

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 ♠	2 NT = game forcing with fit	after 2 NT artificial Crowhurst	Reversed Truscott Good-bad NT
1 ♦		3	10 ⁺ pt.	3 ♠	2 NT = game forcing with fit	after 2 NT artificial Crowhurst	Reversed Truscott Good-bad NT
1 ♥		5	10 ⁺ pt.	3 ♦	1 NT = FIR; Garozzo-splinters (see below) 3 NT = 11-15 pt. with 4-card and no <u>x</u>	Short suit (in transfer) trials Crowhurst	Truscott Good-bad NT
1 ♠		5	10 ⁺ pt.	3 ♦	1 NT = FIR; Garozzo-splinters (see below) 3 NT = 11-15 pt. with 4-card and no <u>x</u>	Short suit (in transfer) trials	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 ♥/♠ 6-card 0-3 pt. 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 ♥/♠ = 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 ♥ = preemptive, 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 ♠ = preemptive, 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 FIR, 4 ♦ asks <u>x</u>		
3 ♦		6	Preemptive		New suit is FIR, 4 ♣ asks <u>x</u>	Slam approach and conventions	
3 ♥		6	Preemptive		New suit is FIR, 4 ♣ asks <u>x</u>	Key card Blackwood, Controls (first), Trump-cue, Cue, Swiss 3 NT Transfer-splinters, Josephine, 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 7-10 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 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 FIR, 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					FIR = 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 see Garozzo balancing

Responses

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

Responses

IN THE REOP. POSITION 7-11 pt. or 16⁺ pt. (Garozzo-balancing)

Responses

1 NT OVERCALL Responses Other Meanings

2nd pos. 15-18 pt.

4th pos. after 1 ♣/♦/♥ 8-11 pt., after 1 ♠ 12-15 pt. (See Garozzo-balanc.)

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

Strong NT : DONT : Dbl. = one-suiter, bid = two-suiter, 2 ♠ = natural

Weak NT : Dbl = 12+ pt., Modified DONT : 2 ♣ = one suiter ♦/♥/♠
other bid = two suiter, 2 ♠ =

natural

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 = 11+ 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 not forcing,

redouble = 9+ pt.

LEADS AND SIGNALS

OPENING LEADS

in suit 4th-best = inviting, 2nd best = discouraging

in NT 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 <u>x</u> x
A K J x	<u>K</u> Q x x	Q J T 9	J T 9 8	T 9 x	x <u>x</u> x x
A K J T x	K Q J x	K Q T x	K J T 9	9 8 x	x <u>x</u> 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 <u>x</u> x x x x
<u>A</u> J x x	K x x	Q x x	J x x	T <u>x</u> x	
K J x x x	K x x x	Q x x x	J x x x	T <u>x</u> x x	
K x x x x x	K x x x x	Q x x x x	J x x x x	T <u>x</u> 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	E/2	D/1		
on declarer's lead	2	1		
discarding	S			
NT				
on partner's lead	E/2	D/1		
on declarer's lead	2	1		
discarding	S			

SIGNALS IN TRUMP SUIT

OTHER SIGNALS

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	Oscar	Rob
	Smeets	Wagenvoord
Member no.	15697	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. Garozzo balancing

Explanation of Garozzo balancing

after 1 ♣/♦/♥ - pass - pass : dbl. = 7-11 pt. or 16⁺ pt.

one over one = 12 - 15 pt.

1 NT = 8-11 pt.

Jump bids are weak or Ghestem

after 1 ♠ - pass - pass : dbl. = 7-11 pt. or 16⁺ pt. without 4-card ♥

1 NT = 12-15 pt. without 4-card ♥

2 ♣ = take-out dbl. with 4-card ♥ and 12⁺ pt.

Jump bids are weak or Ghestem

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Short suits are bid in transfer in all cases (i.e. splinters, splimits and short suits trials)

PSYCHICS rare in any position