



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		LEADS AND SIGNALS		Event:	2010 EC Oostende
		OPENING LEADS STYLE		Players:	Simon de Wijs & Bauke Muller
		Lead	In Partner's Suit	SYSTEM SUMMARY	
	Suit	3rd & low	3rd & low (attitude with known length)	GENERAL APPROACH AND STYLE	
	NT	attitude	attitude	Tarzan Precision	
			1/3/5 in unsupported (implied) suit	5 crd Majors, 1♠ usually 4-crd and unbal, 1NT 12-15	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Subseq attitude (NT & suit) combined with		1♥ opening may contain 5+♠ in 1st or 2nd position !	
2nd hand 1NT = 15-17 (subseq as 1NT opening but no relays)		3rd&low vs suit but 2nd/4th thru declarer			
4th hand 'live' 1NT = 15-17 (cue is forcing)		Other: May lead higher x at trick 1 from Jack. Eg: from Jxxxx may lead second lowest.			
4th hand balancing 1NT = 10-15 (cue-bid: Stayman)		2nd/4th thru declarer			
		LEADS			
		Lead	Vs. Suit	Vs. NT	
		Ace	AKx	AKx	
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	KQx AK-bare AKx vs slam	KQx, AK in strong suit	
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids (but then nv vs vuln jumps are preempts)		Queen	QJx	QJx, rarely KQJx	
(1♣) -2♦ = majors (1♠) 3♣ = pre		Jack	J10x KJ10x	A/KJ10 J10x	
		10	109x H109x	H109x 109x(x)	
2-Suit: Unusual 2NT		9	KJ9 9x	9x Q98(x) J98(x) HH98	
Reopen: cue-bid = Michaels; intermediate jumps		Hi-x	HxSx xxSx	xSxx	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Lo-x	HxS xxxxS xxS	HxxS HxxxS	
Upper cue-bids (cue-bid = showing two highest unbid suits, if the bid suit was 2+), except (1♣) -2♦ = majors;		SIGNALS IN ORDER OF PRIORITY		NV vs V preempts may be weaker, especially in 1st seat	
2NT two lowest unbid suits (if the bid suit was 2+)			Partners Lead	Declarer's Lead	Discarding
		Suit:1st	low = even	low = even	odd = enc at
		2nd	low = enc	Lavinthal	count
		3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	low = enc	low = even	odd = enc at
2♣ = Majors		2nd		Lavinthal	count
passed hand DBL = 5/4 Major + minor (5/4 either way)		3rd			
		Signals (including Trumps):Lavinthal			
		at trick 1 when holding a known long suit (6+)		Transfers by responder after direct intervention of our opening 1 bid	
		middle = enc low or high = suit preference			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
Cue-bid 3 level = Michaels but limited		TAKEOUT DOUBLES (Style; Responses; Reopening)			
Cue-bid 4 level in major = Michaels (but jump cuebid shows minors, strong)		T/O DBL shows opening values and support for unbid majors or strong hand			
jumps to 4♣ = minor + Major 3m - 4♦ = MM		balancing DBL may be slightly weaker			
(3♦) - 4♣ = ♣ + Major					
After 3NT Gambling 4♣ = Majors stressing ♥, 4♦ = majors but longer ♠					
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♥, in some sequences even at higher level.			
		DBL on direct SPL respons = lead highest unbid suit			
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE		Action dbl : see high level bidding			
2NT INV + with fit					
weak major-raise at 2&3 level & sound '1-under' major-(jump)raise to 2&3 level				Psychics: rarely	
weak (double) jumps at 2&3 level					
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♥=any 19+ 1♣=nat may be canape	
1♣					1♠ = ♥, 9+ may have longer minor, denies 4♠	After positive response opener usually relays	
1♣					1NT = 12+ bal (4432/4333) 2♣= 9+ 2♦ = 9-11 bal	jumps 2NT & 3 level = two suiter	
1♣					2♥ = ♦ one-suiter 2♠ = 3-suiter, short M 2NT = 55 minors		
1♣					3♣+ = 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 after 1♠ is unbal 1NT after 1♥ shows 3 crd raise	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 2♥ after 1♠ shows 3 crd raise	
1♥		5	thru 4♣	11-15 HCP	1♠ = relay GF 1NT = 4+♠ nf 2♣ = any (mild) INV OR ♦ weak		
1♥				may contain 5+♠ in 1st&2nd position !	2♦ = 9-11 ♥ raise 2♥ = 5-8 raise 2NT = INV fit 3♦ = mixed raise		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠ = any SPL 3NT = ♠ void; jumps are PRE		
1♥					4♣♦ = void PASS = may have values		
1♠		5	thru 4♥	11-15 HCP	1NT = relay GF 2NT = INV fit 3♥ = mixed raise 3♣♦ = PRE		
1♠				denies 5♥ in 1st&2nd pos	2♦ = 5♥ (8+ hcp) or 6♥ 2♥ = 9-11 3-crd raise 2♠ = 5-8 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any SPL 4♣♦ = void PASS = may have values		
1♠					2♣ = any (mild) INV 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					2♠ = GF ♣ or minors 2NT = ♦ GF or weak ♣ or ♦	after intervention 2NT = any suit competitive (or some GF	
1NT				rarely 5M	3♣ = asks or shows 5M 3♦♥♠=SPL 3-suiter (3♦ short minor)	hands); 3X = TRF INV+	
1NT				some 5m422 possible	4♣ = 55MM 4♦♥ = TRF		
2♣		6	thru 4♣	11-15 hcp, 6+crd	2♦ = relay; 2NT = 55 majors; new suit NF		
2♣					jumps 3M F jump 3♦ INV		
2♣					3♣ = may be slight PRE		
2♦	X	0		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay	2♦-2♥-2♠ = 4315	
2♥	X	6 (5)		weak two in ♥, usually 6-crd exc fav. pos, 5-10 hcp	2NT = relay, 2♠ = nf, 3NS = F		
2♠	X	6 (5)		weak two in ♠, usually 6-crd exc fav. pos, 5-10 hcp	2NT = relay, 3NS = F		
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)	4♣ = Keycard asking		
3♠		(6)7		5-10 (wider range in 3rd pos)	4♣ = Keycard asking		
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 DOPI DOPE

4NT optional Blackwood when a minor is trump suit

Last Train cue bid

In some sequences 4♣ in response to 3M sets M as trumps

Non-serious 3NT

DBL = Action (inviting to bid) in (likely) fit situations and in most gf situations

So pass denies interest in bidding on.