

DEFENSIVE AND COMPETITIVE BIDDING
overcalls (responses; 1 / 2 level; reopening)
(6)8 – 16(17) HCP 5 card - natural
2 level: (10)12-16(17) HCP 5 card natural
1ZT overall (2nd/ 4th hand; responses; reopening)
15 -18 HCP + stop ; resp Stayman, Jacoby
4th hand: (10)11-14 HCP ; resp Stayman, Jacoby
Jump overcalls
2ZT = Unusual : lowest suits
Suit: 6+ card (5)6 - 10 HCP (wider range if partner passed)
DIRECT & JUMP CUE BIDS
1♣-2♣= both majors (5+,5+)
1♦-2♦= both majors (5+,5+)
1M-2M= other Major + unknown Minor (5+,5+)
1x-3x= good suit, asks stopper
Defense vs NT:
X= penalty (points)
2♣= both majors (3+, 3+)
2♦= one suiter major
2M= 5Major 4+ minor
4th hand: natural, only 2♣= both majors (3+, 3+)
Defense vs PREEMPTS (DBL; Cue-bids; Jump; NT-bid)
Dbl: take-out;
2NT : (15)16-18 HCP + stop
Overcall is constructive
4 NT after 3 S/H : minor suits
3 NT : to play
Leaping Michaels (5/5 or longer)
Defense vs strong artificial opening bids such as 1♣ or 2♣
X=♥, 1♦=♠, 1M= M+m
1NT= mineurs, 2♣= Majeurs
2♦/♥/♠= short or long
OVER OPPONENT'S T/O DBL
Transfers over 1M (x) or (1x) 1M (x)

LEADS and SIGNALS			
LEADS			
	lead	In Partner's suit	
suitcontract	1/3/5	1/3/5	
NT contract	1/3/5	1/3/5	
suitcontract: AH, AHx, AHB103, HV, HV73, HB103, H1098 , NT: 4th best or top of nothing; top series or broken series or internal series + Hon (H1098)			
LEADS			
lead	suitcontract	NT-contract	
Ace	Asks attitude	Asks attitude	
King	Asks count	Asks count	
Queen	QJ+, Qx	QJ9+, KQ+	
Jack	(K)JT+	(K)JT+	
10	(K)(Q)T9+, Tx	(K)(Q)T9+	
9	(K)(Q)(J)98+, 9x	(K)(Q)(J)98+	
SIGNALS			
	Partner leads	Leader leads	discarding
1	Attitude L/H	Count L/H even	Attitude L/H
Kleur 2	Count L/H even		Lavinthal
3	Lavinthal		
1	Attitude L/H	Count L/H even	Attitude L/H
ZT 2	Count L/H even		Lavinthal
3	Lavinthal		
DOUBLES			
T/O DOUBELS (responses, balancing)			
Opening strength - all other suits covered or 16+ HCP			
About 3HP weaker in balancing seat			
Can be weaker with good distribution			
responses: Suit without jump: 0-8 HCP			
Suit with jump: 9-11 HCP			
Cuebid: 12+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DOPI – ROPI after bid or DBL on 4 NT			
RDBL after DBL on Control bid: 1 st Control			
Support DBL			
Lead DBL against artificial bids			

BELGIAN BRIDGE FEDERATION
NAME of TEAM: Boeckenberg 1
NAT 2
Players VBL #
Daan Hellin 31729
Ines Meersman 32386
SYSTEM SUMMARY
5♠5♥4♦2♣ opening
GENERAL APPROACH and STYLE
Natural
Walsh
2-over-1 GF
Double deux (Three Way Check Back)
Serious and non-serious bids
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣=weak in ♦ or strong (SF & MF)
2♦=weak in ♥ or strong
2♥=weak in ♥ and ♠ (4+/4+)
Splinter, Drury
Transfers on double on 1M
3th and 4th suit is RF
Lebensohl (after dbl on weak 2) and Rubensohl
Check back Stayman
1m (1H) 1S = 0-3 spades
Long suit trial, support DBL
Neg DBL till 4♥
Control bids 3, 4 en 5 level
4 NT: RKC (41/30/2KC/2KC+TRQ)
Exclusion Blackwood
Blackwood Quantitative
SPECIAL FORCING PASS SEQUENCIES
DOPI - ROPI - DEPO after DBL or bid on 4 NT
DBL after stayman
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	X as ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTIONS	PASSED HAND BIDDING
1♣		2		11+ 1♣ with 3/3 in the minors	Walsh (1♦ does not promise 4+♦, 1M= naturel but could have longer ♦, 1NT=11-12) Inverted minors: 2 level 10+ HP 3 level (4)6 - 9HP	1♣ - 1♦ - NT = could contain 4 card M	natural
1♦		4		11+ 1♦ with 4/4 minors			
1♥/1♠		5		11+ Could be weaker in 3th hand	2y with jump= 9-11 & 6+ card 2ZT = MF 1ZT = SF after opening in 1st or 2nd seat 2♥/♠ = 8-10	After 1♥/1♠ - 1NT is 2 NT GF 3x = 5/5	Drury 2NT= 10-11, 4-card fit and short suit
1ZT				15-17 HP balanced incl 5M332 Slightly irregular is possible (4M5m, high single, bad 6m)	Stayman (could be weak); 2♦/♥/NT= transfers ♥/♠/♦ 2♠= INV BAL or ♣, Smolen 3♣ asks 5card M - 3♦ multi invite 3♥=4333; 3♠= 3433	Natural 3♥/♠= 5 card, rest = 3♦	
2♣	X			Weak with ♦ or ZT 22-23 HP; 26+ HP SF major MF major (bad suit), MF ♣, MF ♣ + other suit, MF ♥/♠ + other suit, Strong gambling ♣	2♦ relay, NF 2NT = asking, strong relay	After 2NT: 3♣/♥/♠: max, values 3♦: min	
2♦	X	5		Weak with ♥ or NT 24-25 HP MF ♦, MF ♦ + other suit, MF major (good suit) MF ♠ + other suit (5+/5+), Strong gambling♦	2♥ relay; NF 2♠, nat, invite but NF - 3♣, 3♦: nat, RF 2NT = asking, RF	Strength and suit	Preempt could be good 5card suit.
2♥		4/4		Weak : ♥ and ♠ 5-10 HCP	2NT = asking, RF 3♣ : min (->3♦ asks), 3♦: 5/5 max, no void, 3♥/♠ : max, 3NT : 4/4 max, 4♣ : 5/5 void ♣, 4♦: 5/5 void ♦	Strength and suit	Could be weaker opening or less distributional
2♠		6(5)		weak : 5-10 HCP 6+ card ♠ vul 5+ card ♠non-vul	2NT asking, RF New suit: nat – RF		
2NT				20-21 HCP semi-balanced 5 card ♥/♠ possible, same as 1NT-opening	Jacoby transfers; Puppet 3♠ : minors		
3♣		7(6)		Preemptive			Opening has a wider range and
3♦		7(6)		Preemptive			could be with less distribution
3♥		7(6)		Preemptive			if partner has already passed
3♠		7(6)		Preemptive			
3NT	X			gambling			
4♣		8(7)		Preemptive			
4♦		8(7)		Preemptive			
4♥		8(7)		Preemptive			
4♠		8(7)		Preemptive			