FENSIVE AND COMPETITIVE BIDDING

overcalls (responses; 1 / 2 level; reopening)

8-17 HCP 5 +card natural

2 level: 11-17 HCP 5+card natural

1NT overcall (2nd/ 4th hand; responses; reopening)

(15)16-18 HCP; resp. Stayman, Jacoby

NV with passed partner:10-13 HP; resp. natural

4th hand: 11-14 HCP over minor; resp. Stayman, Jacoby

4th hand: 12-15 HCP over major; resp. Stayman, Jacoby

Jump overcalls

NV: suit = (5)6+card, weak

V: suit = 6+card; weak to intermediate, solid suit

4th hand: 12-15 HCP solid suit

DIRECT &JUMP CUE BIDS

1♣ - 2♣ = natural

1♣/1♦ - 2♦ = 5+/5+card ♥ + ♠

1M - 2M = 5+/5+card other major + unknown minor

1x - 3x = good suit, asks stopper

Defense vs NT:

X= penalty (points)

2♣ = ♥ + ♠ 2♦ = 6+card ♥/♠

2♥ = 5♥+m 2♠ = 5♠+m

Defense vs PREEMPTS (DBL; Cue-bids; Jump; NT-bid)

DBL = take-out (> 2 NT Lebensohl = 0-7 HCP or GF)
Over multi: dbl = NT 13-15 or 19+HCP or other strong hands

Leaping Michaels 4♣ = 5+♣ 5+major / 4♦ = 5+♦ 5+major

Defense vs strong artificial opening bids such as 1♣ or 2♣

X = ♥, 1♦ = ♠, 1M = M+m

1NT = minors, 2♣ = majors

OVER OPPONENT'S T/O DBL

V: 1 ♣ - dbl - inv. minors - NV: 1 ♣ - dbl - 1♥ = 5♠, 1♠ = 5♥ 7+ HCP

V or NV: 1♥/♠ - DBL - 1NT/2♣/2♦/2♥ = transfer

LEADS and SIGNALS

LEADS

	Lead	In Partner's suit
Suit	1/3/5	1/3/5
NT	1/3/5	1/3/5

Kantar: 8/9/10 = top or 2 higher

LEADS

	Vs. suit	Vs. NT
Ace	Asks count	Asks count or unblock
King	Asks on/off	Asks on/off
Queen	Asks on/off	Asks count or unblock
Jack	Top	Top
10	KJ10 - top	AJ10 – KJ10 - top
9	K109 - Q109 - top	A109 - K109 - Q109 - top

SIGNALS

	Partner leads	Leader leads	Discarding
1	Attitude L/H	Count L/H even	Count L/H even
Suit 2	Count L/H even		Lavinthal
3	Lavinthal		
1	Attitude L/H	Count L/H even	Count L/H even
NT 2	Count L/H even		Lavinthal
3	Lavinthal		

Smith: low = encouraging

DOUBLES

T/O DOUBLES (responses, balancing)

Opening strength - all other suits covered or 18+ HCP
Can be weaker with good distribution

Responses: Suit without jump = 0-8 HCP
Suit with jump = 9-11 HCP
Cue bid: 12+ HCP or 44 ♥+♠ 8+HCP

SPECIAL, ARTIFICIAL & COMPETITIEVE DBLS/RDLS

DOPI – ROPI over bid or DBL on 4 NT

RDBL over DBL on control bid = 1st control

Support DBL

Lead DBL against artificial bids

BELGIAN BRIDGE FEDERATION

NAME of TEAM: SQUEEZE 1

NAT 1

Players

Dauwe Gunther 10829
Somers Chris 13138

SYSTEM SUMMARY

GENERAL APPROACH and STYLE

1♣ opening can be singleton, RF

1♦/♥/♠ opening = 5+card

Over 1♣ opening: 1♦ = relay, 1♥ = 5♠, 1♠ = 5♥ 7+ HCP

2-over-1 GF

NV: 1x = RF

NV: pass 1st/2nd hand = 8-11 HCP any distribution

NV: 2x 1st/2nd hand = 0-7 HCP 4+card

NV: 3x = 10-14 HCP 6card, solid suit

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

V or NV 3rd/4th hand: 2♣ = GF

V or NV 3rd/4th hand: 2♦ = multi

V or NV 3rd hand: 2♥ = weak 5+/4+card ♥ + ♠

V or NV 3rd/4th hand: 2♠ = 5+/5+card ♣ + ♦ 10-14 HCP

NV: pass 1st/2nd hand = 8-11 HCP any distribution

NV: 1NT 3rd hand = 8-13 HCP - resp. natural

NV: 2♣/♦/♥/♠ 1st/2nd hand = 0-7 HCP 4+card

NV: 2♣ rebid opener = 17+ HCP

Control bids on 4 and 5 level
RKCB = 41/30/2KC-Q/2KC+Q
Exclusion Blackwood = 0KC/1KC-Q/1KC+Q/2KC-Q/2KC+Q

Quantitative NT

Negative free bids: 1x - 1y - 2z NF

1 NT opening 15-17 HCP - 2x - Rubensohl

SPECIAL FORCING PASS SEQUENCIES

IMPORTANT NOTES

PSYCHICS: Rare

Opening	X If Art	Min No Cards	Neg dbl Thr	DESCRIPTION	RESPONSES	SUBSEQUENT ACTIONS	PASSED hand BIDDING
1♣	X	1	4♥	1+card ♣ 11+HCP RF	1♦ = relay, 1♥=5♠, 1♠=5♥ 7+ HCP	1♣ - 1♦ - 1NT = 18-19 HCP	
					1 NT = 8-10 HCP balanced, inverted minors	1♣ - 1♦ - 1♥/1♠ = 3+crd 11-16 HCP	
1♦		5		V: 5+card ♦ 11+ HCP	Inverted minors, 2/1	2♣ rebid = 17+ HCP (> 2♦ = 0-6 HCP,	
					Strong jumps	others 7+ HCP GF)	
						3rd/4th suit forcing	
				NV: 5+card ♦ 11+ HCP RF	NV: 1♦ - 1♥/♠ = 3+card ♥/♠	Two way checkback	
1♥/1♠		5	4♥	V: 5+card ♥/♠ 11+ HCP	3y with jump = 9-11 & 6+card y	V: 1♥/1♠ - 1NT - 2NT = GF no 5/5	Inverted Drury
					2NT = GF 4+card fit, 1NT = RF, 2/1	V: 1♥/1♠ - 1NT - 3x = GF 5/5	
					2♥/2♠ = 8-10 HCP		
				NV: 5+ card ♥/♠ 11+ HCP RF	NV: 1♥ - 1♠ = 3+crd / 1NT = no 3crd♠	NV: 1♥/1♠ - 1NT - 2♣ = 17+ HCP	
					NV: 2♥/2♠ = 6-10 HCP	NV: 1♥/1♠ - 1NT - 2 NT = 18-19 HCP	
					NV: 2NT = 11+HCP 3+card fit		
1NT				V or NV 1st/2nd/4th hand:	Stayman (could be weak)		NV:
				15-17 HCP balanced	2♦/♥/NT = transfer ♥/♠/♦		p - p - 1NT (8-13 HCP) - dbl
				5crd major/6crd minor possible	2♠ = INV BAL or ♣, Smolen		resp. natural
					3♣/3♦ = 5+/5+card ♣ + ♦ weak/GF		p - 1 x - 1 NT (10-13) - p/dbl
				NV 3rd hand: 8-13 HCP	Natural responses	.	resp. natural
2♣	X			V or NV 3rd/4th hand:	2♦ = relay	Natural	
				GF, NT 22-23 HCP	Others = positive 5+card		
		4		NV 1st/2nd hand: 0-7 HCP	2NT = relay RF	Natural	
				4+card ♣, no 4card ♥/♠	Others = nat. NF		
2♦	X			V or NV 3rd/4th hand:	2♥ = NF	Over 2NT:	
				weak 6card ♥/♠, SF,	2♠ = invite ♥ - 3♣/♦ = nat. RF	3♣ = 6card ♥ min, 3♦ = 6card ♠ min,	
				NT 24-25 HCP	2NT = relay RF	3 ♥ = 6card ♠ max, 3♠ = 6card ♥ max	
		4		NV 1st/2nd hand: 0-7 HCP	2NT = relay RF	Natural	
				4+card ♦, no 4card ♥/♠	Others = nat. NF		
2♥		5/4		V or NV 3rd hand:	2NT = relay	3♣ = min (>3♦ asks), 3♦ = 5/5 max	
				5-10 HCP 5+/4+card ♥ + ♠		3♥/♠ = max, 4♣ = 5/5 void ♣, 4♦ = 5/5 void ♦	
		4		NV 1st/2nd hand: 0-7 HCP	2NT= relay RF	Natural	
				4+card ♥, long minor possible	Others = nat. NF		
2♠		5/5		V or NV 3rd/4th hand:	2NT = relay	3♣ = min (>3♦ asks*), 3♦ = max 6511	* 3♥ = 6♣, 3♠ = 6♦,
				10-14 HCP 5+/5+card ♣ + ♦		(>3♥ asks**), 3♥ = 553♠, 3♠ = 553♥,	3NT = 5521
						3 NT = max 5521	** 3♠ = 6♣, 3NT = 6♦
		4		NV 1st/2nd hand: 0-7 HCP	2NT = relay RF	Natural: 3 ♣ = can be 3card (4333) but mostly	
				4+card ♠, long minor possible	Others = nat. NF	4/5+card ♣ / rebid 3♠ over 2NT = 5+card ♠	
2NT				20-21 HCP	Jacoby transfers; Romex Stayman	Accepting transfer = fit	
3♣/♦/♥/♠		7		V: preempt	3♣ - pass - 3♦ = asks 3card ♥/♠		
		6		NV: 10-14 HCP 6card, solid suit			
3NT	X			Gambling			
4♣/♦/♥/♠		(7)8		Preempt			