

DEFENSIVE AND COMPETITIVE BIDDING
overcalls (responses; 1 / 2 level; reopening)
6 – 15 HCP 5 card - natural
2 level: 10-15 HCP 5 card natural
1ZT overcall (2nd/ 4th hand; responses; reopening)
15 -17 HCP + stop ; resp Stayman, Jacoby
4th hand: 10-14 HCP + stop; resp Stayman, Jacoby
Jump Overcalls
2ZT : Unusual 5/5 in lowest suits
Suit: 6+ kaart 6 - 12 HCP
DIRECT & JUMP CUE BIDS
Michaels cuebid
Defense vs NT:
Multi Landy
Defense vs PREEMPTS (DBL; Cue-bids; Jump; NT-bid)
Dbl: constructive - opening strength;
2NT : 16-18 HCP + stop
Overcall is constructive
4 ZT na 3 S/H : minor suits
3 ZT : to play
World Convention
Defense vs strong artificial opening bids such as 1♣ or 2♣
Natural - constructive
OVER OPPONENT'S T/O DBL
Systems on - no changes

LEADS and SIGNALS			
LEADS			
	lead	In Partner's suit	
suitcontract	Small promising / MUD		
NT contract	Small promising		
suitcontract: <u>AH</u> , <u>AHx</u> , <u>AHB</u> 103, <u>HV</u> , <u>HV</u> 73, <u>HB</u> 103, <u>H1098</u> , NT: 4th best or top of nothing; top series or broken series or internal series + Hon (<u>H1098</u>)			
LEADS			
lead	suitcontract	NT-contract	
Ace			
King	Promises Q or A	Promises Q	
Queen	Promises J	Promises J	
Jack	promises 10, or double or single	Promises 10 + ev Hon	
10	Highest of series, doubleton, singleton	Highest of series + ev. Hon	
9			
Hoog -X			
Laag - X			
SIGNALS			
	Partner leads	Leader leads	discarding
1	Attitude H / L	Count H/L even	Attitude H/L
Kleur 2	Count H/L even		Lavinthal
3	Lavinthal		
1	Attitude H/L	Count H/L even	Attitude H/L
ZT 2	Count H/L even		Lavinthal
3	Lavinthal		
DOUBLES			
T/O DOUBELS (responses, balancing)			
Opening strength - all other suits covered or 16+ HCP			
responses: Suit without jump: 0-7 HCP			
Suit with jump: 8-11 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			

BELGIAN BRIDGE FEDERATION
NAME of TEAM: Boeckenberg BC 1
NAT 3 D
Players VBL #
Dirk Poschet 12785
Guido De Beuckelaer 17210
Frank Deschryver 11078
SYSTEM SUMMARY
Majors 5, ♦ 4
GENERAL APPROACH and STYLE
Natural
Double deux (Three Way Check back)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
4th suit is MF
Lebensohl
Check back Stayman
Splinter
Long suit trial
support DBL
Neg DBL till 4♥
Drury
Control bids 3, 4 en 5 level
4 NT: RKC (30/41/2KC/2KC+TRQ)
Exclusion Blackwood
SPECIAL FORCING PASS SEQUENCIES
IMPORTANT NOTES
PSYCHICS:

OPENING	X as ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTIONS	PASSED HAND BIDDING
1♣		2		11 – 20 HCP	Inverted minors: 2 level 10+ HP 3 level 6-9 HP 2ZT 0-5 HP	Bids in color are stops	
1♦		4		11 - 20 HP			
1♥/1♠		5		11 – 20 HP	2ZT = MF	New color = singleton or renonce 3NT = 14-16 HP ♥/♠ 3 level = 17+HP , 4 level = 12-13 HP	
IZT				15 – 17 HP regular distr.	Stayman ; transfers for all suits	natural	
2♣	X			semi forcing or strong NT 22-23 HP	2♦ relay, RF	Strength and suit	
2♦	X			manche forcing	2♥ relay ; RF	Strength and suit	
2♥		6		Weak 6+card ♥ 6-10 HCP	2NT = 15+ HCP, RF	Mini/mini – maxi/maxi	
2♠		6		Weak 6+ card ♠ 6-10 HCP	2NT = 15+ HCP, RF		
2NT				20-21 HCP regul. distr. 5 card ♥/♠ possible	Jacoby transfers; Niemeyer 3NT is 4/5 ♥/♠ 3♠ is both minors		
3♣		7		Max 11 HP	New suit 3 level is RF- 4 level : Control	4 in suit: to play - 4NT: RKC	
3♦		7		Max 11 HP	New suit 3 level is RF- 4 level : Control	4 in suit: to play - 4NT: RKC	
3♥		7		Max 11 HP	New suit is control	4 in suit: to play - 4NT: RKC	
3♠		7		Max 11 HP	New suit is control	4 in suit: to play - 4NT: RKC	
3NT	X			gambling	4♣ negative; 4♦ slaminterest		
4♣		8					
4♦		8					
4♥		7		To play			
4♠		7		To play			
(4NT)							
5♣		8				HIGH LEVEL BIDDING	
5♦		8					
(5♥)							
(5♠)							