

## Defensive and Competitive Bidding

**Overcalls** - General style: Sound

### In reopening position

**Take-out double** - General style 10<sup>+</sup> p, support for all suits

### In reopening position

1 NT Overcall  
2nd pos. 15-17 p

4th pos. 11-14 p

### Jump overcall weak

Others 3♣ = Ghestem, (1♦-3♦ = Ghestem also)  
2NT = Ghestem

### Direct cue-bid - Style Ghestem

### Vs. NT

Strong NT & weak NT  
Dbl = At least as strong as opener  
2♣ = Landy 2♦ = Multi  
2♥/♠ = 5<sup>+</sup>-crds in ♥/♠ + 4<sup>+</sup>-crd minor

### Vs. preempts

Natural, take-out double

### Vs. artificial strong 1♣ or 2♣ openings

vs. strong 1♣: dbl = ♣ (possible with 2<sup>nd</sup> suit)  
Ghestem  
1NT = two-suiter with ♣  
vs. other artificial strong openings: dbl = shows suit

### Over opponents' take-our double

minors: redouble = 9<sup>+</sup> p, 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 forcing, redouble = 9<sup>+</sup> p, jump in new suit is not forcing

## Leads and Signals

### Opening leads

**In suit** 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>  
**In NT** 2<sup>nd</sup>, 4<sup>th</sup>, small is promising  
**Subsequent leads** small is promising

Lead vs. NT are indicated in **bold**

Different leads against suit contracts are underlined

<u>AK</u>	<b>KQ</b>	<u>QJ</u>	<b>JT</b>	<b>Tx</b>	<b>xx</b>
<b>AKx</b>	<b>KQx</b>	<u>QJx</u>	<b>JTx</b>	<b>T9</b>	<b>xxx</b>
<b>AKJx</b>	<b>KQxx</b>	<u>QJT9</u>	<b>JT98</b>	<b>T9x</b>	<b>xxxx</b>
<b>AKJTx</b>	<b>KQJx</b>	<u>KQTx</u>	<b>KJT9</b>	<b>98x</b>	<b>xxxxx</b>
<u>AQJx</u>	<b>KJTx</b>	<u>KQT9x</u>	<b>KT98</b>	<u>QT9x</u>	<b>xxxxxx</b>
<u>AJxx</u>	<b>Kxx</b>	<u>Qxx</u>	<b>Jxx</b>	<b>Txx</b>	
<u>KJxxx</u>	<b>Kxxx</b>	<u>Qxxx</u>	<b>Jxxx</b>	<b>Txxx</b>	
<u>Kxxx</u>	<b>Kxxx</b>	<u>Qxxx</u>	<b>Jxxx</b>	<b>Txxx</b>	

Same leads if side showed suit:

### Signal when following suit or discarding

In a suit: low is encouraging or odd number of cards  
high is discouraging or even number of cards

In NT: low is encouraging or odd number of cards  
high is discouraging or even number of cards

First discard: 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 honor

### Special forcing pass sequences

After 1NT - pass - 2♣ - dbl - pass

## B.C. Genk

### Convention Card

<b>Names</b>	<b>Marvin</b>	<b>Rob</b>
	<b>Bouvier</b>	<b>Wagenvoord</b>
<b>Member no.</b>	<b>18065</b>	<b>14512</b>

### System Summary

**General approach and style** Natural

1♣/♦ = minimal 3-cards

1♥/♠ = minimal 5-cards

1NT = 15-17 p (balanced)

### Special openings and responses

#### Opening description

- 2♣ weak two in ♦, or semi-forcing 2♦/NT = relays
- 2♦ weak two in ♥/♠, or game forcing 2♥/♠ = non-forcing, 2NT = forcing relay
- Muiderberg (6-10 p)  
2♥ 5-crd ♥ + 4<sup>+</sup>-crd ♣/♦ 2NT = game forcing relay  
2♠ 5-crd ♠ + 4<sup>+</sup>-crd ♣/♦ 2NT = game forcing relay

### Special competitive bids

- Ghestem, also in fourth position

### Important notes that don't fit elsewhere

Psychics rare in any position

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 <sup>+</sup> p	3♠	Walsh, Inverted minor, 2♥/♠ = weak	after Inverted Minor artificial Modified Crowhurst, see below	Good-bad NT
1♦		3	10 <sup>+</sup> p	3♠	Inverted minor, 2♥/♠ = weak	after Inverted Minor artificial Modified Crowhurst, see below	Good-bad NT
1♥		5	10 <sup>+</sup> p	3♦	1NT = F1R; Garozzo-splinters (see below) 3NT = 11-15 p with 4-card fit and no <u>x</u> Bergen raises	Short suit trials Modified Crowhurst 2♣ = invite relay; 2♦ = GF relay	Truscott, Good-bad NT
1♠		5	10 <sup>+</sup> p	3♦	1NT = F1R; Garozzo-splinters (see below) 3NT = 11-15 p with 4-card fit and no <u>x</u> Bergen raises	Short suit trials Modified Crowhurst 2♣ = invite relay; 2♦ = GF relay	Truscott, Good-bad NT
1NT			(14)15-17 p balanced	2♠	2♣ = relay, transfers up to 2NT 4♣ = Gerber	Relay after 2♣	Rubensohl
2♣	★	0	Weak two in ♦, Semi-forcing, or balanced 23-24 p		2♦/NT = relays, 2♠/♥ = natural (NF)	After 2♣ - 2♦: 3♥/♠/NT = artificial	Dbl = punitive
2♦	★	0	Multi, game-forcing in any suit, or weak two in ♥ or ♠	2♠	2♥/♠ = non-forcing, 2NT = relay 3♥/♠ and 4♥/♠ = preempt	Jump to 4♥ or 4♠ is weak, other bid is game-forcing	Dbl = punitive
2♥	★	5	Muiderberg, 5-crd ♥ + 4 <sup>+</sup> -crd minor		2NT = GF-relay, 3♣ non-forcing for minor 3♦ = invite in major, 3 or 4 in major is to play		Support may be weak
2♠	★	5	Muiderberg, 5-crd ♠ + 4 <sup>+</sup> -crd minor		2NT = GF-relay, 3♣ non-forcing for minor 3♦ = invite in major, 3 or 4 in major = preempt, 4 in major is to play		Support may be weak
2NT			20-22 p balanced		Niemeijer, transfers up to 4♥, 4♠ = Gerber		Dbl = punitive
3♣		6	Preemptive		New suit is F1R, 4♦ asks <u>x</u>	<b>Slam approach and conventions</b>  Key card Blackwood, Controls (first), Trump-cue, Cue, Swiss 3NT Splinters, Josephine, Quantitative NT, Garozzo-splinters, Dopi-Ropi  Explanation of Garozzo-splinters 2♠ after 1♥ shows at least a 4-crd fit, then 2NT is obligatory, responder explains further: 3♣ = <u>x</u> ♣, 3♦ = <u>x</u> ♦, 3♥ = <u>x</u> ♥ with 7-10 p 3NT = no <u>x</u> , 3♠ = <u>x</u> ♠, 4♣ = <u>x</u> ♣, 4♦ = <u>x</u> ♦ with 15 <sup>+</sup> p  2NT after 1♠ shows at least a 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 p 3NT = no <u>x</u> , 4♣ = <u>x</u> ♣, 4♦ = <u>x</u> ♦, 4♥ = <u>x</u> ♥ with 15 <sup>+</sup> p	
3♦		6	Preemptive		New suit is F1R, 4♣ asks <u>x</u>		
3♥		6	Preemptive		New suit is F1R, 4♣ asks <u>x</u>		
3♠		6	Preemptive		New suit is F1R, 4♣ asks <u>x</u>		
3NT	★	7	Solid 7- or 8-crd in a minor		4♣ = non forcing for the minor, 4♦ = game-forcing relay		
4♣ 4♦		7 7	Preemptive Preemptive		<b>Abbreviations:</b> F1R = Forcing for 1 round <u>x</u> = Singleton or void GF = Game forcing		