Defensive and Competitive Bidding

Overcalls - General style: Sound

In the reop. position - 1NT = 11-14 p

Take-out double - General style 10^{+} p, support for all suits

In the reop. position - As in 2nd position

1 NT Overcall
2nd pos. 15-18 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: DONT
Vs. preempts: Natural, take-out double

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

Over opponents' take-our double
minors: redouble = 11^{+} 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 not forcing, redouble = 9^{+} p

Leads and Signals

Opening leads
In suit 4th best is promising, 2nd best = discouraging
In NT 4th best is promising, second of nothing
Subsequent leads small is promising

Lead vs. NT are indicated in **blue**
Different leads against suit contracts are underlined

AK	**K**Q	**Q**J	**J**T	**T**x	**x**x
AKx	**K**Qx	**Q**Jx	**J**Tx	**T**9	x**x**x
AKJx	KQx**x**	**Q**JT9	**J**T98	**T**9x	x**x**xx
AKJTx	**K**QJx	**K**QTx	KJT9	**9**8x	x**x**xxx
AQJx	K**J**Tx	**K**QT9x	K**T**98	Q**T**9x	x**x**xxxx
AJx**x**	K**x**x	Q**x**x	J**x**x	T**x**x	
KJx**x**x	K**x**x**x**	Q**x**x**x**	J**x**x**x**	T**x**x**x**	
Kxx**x**xx	Kxx**x**x	Qxx**x**x	Jxx**x**x	T**x**x**x**x	

Same leads if 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 / S		
on declarer's lead	2	1		
discarding S	S			
NT				
on partner's lead	D / S	E / S		
on declarer's lead	2	1		
discarding S	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 honor

Special forcing pass sequences
After 1NT - pass - 2♣ - dbl - pas

BC Genk

Convention Card

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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	**Responses**
1. 2♣ semi-forcing or weak two in ♦	2♦ = weak relay 2NT = strong relay
2. 2♦ weak two in ♥/♠, or game forcing	2♥/♠ = non-forcing 2NT = forcing relay
3. Muiderberg (6-10 p)	
2♥ 5-crd ♥ + 4^{+}-crd ♣/♦	2NT = game forcing relay
2♠ 5-crd ♠ + 4^{+}-crd ♣/♦	2NT = game forcing relay

Bidding in fourth hand.
1. Ghestem
2. Dbl = Info with strength of opening
3. New suit: as normal, possibly somewhat weaker
4. 1NT = 11-14 p
5. Jump bids in suit are weak (or Ghestem)

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^+ p	3♠	Inverted minor, 10^+p, 2NT= support in ♣ weak 2♦/♥/♠ = weak	Two way Crowhurst	Good-bad NT
1♦		3	10^+ p	3♠	Inverted minor, 10^+p, 2NT= support in ♦ weak 2♥/♠ = weak	Two way Crowhurst	Good-bad NT
1♥		5	10^+ p	3♦	1NT = *F1R*, 2NT = 4-crd fit with ×, invite Bergen raises (adapted) 3NT = 4-crd fit no ×	Short suit trials Two way Crowhurst	Truscott, Good-bad NT
1♠		5	10^+ p	3♦	1NT = *F1R*; 2 NT = 4-crd fit with ×, invite Bergen raises (adapted) 3NT = 4-crd fit no ×	Short suit (in transfer) trials	Truscott, Good-bad NT
1NT			(14)15-17 p balanced	2♠	2♣ = relay, transfers up to 2NT 4♣ = Asks for aces	Relay after 2♣	Rubensohl
2♣	★	0	Semi-forcing, balanced 23-24 p Weak two in ♦		2♦ = weak relay, 2♠/♥ = natural with 12^+ p 2NT = strong relay	After 2♣ - 2♦: 3♥/♠/NT = artificial	Dbl = punitive
2♦	★	0	Multi, game-forcing in any suit, or weak two in ♥ or ♠		2♥/♠ = non-forcing, 2NT = relay 3♥/♠ and 4♥/♠ = to play, pass or correct	4♥ or 4♠ to play, pass or correct Dbl after 2♥/♠ = info, else punitive Bidding in new suit is GF	
2♥	★	5	Muiderberg, 5-crd ♥ + 4^+-crd minor		2NT = GF-relay, 3♣ pass or correct in minor 3♦ = invite in major, 3 / 4 in major = preempt		Support may be weak
2♠	★	5	Muiderberg, 5-crd ♠ + 4^+-crd minor		2NT = GF-relay, 3♣ pass or correct in minor 3♦ = invite in major, 3 / 4 in major = preempt		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 ×	**Slam approach and conventions**	
3♦		6	Preemptive		New suit is F1R, 4♣ asks ×	Key card Blackwood, Controls (first), Trump-cue, Cue, Swiss 3NT Splinters, Josephine, Quantitative NT, Exclusion Blackwood	
3♥		6	Preemptive		New suit is F1R, 4♣ asks ×		
3♠		6	Preemptive		New suit is F1R, 4♣ asks ×		
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		**Abbreviations:** F1R = Forcing for 1 round × = Singleton or void GF = Game forcing		