

Openings bids and responses						
	ART	Min	Meaning	Responses	Further bidding	Further remarks
1♣		2	11+	inverted minors, not after interventions or t-o dbl	2♦ Mini-multi (0-7, 6-card M) 2♥♠ Inviting, 6-card	Lebensohl after jump interventions
1♦		5	11+ 5-card or 4-4-4-1	inverted minor, not after interventions or t-o dbl	2♥♠ Inviting, 6-card	
1♥/ ♠		5	11+	1NT 6-11 2♣ GF with ♣ of 3-card support 2♦ GF 5+♦ 2 OM GF 5+ 2NT GF, fit 3♣/♦ inviting, 6krt ♣/♦ 3NT 14-16 HCP, balanced , 4-card support	After 2♣: 2♦: real ♦ or too weak for higher bid 2♥: (after 1♠ -2♣) 4+krtr ♥, 12+ 2♣: (after 1♥-2♣): reverse, 15+ 2NT: balanced, 15+	
1NT			15-17 HCP balanced, may have 5+ major	Stayman, Jacoby, Smolen, transfers for minors	Rubensohl	Maximum and strong M opens as 18-20 M
2♣ x			GF or 23+ NT	2♦ relay. 2NT asking	Kokish	
2♦♥/ ♠			weak mostly 6-card. Occasionally 5-card	2NT relay: "	3X weak 3Y short 3NT balanced	
2NT		21-22	Semi-balanced, 6-card mm possible	Puppet-Stayman Jacoby, transfers for minors	4NT = Quant	
3x		6/7	Pre-emptive			
3NT x			Namyats	4♣ slam inviting, bid your color with transfer), 4♦: idem, without transfer; 4♥ pas or correct		
4 x x	7/8		Pre-emptive			
Higher levels				Mixed controls, Splinters Leaping Michaels (only after pre-empt-openings + replies).	RKC (1430), Lackwood (1430)	

Simple overcall
Basic principle: Rule of 2/3/4. Not vulnerable can be weak Overcall at 1-level can incidentally be with 4-card
1NT overcall
Natural
Jump overcalls
All jump overcalls at 2nd level are same as openings at 2nd level. 2♦/♥/♠: 5+ (NV) 2NT: Unusual Jump overcall at 3 level: intermediate, rule of 2/3/4
(Jump) cue bids
2 ♥ after 1 ♥ 5/5 with ♠ and 2nd suit (opening quality) 2 ♠ na 1 ♠: 5/5 with ♥ and 2nd suit (opening quality) 4th seat may be weaker
to NT
In 2 nd seat robust, in 4 th seat weaker Landy
Dbl vs. Pre-empts
until 4 ♥ take-out
Vs. strong 1♣ opening
1 ♠ = 13 cards
After take-out double
RD: 9+HCP. (jump) raises may be pre-emptive

Leads and signals			
Leads			
lead	In partner's colour		
colour	1 st 3 rd , 5 th	low => honour	
NT	low => honour or TON	low => honour	
Only indicative, partners are free not to obey, false leads and signals (and mistakes ☺) do occur			
Leads			
Lead	Against suit	Against NT	
Ace	AH...	AH(X.....)	
King	AKx, KQ(X...)	strong king against 3 NT	
Queen	KQ..Qx, QJ(X....)	QJ(XXXX)	
Jack	Top of series or KJ10	Top of series or KJ10	
10	Top of series or Q109	Top of series or Q109	
9	TON	TON	
Signals			
Colour	Partner's lead	Leader	Discard
1e	Attitude	Attitude	lavinthal
2e	low = even	Low = even	
NT			
1e	Attitude	Attitude	Attitude
2e	Low = even	Low=even	Low=even
Doubles			
Takeout doubles			
All doubles are takeout unless punishment is very clear			
Special doubles			
Negative doubles up to 4 ♥ Start asking doubles after conventional bids Support doubles no higher than 2-level			

Convention Card
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Summary
General approach
5 card Major 2 over 1 Game Forcing Openings on 1 level: standard, 5-card ♠, ♥/♦, 2-card ♣ 2♣ = strong or weak with 5+♦ and 4M
Overcalls and responses can be very weak in a (NV) competitive situation
Special
We play Lebensohl answers after opponent's interventions