf{x}$	$\mathbf{K} Q T x$	K J T 9	9 8 x	$\mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x} \mathbf{x}$
$\underline{\mathbf{A}} \mathbf{Q} \mathbf{J} \mathbf{x}$	$K \mathbf{J} T x$	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	$Q \times x$	$J \times x$	T x x	
$K\;J\;x\;x\;\boldsymbol{x}$	$\mathbf{K} \times \mathbf{x} \times \mathbf{x}$	$Q \times x \times x$	$J \times X \times X$	$T \mathbf{x} x x$	
$K \hspace{0.1cm} x 0.1cm$	$K \times \times \times \times$	$Q \times \times \times \times$	$J \times \times \times \times$	$T\;\boldsymbol{x}\;x\;x\;x$	

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	Е		
on declarer's lead	2	1		
Discarding	S	S		
NT				
on partner's lead	D	Е		
on declarer's lead	2	1		
discarding	S	S		

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 Robl
Van Hoof Wagenvoord
Member no. 13699 14512

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE ACOL

1 ♣ = minimal 3-cards.

 $1 \blacklozenge = minimal 3-cards.$

 $1 \forall / \spadesuit = minimaal 5-cards.$

1 NT = 15-17 pt. (balanced)

SPECIAL OPENINGS AND RESPONSES

OPENINGS DESCRIPTION RESPONSES

1. 2 \clubsuit Weak 6+ \spadesuit or Semiforcing 2 \spadesuit = relay

2. 2 • Weak $\sqrt[4]{4}$ or GF $2\sqrt[4]{4}$ = non forcing; 2NT = GF

3. $2 \checkmark$ 5-card $\checkmark + 4(5)$ -card \checkmark / \checkmark 2 NT = GF

4. $2 \spadesuit 5$ -card $\spadesuit + 4(5)$ -card $\spadesuit/\spadesuit 2$ NT = GF

5. 3 NT Gambling 4 - neg.

SPECIAL COMPETITIVE BIDS

Ghestem, also in fourth position.

Explanation Ghestem: cue bid = 2 extreme colors

2NT = 2 lowest colors

 $3 \clubsuit = 2 \text{ highest colors (except. } 1 \spadesuit - 3 \spadesuit)$

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS rare in any position