

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 overall (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 : lowest suits
Suit: 6+ kaart 6 - 12 HCP
DIRECT & JUMP CUE BIDS
Michaels cuebid adapted
Cue 2-level : highest suits
Cue 3-level : highest and lowest suit
Defense vs NT:
Multi Landy
Defense vs PREEMPTS (DBL; Cue-bids; Jump; NT-bid)
DbL: constructive - opening strength;
2NT : 16-18 HCP + stop
Overall is constructive
4 ZT after 3 S/H : minor suits
3 ZT : to play
World Convention (normally 5/5)
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	1/3/5	
NT contract	Small promising	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			
Jack			
10			
9			
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: 0-8 HCP			
Suit with jump: 9-11 HCP			
Cuebid: 12+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIEVE DBLS/RDLS			
DOPI – ROPI after bid or DBL on 4 NT			
RDBL after DBL on Controlbid: 1 st Control			
Support DBL			

BELGIAN BRIDGE FEDERATION
NAME of TEAM: Boeckenberg 1
NAT 3
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
Muiderberg 2♠
Multi 2♦ (6 card H/S – 6-10 HCP of semi forcing)
Multi 2♣ weak ♦ or manche forcing or strong NT
Splinter
Drury
3th and 4th suit is RF
Lebensohl (after X or weak 2) and Rubensohl
Check back Stayman
Minor suit asking
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 after 1NT en 2NT
SPECIAL FORCING PASS SEQUENCIES
DOPI - ROPI - DEPO after DBL or bid on 4 NT
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	T-Walsh Inverted minors: 2 level 10+ HP 3 level 6 - 9HP	Bids for regular and irregular distributed hands	natural
1♦		4		11 - 20 HP			
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 5/5 (-> 3♣ asking for second colour)	natural
IZT				15 – 17 HP regular distr. 5 card major possible	Stayman ; transfers for all suits Smolen 3♣ Puppet Stayman	natural	
2♣	X			Multi weak with ♦ or gameforcing or Strong NT	2♦ relay, NF ; 2NT = relay, 15+ HCP RF		
2♦	X			Multi : 6 card ♥ or ♠ 6-10HCP Or Semi forcing	2♥ relay; 2♠: support ♥ 2NT = relay 14+HCP, RF	Strength and suit	
2♥		4		Weak : ♥ and ♠ 6-10 HCP	2NT = relay, 15+ HCP, RF 3♣ : min (->3♦ asks), 3♦ : 5/5 min, no void, 3♥/♠ : max, 3NT : 5/5 max, no void, 4♣ : 5/5 void ♣, 4♦ : 5/5 void ♦	Strength and suit	
2♠		5		Muiderberg : 6-10 HCP 5 card ♠ and 4+ card minor	2NT asking minor and strenght, RF 3♣: pass or correct ; 3♦ invitational with TR sup New suit: nat – NF		
2NT				20-21 HCP regul. distr. 5 card ♥/♠ possible	Jacoby transfers; Niemeyer 3NT : 4/5 ♥/♠ 3♠ : 4/5 minor		
3♣		6		Max 11 HP	3♦ : asking – 4♦ : RKC for ♣	3♥ denies, 3♠ shows 3♥, 3NT both	
3♦		6		Max 11 HP	4♣ : RKC for ♦	4 in suit: to play - 4NT: RKC	
3♥		6		Max 11 HP	New suit is control	4 in suit: to play - 4NT: RKC	
3♠		6		Max 11 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♠		7					
4NT	X			minors			
5♣		8					
5♦		8					
5♥							
5♠							

HIGH LEVEL BIDDING