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 x	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 x	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**	
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 ♣ = x ♣, 3 ♦ = x ♦, 3 ♥ = x ♠ with 8-11 pt.	
other			to play		**GF = Game forcing** **F1R = forcing 1 round** **x = singleton or void**	3 NT = no x , 4 ♣ = x ♣, 4 ♦ = x ♦, 4 ♥ = x ♠ with 15^+ pt. 2 NT after 1 ♠ shows at least 4-card. fit, then 3 ♣ is obligatory, responder explains further : 3 ♦ = x ♦, 3 ♥ = x ♥, 3 ♠ = x ♣ with 8-11 pt. 3 NT = no x , 4 ♣ = x ♣, 4 ♦ = x ♦, 4 ♥ = x ♥ with 15^+ pt.	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General style Sound
Responses: Nat – 2x ask strenght

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	Respones	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

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	K 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
A **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
A 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 Van Hoof**	**Marcel 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
1. 2 ♣	Weak 6+♦ or Semiforcing	2 ♦ = relay
2. 2 ♦	Weak ♥/♠ or GF	2 ♥/♠ = non forcing; 2NT = GF
3. 2 ♥	5-card ♥ + 4(5)-card ♣/♦	2 NT = GF
4. 2 ♠	5-card ♠ + 4(5)-card ♣/♦	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 ♣ = 2 highest colors (except. 1 ♦ - 3 ♦)

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS rare in any position