



DEFENSIVE AND COMPETITIVE BIDDING				Category:	BLUE
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				Country:	Netherlands
slightly aggressive; responses are NF except after weak 2 level opening				Event:	Bermuda Bowl (Knock out)
		LEADS AND SIGNALS		Players:	Simon de Wijs & Bauke Muller
Brown sticker overcalls (see Brown sticker form) against 1♣ or 1♦		OPENING LEADS STYLE		SYSTEM SUMMARY	
		Lead	In Partner's Suit	GENERAL APPROACH AND STYLE	
		Suit	1/3/5 (4th from 6 crd)	1/3/5 (attitude with known length)	
		NT	attitude	1/3/5 only in unsupported suit	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Tarzan Precision	
2nd hand 1NT = 15-17 (subseq as 1NT opening but no relays)		Subseq	attitude combined with 3/5 vs suit		
		Other:			
4th hand 'live' 1NT = 15-17 (cue is forcing)					
4th hand balancing 1NT = 10-14 (cue-bid: Stayman)		LEADS		5 crd Majors, 1♦ usually 4-crd and unbal, 1NT (12)13-15	
		Lead	Vs. Suit	Vs. NT	1♥ opening may contain 5+♠ in 1st or 2nd position
		Ace	AKx	AKx	
		King	KQx AK-bare AKx vs slam	KQx, AK in strong suit	Most GF hands tends to relay for shape, controls and location of honnors.
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx	QJx, rarely KQJx	So the absence of relays indicates a limited hand.
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids		Jack	J10x	A/KJ10 J10x	
		10	109x KJ10x	H109x 109x(x)	Responder may pass a 1♦♥♠ opening with values.
2-Suit: Unusual 2NT		9	H109 9x	9x Q98(x) J98(x) HH98	Responses to 1♣ may be canape 1♥ = ♠ 1♠ = ♥.
		Hi-x	HxSx xxSx	xSxx	
Reopen: cue-bid = Michaels; intermediate jumps		Lo-x	HxS xxxxS xxS	HxxS HxxxS	Preemptive style: fairly sound with an eye on the VUL and position.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY		in 3rd hand preempts are wide-ranged.	
Upper cue-bids (cue-bid = showing two highest unbid suits, if the bid suit was 2+)		Partners Lead	Declarer's Lead	Discarding	NV vs V preempts may be weaker
2NT two lowest unbid suits (if the bid suit was 2+)		Suit:1st	low = even	low = even	odd = enc at
					1st discard
		2nd	low = enc	Lavinthal	count
		3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	low = enc	low = even	odd = enc at
2♣ = Majors					1st discard
passed hand DBL = 5 crd minor + 4 crd major		2nd		Lavinthal	count
		3rd			
		Signals (including Trumps): Lavinthal		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		at trick 1 when holding a known long suit (6+)		Brown Sticker convention (see Brown Sticker form) vs 1 minor opening : Note#999	
		middle = enc low or high = suit preference		NV overcall of 1♥ and 1♠ after a minor opening shows a normal	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES		overcall in the other major OR 4-crd in the bid major + 5 crd other minor (7-10 hcp).	
Cue-bid 3 level = Michaels but limited; Cue-bid 4 level in minor = majors		TAKEOUT DOUBLES (Style; Responses; Reopening)		NV overcall of 2♥ is Multi: a weak two bid in a major	
Cue-bid 4 level in major = Michaels		T/O DBL shows opening values and support for unbid majors or strong hand		NV overcall of 2♠ shows 5♠ and 5 minor.	
jumps to 4♣♦ = bid suit + Major		balancing DBL may be slightly weaker			
(3♦) - 4♣ = ♣ + Major				NV overcall of 3♥ is Multi: a 3♥ or 3♠ overcall	
After 3NT Gambling 4♣ = Majors stressing ♥, 4♦ = majors but longer ♠				NV overcall of 3♠ shows 6♠ + 5 crd other minor	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		SPECIAL FORCING PASS SEQUENCES	
vs strong ♣ : DBL = Majors; 1NT = minors (also after 1♦ negative)		Support DBL & RDBL thru 2♥			
Brown sticker (see Brown sticker form) overcalls		Rosenkrantz RDBL showing Ace or King			
		DBL on direct SPL respons = lead highest unbid suit			
OVER OPPONENTS' TAKE OUT DOUBLE		Action dbl : see high level bidding		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2NT INV +					
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)					
"1-under" major-raise to 2&3 level					
weak (double) jumps at 2&3 level				Psychics: rarely	
jumps to 4C or 4D = fit showing					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0		16+ hcp, any distribution	1♠=0-8 (or 9+ <2controls) 1♥ = ♠, 9+ may have longer suit	After 1♠ 1♥=any19+ 1♣=nat may be canape	
1♣					1♠ = ♥, 9+ may have longer minor, denies 4♠	After positive response opener usually relays	
1♣					1NT = 9+ bal (4432/4333) 2♣= 9+ 2♦= 9+ (one-suiter)	jumps 2NT & 3 level = two suiter	
1♣					2♥=3-suiter, short in major 2♠=55 minors 2NT = 4♣5+♦		
1♦		4 (3)	thru 4♠	11-15 HCP; unbalanced (2245 possible)	1NT = relay GF 2NT = Limit 2♣ = nf; 2♦=fit, 9-11 hcp	1NT rebid rates to be unbalanced 2♣ after 1♥♠ shows 5	1NT=nat
1♦				only 3-crd if 4/135	2♥ = 55 majors inv 2♠=5♠5♣ inv 3♣ = inv 1♥♠ = fir	2NT jump rebid = 14-15 6 crd suit or 4-crd fit short ♣	
1♦				in 3rd hand 1♦ may be light and / or NAT balanced		2♠ after 1♥ = SPL	
1♥		5	thru 4♠	11-15 HCP	1♠ = relay GF 1NT =4+♠ nf 2♣ = any invite OR ♦ weak		
1♥				may contain 5+♠	2♦ = 8-10 ♥ raise 2♥ =5-7 raise 2NT = mixed raise		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠ = any SPL 3NT = ♠ void; jumps are PRE		2NT = fit, mild inv
1♥					4♣♦ = void PASS = may have values		
1♠		5	thru 4♥	11-15 HCP	1NT = relay GF 2NT = 4 crd mixed raise jumps 3 level PRE		
1♠				denies 5♥ in 1st&2nd pos	2♦ = 5♥ (8+ hcp) or 6♥ 2♥ = 8-10 3-crd raise 2♠ = 5-7 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any SPL 4♣♦= void PASS = may have values		2NT = fit, mild inv
1♠					2♣ = any invite OR ♦ weak		
1NT			3 level	good 12-15 hcp (in 3rd hand NV possible 11)	2♣ = STAY/relay (doesn't promise 4M); 2♦♥ = TRF		
1NT				5♥ possible but not obliged	2♠ = GF ♣ or minors 2NT = ♦ GF or weak ♣ or ♦	after intervention 2NT = any suit competitive (or some GF	
1NT				seldom 5♠	3♣ = asks or shows 5M 3♦♥♠=SPL 3-suiter (3♦ short minor)	hands); 3X = TRF INV	
1NT				some 5422 possible and 6-crd minor	4♣ Gerber (1430) 4♦♥ = TRF		
2♣		6	thru 4♠	11-15 hcp	2♦ = relay; 2NT = 55 majors; new suit NF		
2♣					jumps 3 level F		
2♣					3♣ = may be slight PRE		
2♦	X	0		weak two in a major, usually 6-crd 5-10 hcp	2NT = relay 2♥/3♥/2♠ = p/c 3 minor = NF		
2♥	X	3		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay		
2♠	X	5		5♠+4+minor (V 5 minor) 5-10 hcp	2NT = relay 3♣ = p/c 3♦ = INV ♠		
2NT	X			7-10 hcp 55 minors	3♥ = relay 3♠ = inv in minor or si in major		
3♣		6 or 7		5-10 (wider range in 3rd pos), V usually 7 crd	3♦ = waiting		
3♦		6 or 7		5-10 (wider range in 3rd pos), V usually 7 crd			
3♥		(6)7		5-10 (wider range in 3rd pos)	4m = cuebid		
3♠		(6)7		5-10 (wider range in 3rd pos)	4m = cuebid		
3NT	X			solid minor; no side A or K (in 3rd pos no requirements)	4♣ = p/c; 4♦ = asks shortness -> 4NT short in minor		
4♣		(7)8					
4♦		(7)8					
4♥				wide range	4♠ = nat		
4♠				wide range			
4NT	X			ace asking	5♣=0 5NT=2 6♣=♣A		
HIGH LEVEL BIDDING							
1430 RKCB							
DOP1							
Last Train cue bid							
Serious 3NT							
DBL = Action (def & off values) in (likely) fit situations when opp bid over our major							
game and we have shown some values. So pass denies interest in bidding on.							