	1 / 2 level; reopening)
(6)8 – 16(17) HCP 5 c	ard - natural
2 level: (10)12-16(17)	HCP 5 card natural
	h hand; responses; reopening)
15 -18 HCP + stop ; res	sp Stayman, Jacoby
4th hand: (11)12-14 HO	CP (opening minor) 11-15 (opening major)
-> resp Stayn	nan, Jacoby
Jump Overcalls	
2ZT = Unusual : lowes	
Suit: 6+ card (5)6 - 10	HCP (wider range if partner passed)
DIRECT &JUMP CU	JE BIDS
Michaels cuebid adapte	ad.
2♦ after opening 1♣ Cue 3-level : higher	or cue (♦,♥ or♠) at 2-level: highest suits
Cue 3-level : higher	st and lowest suit
Defense vs NT:	
Defense vs IV I:	
Multi Landy	
Multi Landy $X = \text{strong (in } 4^{\text{th}} \text{ hand}$! = 6+ minor)
Multi Landy $X = \text{strong } (\text{ in } 4^{\text{th}} \text{ hand})$	
Multi Landy $X = \text{strong } (\text{ in } 4^{\text{th}} \text{ hand})$	TS (DBL; Cue-bids; Jump; NT-bid)
Multi Landy X = strong (in 4 th hand Defense vs PREEMP	
Multi Landy X = strong (in 4 th hand Defense vs PREEMP Dbl: take-out;	TS (DBL; Cue-bids; Jump; NT-bid)
Multi Landy X = strong (in 4 th hand Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP	TS (DBL; Cue-bids; Jump; NT-bid) + stop
Multi Landy X = strong (in 4 th hand Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP - Overcall is constructive	TS (DBL; Cue-bids; Jump; NT-bid) + stop
Multi Landy X = strong (in 4 th hand Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mine	TS (DBL; Cue-bids; Jump; NT-bid) + stop
Multi Landy X = strong (in 4 th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mine 3 NT: to play	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits
Multi Landy X = strong (in 4 th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mino 3 NT: to play Leaping Michaels (5/5)	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits or longer)
Multi Landy X = strong (in 4 th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP-Overcall is constructive 4 NT after 3 S/H: mind 3 NT: to play Leaping Michaels (5/5) Defense vs strong arti	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits or longer) ficial opening bids such as 14 or 24
Multi Landy X = strong (in 4th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mine 3 NT: to play Leaping Michaels (5/5) Defense vs strong arti x = majors, 1NT = mine	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits or longer) ficial opening bids such as 1* or 2* ors
Multi Landy X = strong (in 4th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mine 3 NT: to play Leaping Michaels (5/5) Defense vs strong arti x = majors, 1NT = mine	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits or longer) ficial opening bids such as 14 or 24
Multi Landy X = strong (in 4th hand) Defense vs PREEMP Dbl: take-out; 2NT: (15)16-18 HCP- Overcall is constructive 4 NT after 3 S/H: mine 3 NT: to play Leaping Michaels (5/5) Defense vs strong arti x = majors, 1NT = mine	TS (DBL; Cue-bids; Jump; NT-bid) + stop e or suits or longer) ficial opening bids such as 1* or 2* ors be aggressive, with jump is weak

		LE	ADS and S	IGNALS	
LEADS					
		lead			artner's suit
	suitcontract Attitude			1/3/	
NT contra	ıct	Attitude		1/3/	/5
		<u>A</u> Hx, <u>AHB1</u>			
	eries or	broken serie	s, top interr	nal series +	Hon (H <u>10</u> 98)
LEADS					
lead		Vs. suitcon	tract	Vs.	NT-contract
Ace	l l		le	Ask	s attitude
King	ing Asks count			Ask	s deblok or coun
Queen		QJ+, Qx)+, KQ+
Jack		(K)JT+		(K)	JT+
10		(K)(Q)T9+	, Tx	(K)	(Q)T9+
9		(K)(Q)(J)98			(Q)(J)98+
SIGNAL	S	ı			
	Partner	· leads	Leader le	ads	discarding
	Attitud		Count H/	L even	Attitude H/L
Kleur 2	Count 1	H/L even			Lavinthal
3	Lavintl	hal			
1	Attitud	le H/L	Count H/	L even	Attitude H/L
ZT 2	Count	H/L even			Lavinthal
3					
			DOUBI	ES	
T/O DOI	IDELC	(responses,			
1/0 000	DELS	(responses,	Daiancing)		
Opening	tranath	- all other s	its covered	or 16± H	CD
		er in balanci		01 10 110	CI
10001 511	1 Weak	er in outdier	ing sout		
responses	: Suit w	ithout jump:	0-8 HCP		
responses		ith jump: 9			
	Suit W	im jump.	111101		
	Cuebi	d: 12+ HCP			
SDECIAL			COMPET	TTIEVE	DBLS/RDLS
		er bid or DB		IIIEVE	DDLS/KDLS
				trol	
		on Control	via: 1° Con	uoi	
Support D	RL				

BELGIAN BRIDGE FEDERATION NAME of TEAM: Boeckenberg 1 NAT 2 Players VBL # Michel Hellin 18310 Guido De Beuckelaer 17210 SYSTEM SUMMARY Majors 5, ♦ 4 GENERAL APPROACH and STYLE Natural T-Walsh 2-over-1 GF Double deux (Three Way Check Back) Serious and non-serious bids SPECIAL BIDS THAT MAY REQUIRE DEFENSE weak 2♠ Multi $2 \spadesuit$ (6(5)+ card \blacktriangledown – 6-10 HCP or strong) Multi 2♣ weak ♦or strong 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 spadesLong 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 **IMPORTANT NOTES** PSYCHICS: rare

NG	X as ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIVE DBL. THRU				
OPENING				DESCIPTION	RESPONSES	SUBSEQUENT ACTIONS	PASSED HAND BIDDING
1 ♣ 1 ♦		2		11 – 20 HCP 11 - 20 HP	T-Walsh Inverted minors: 2 level 10+ HP 3 level (4)6 - 9HP	Accepting T-walsh on the 1-level with 3 card or 4card with 15-17HP. Accepting on the 2-level is 11-14HP and on the 3-level 18-19HP.	natural
1♥/1♠		5		11 – 20 HP	Bergen raises adapted - system off after overcall 2ZT = MF 1ZT = SF after opening in 1st or 2nd seat Drury after opening in 3 rd or 4 th seat	After 1 ♥/1 ♠ - 1NT is 2 NT GF	Drury
IZT				15-17 HP balanced incl 5M332 Slighty irregular is possible (4M5m, high single, bad 6m)	Stayman; transfers for all suits Smolen 3♣ asks 5card M - 3♦ multi invite	Natural	
2.	X			Weak with ♦ or strong (when NT 22-23 or 26+HP)	2♦ relay, NF 2NT = asking, RF		
2♦	X	6(5)		Multi : 6+card ♥ 5-10HCP Or strong (when NT 24-25 HP)	2♥ relay; NF 2♠,nat, invite but NF - 3♣,3♦: nat, RF 2NT = asking, RF	Strength and suit	Preëmpt could be good 5card suit.
2♥		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	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)		Max 10 HP	3♦ : asking – 4♦ : RKC for ♣	3♥ denies 3cM, 3♠ shows 3c♥, 3NT both	Opening has a wider range and
3♦		7(6)		Max 10 HP	4 ♣ : RKC for ♦	4 in suit: to play - 4NT: RKC	could be with less distribution
3♥		7(6)		Max 10 HP	New suit is control	4 in suit: to play - 4NT: RKC	if partner has already passed
3 A	37	7(6)		Max 10 HP	New suit is control	4 in suit: to play - 4NT: RKC	
3NT	X	_		gambling	4♣ : negative; 4♦: slam interest		
4.		7				+	
4 ♦		7				+	
4♥	-	7				-	
4 ♠ 4NT	X	/		minors		+	
5.	- 11	8		mmors		HIGH LEVEL BI	DDING
5 ♦	1	8				Cuebids, exclusion BW, RKCB, DOPI-ROPI	
5♥							
5 A			4 7	4		•	