



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category:	BLUE
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			Country:	Netherlands
slightly aggressive; responses are NF at 1 or 2 level exc after weak 2 level opening		Suit	Lead	In Partner's Suit	Event:	WC Bali
		NT	3rd & low attitude	3rd & low (attitude with known length)	Players:	Simon de Wijs & Bauke Muller
				1/3/5 in unsupported (implied) suit	SYSTEM SUMMARY	
		Subseq	attitude (NT & suit) combined with 3rd&low vs suit but 2nd/4th thru decl		GENERAL APPROACH AND STYLE	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Other: May lead higher x at trick 1 from Jack. Eg: from Jxxxx may lead			Tarzan Precision	
2nd hand 1NT = 15-17 (subseq as 1NT opening but no relays)		second lowest.				
4th hand 'live' 1NT = 15-17 (cue is forcing)		2nd / 4th thru declarer except by 3crd raiser (then att)			5 crd Majors, 1♦ usually 4-crd and unbal	
4th hand balancing 1NT = 10-15 (cue-bid: Stayman)		or by non-supporter of partner's 5+ suit vs NT (then att)			1♥ opening may contain 5+♠ in 1st or 2nd position !	
		LEADS				
		Lead	Vs. Suit	Vs. NT	Most GF hands tends to relay for shape, controls and location of honnors.	
		Ace	AKx	AKx	So the absence of relays indicates a limited hand.	
		King	KQx AK-bare AKx vs slam	KQx, AK in strong suit		
		Queen	QJx	QJx, rarely KQJx		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10x KJ10x	A/KJ10 J10x	Responder may pass a 1♦♥, 1♠ opening with values.	
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids (but then nv vs vuln jumps are preempts)		10	109x H109x	H109x 109x(x)	Responses to 1♣ may be canape 1♥ = 1♠ 1♠ = ♥	
(1♣) -2♦ = majors (1♣) 3♣ = pre		9	KJ9 9x	9x Q98(x) J98(x) HH98		
2-Suit: Unusual 2NT		Hi-x	HxSx xxSx	xSxx	Preemptive style: fairly sound with an eye on the VUL and position.	
		Lo-x	HxS xxxxS xxS	HxxS HxxxS	In 3rd hand preempts are wide-ranged.	
Reopen: cue-bid = Michaels; intermediate jumps		SIGNALS IN ORDER OF PRIORITY			NV vs V preempts may be weaker, especially in 1st seat	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	
Upper cue-bids (cue-bid = showing two highest unbid suits, except (1♣) -2♦ = majors;		Suit:1st	low = even	low = even	odd = enc at	3rd hand 1 level opening may be shaded
2NT two lowest unbid suits		2nd	low = enc	Lavinthal	count	
		3rd				
		NT: 1st	low = enc	Lavinthal	odd = enc at	1NT Openings: 12 to 15 V, 3rd & 4th pos: 14 - 15
VS. NT (vs. Strong / Weak; Reopening; PH)					1st discard	2 OVER 1 Responses: one bid at 1 level is GF-relay, 2♣ over 1M is any limit OR ♦ some transfers over 1M
2♣ = Majors		2nd		low = even	count	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Multi 2M = 5M + 4m 2N = minors		3rd				Relays may occur, most times the next suit bid, eg. 1♥ - 1♠ = R, can be any hand Note
passed hand DBL = 4 Major + 5 minor		Signals (including Trumps): - Smith vs NT by 3rd hand often when inserting an honor at trick 1			Transfers by responder after direct intervention of our opening 1 bid	
		- Lavinthal in trumpsuit possible				
		- At trick 1 when holding a known long suit (6+)				
		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					SPECIAL FORCING PASS SEQUENCES	
After 3NT Gambling 4♣ = Majors 4♦ = Multi 4M = 5M+5m						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs strong ♣ : DBL = Majors; 1NT and 2NT = minors (also after 1♦ negative)		Support DBL & RDBL thru 2♥, in some sequences even at higher level.				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		DBL on direct SPL respons = lead highest unbid suit				
OVER OPPONENTS' TAKE OUT DOUBLE						
2NT INV + with fit		Action dbl : see high level bidding				
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		15+ hcp, any distribution	1♠=0-8 (or 9+ <2controls) 1♥ = ♠, 9+ may have longer suit	After 1♠ 1♥=any18+ 1♠=nat may be canape	
1♣					1♠ = ♥, 9+ may have longer minor, denies 4♠	After positive respons 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♥♠ = to play, weakish 3♣ = inv 1♥♠ = fir	2NT jump rebid = 14-15 6 crd suit or 4-crd fit short ♣	
1♦				in 3rd & 4th pos 1♦ may be light or NAT balanced 12-13		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	12-15 hcp (in 3rd hand NV possible 11)	2♣ = STAY/relay (doesn't promise 4M); 2♦♥ = TRF		
1NT				V 3rd & 4th pos: 14-15	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 NS 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 3NS = NF if NV vs V		
2♠	X	6 (5)		weak two in ♠, usually 6-crd exc fav. pos, 5-10 hcp	2NT = relay 3NS = NF if NV vs V		
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 3NS = NF if NV vs V		
3♦		6 or 7		5-10 (wider range in 3rd pos), V usually 7 crd	3NS: NF if NV vs V		
3♥		(6)7		5-10 (wider range in 3rd pos)	4♣ = Keycard asking 3♠ = NF if NV vs V		
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 respons to 3M sets M as trumps							
Non-serious 3NT							
DBL = Action (inviting to bid) in some situations							