

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.	Crowhurst	Reversed Truscott
1 ♦		3	11 ⁺ pt.	3 ♠	natural, 2 ♥/♠ = 6-card 0-6 pt.	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		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Sound

Responses

IN THE REOP. POSITION see Garozzo balancing

Responses

TAKE-OUT DOUBLE - General style 12+ 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.	Natural	

4th pos. after 1 ♣/♦/♥ 7-11 pt., after 1 ♠ 12-15 pt. (See Garozzo-balanc.)

JUMP OVERCALL NOT VUL. WEAK

VUL. STRONG

OTHERS 3 ♣ = Ghestem, (1 ♦ - 3 ♦ = also Ghestem)

2 NT = Ghestem

Responses

UNUSUAL NT

Responses

DIRECT CUE-BID - Style Ghestem

Responses

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

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	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	Marcel
	Van Hoof	Vanseer
Member no.	13699	14065

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE ACOL

1 ♣ = minimal 3-cards.

1 ♦ = minimal 3-cards.

1 ♥/♠ = minimaal 5-cards.

1 NT = 15-17 pt. (balanced)

SPECIAL OPENINGS AND RESPONSES

OPENINGS DESCRIPTION RESPONSES

- 2 ♣ Weak 6+♦ or Semiforcing
- 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

1. Ghestem, also in fourth position. 2. Garozzo balancing

Explanation of Garozzo balancing

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

one over one = 12 - 15 pt.

1♦/♥/♠ = 12-15 pt. , 1 NT = 8-12 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

PSYCHICS rare in any position