OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			WBF Convention Card 2.16	
Light NV; CUE-BID RESP Promises support (8+HCP) or FG;		Lead	In Partner's Suit		
New suit=F; New suit JUMP=FG; Simple Raise=constructive	Suit	ATT	same		
Jump RAISE=PRE; NT RESP=NF; MAX DBL	NT	ATT	same	Category:	Natural - GREEN June 2007
	Subseq	as above	same		
	Other:	10 or 9=top, or 2 higher; MUD FROM 3 SMALL;		Country:	DUTCH BRIDGE FEDERATION
		Vs NT, Q asks UB		Event:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			Players:	JET PASMAN - ANNEKE SIMONS
2nd POS 15+ - 18+HCP, resp as over 1NT OPEN;	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
Reopen 1NT = 10-14 HCP, no STOP guarantee	Ace	AKx(+)Ax(+)	AKx(+), Ax(+)	GENERAL APPROACH AND STYLE	
	King	AK,KQ,KQJ(+),KQx(+),	AKJ10(+),KQ(J/10)x(+)	ACOL-based system; Lowest 4-card suit; 1♠=5+;1♥=4+;	
	Queen	QJ,QJx(+)	QJ,QJx(+),AQJx(+),KQ109x	1♦=4+; PRE:Classic; Specialized 2-level Openings	
	Jack	J10,J10x(+)	J10,J10x(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109,109x(+),KJ10x(+),10x	109,109x(+),HJ10x(+),10x		
1-Suit: WEAK (3-10); reopening intermediate 9-14	9	9x,H109x(+)	9x,H109x(+)		
2-Suit: 1♣ - 2♦=both M; 1M- 3♣ =♦ +other M	Hi-x	Sx,xSx,HxS,HxxS,xSxx	Sx,xSx,HxxS,xSxx(x),HxS		
1x - 2NT=lowest unbid suits	Lo-x	xSx,HxxxS,xSxx,HxS	xSx,HxxxS,HxxxxS,xSxx	1NT Openings: 14+ - 17- HCP	
Reopen: 2NT=BAL(17-19)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses:1M-2x=F2M	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ - 2♣=NAT; 1♦ - 2♦=two suiter M's; 1M - 2M=oM+♣; 1m - 3m=om+♠	Suit:1st	O=ENCRG,E=DISCR	Hi/lo=O	O=ENCRG	- 2♣ = weak two ♦ or GF 2-suited or 22-23/26-27 NT/SF M
1M - 3M asks stop	2nd	E=DISCRG+S/P	S/P	E=DISCRG	- MULTI 2♦; (5-10) weak 2M; or GF 1-suited or 24-25/28-29 NT
1M/m-(1/2x)-2/3x = lim or better SUP	3rd	Hi/lo=O		E=DISCRG+S/P	- 2M WEAK 2M + MINOR(5-10);
	NT: 1st	O=ENCRG,E=DISCR	Hi/lo=O	O=ENCRG	- 3NT: PRE MINOR;
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	E=DISCRG+S/P	S/P	E=DISCRG	- NAMYATS;
Obstructive; LANDY: ...2 ♣:♥+♠,4+/4+; 2♦ ADVANCE ASKS LE	3rd			E=DISCRG+S/P	- RUBENSOHL: AFTER partners 1NT/weak jump OPP
2♦:either M;then 2M=P/C;3m=NF; 2NT=inv ASKS MIN/MAX;	Signals (including Trumps): Trumps:Hi-lo = suit preference				Two suited overcalls (Opening values unless passed partner, then free):
2♥: ♥+m, then 2♠/3m=NF,2NT asks m	REMAINDER COUNT=STND; ODD/EVEN DISCARD				1m-2♦: M+M; 1m-2NT: ♥+om; 1m-3m: ♠+om
2♠:♠+m, then 3♥/3m=NF;2NT asks m	SMITH SIGNAL vs suit/NT				1M-2M: oM+♣; 1M-2NT: both m; 1M-3♣: oM+♦
against 14+ NT: Dble = 4M + 5+m then 2♣ =P/C, 2♦ asks M	DOUBLES				1 ♥ - p-1NT-2♥: ♠+m; 1m-p-1NT-2m: both M
	TAKEOUT DOUBLES (Style; Responses; Reopening)				1m-p-1NT-2NT: ♥+om; 1M-p-1NT-2NT: both m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape; CUE-BID:(8+HCP)				
2NT after (WK2x)-DBL-(P)- constructive F1; Over WK 2M:4♣=OM+♣,4♦=OM+♦	SCRAMBLING 2NT; Over RDBL: Jump is PRE				
Over 3♣ /♦: 4♣/♦=M+M; Over 3♣:4♦=♦+M;					
Over 3♥:4♥ =♠+m , 4NT=m+m Over 3♠:4♠ = ♥ + m , 4NT = m+m]					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1x-(DBL)-RDBL:F thru 1NT or 2x
Vs 1 ♣:CRASH(random): ...DBL=Red or black suits (colour)	NEG DBL THRU 4♥ (4♦); 1 ♣-(1♦)-DBL: 4+-cards in both Ms;				(NV3x)-DBL-(5x)-P=F
1 ♦=M's or m's (rank); 1NT=♠+♦ or ♥+♠ (shape);	1m-(1♥)-DBL: 4 or 5♠; 1m-(1♠)-DBL suggests 4+♥,				
After 1♣ -P-1♦:DBL=colour;1NT=rank; Advances=P/C.	8+ HCP; NEG DBLs beyond 2♠: 10+HCP,any shape;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs strong 2♣ : CRASH	NEG DBL, then new suit=NF; RESP DBL thru: 4♥ (4♦)				After our 1♣/1♦-opening and 1♦/1♥/1♠ overcall, we play transfer bids. (See Note 1)
OVER OPPONENTS' TAKE OUT DOUBLE	SUPP (R)DBL THRU 2RM-1 (obl except over OPP nat 1NT or				
New suit = F; JUMPS=PRE; JORDAN 2NT:	after 3rd HND OB); COMP DBL; MAX DBL; ROSENKRANTZ RED				
Limit raise, 4+trumps; 3M=PRE	(RED prom TOPhon)				Psychics: Rare
	DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-23 HCP 1♣ w/ 4♣4♦	Up the line; M 1st with (bad) ◇;1NT=6-10;	Over 1NT REBID 2♣ & over 2NT REBID 3♣ =CHECKBACK STAYMAN	Jump shifts=fit
					2NT=INV,no 4-card M INVERTED MINOR RAISES	1♣-2♣-2NT= BAL MIN, F thru 3♣;	
					2♣=F1(11+HCP); 3♣ =PRE(5-10HCP)	1♣-2♣-2X=STOPPER, F thru 3♣	
1♦		4	4♥	11-23 HCP	1NT=6-10; 2NT = INV; INVERTED MINOR RAISES	Over 1NT REBID: see 1♣; 1◇-2◇-2NT = 12-14, F thru 3◇;	Jump shifts=fit
					2◇=F1(11+HCP); 3◇=PRE(5-10HCP)	1◇-2◇-2X = STOPPER, F thru 3◇	
1♥		4	4♦	11-23 HCP 5+CRD OR 4♥+4♠	1NT=6-10; 2NT=4+crd raise limit or better; 3♥ PRE (2-7)	Over 1NT REBID: 2♣ = CHECKBACK	JUMP shift=FIT
					2♣ = 2+♣; 2◇ = 5+◇		
					4♥ PRE; 3NT BAL 4crd raise 13-15; SPL RAISES; 2x F2♥	HELP SUIT GAME TRY (over 2NT)	Drury fit
1♠		5	4♥	11-23 HCP	AS FOR 1♥; 2♣ = 2+♣; 2◇/♥ = 5+◇/♥	As for 1♥	JUMP shift = FIT ; Drury fit
1NT				14+-17 HCP 5M OK	STAY, w or w/o 4-card M; 2◇/♥JACOBY TRF; 2♠ conv FG	SMOLEN TRF; 2♥= WEAK/STAY	Same as UPH
					2NT=weak/STR m;3♣ asks 5-c M; 3◇INV;3M=3-c,SPL OM	3m=FG/STAY	
					4♣ =GERBER;4◇/♥TEXAS;4NT quanti		
2♣	v	0		6-crd◇(5-10)/FG 2-suiter/SF M	2◇=neutral;2M NF nat;2NT=relay(asks◇strength)	after 2NT relay: 3♣=good/3◇=bad weak two ◇, after 2♣ p 2◇ p 2/3NT:	As for UPH
				c. 22-23/26-27 HCP BAL	3♣=F1nat;3◇ pre(vs weak two◇);3M GFnat;3NT SO	as over 2NT opening; FAST ARRIVAL by RESP	
2◇	v	0		a. MULTI weak two M 5-10 HCP	2♥=P/C; 2♠=Pass or INV+♥; 2NT=F1 asks descr;	2◇-2♥-3x= GF; 2◇-2NT-3m=weak♥/♠,next bid aks min/max	As for UPH
				b. FG one suiter, c. 24-25/28-29 BAL	3m=GF; 3♥/3♠/4♥ =P/C	2◇-2♠-4m=GF♥ (cuebid); 2◇-2♥-2♠-3♠ ♥ =pre;	
						2◇-2♥-2♠-2NT= inv ♠	
2♥		5		WK ♥ + m(5-10HCP)	2♠=NAT,NF; 2NT=GF asks m; 3♣=P/C; 3◇ conv, inv >4♥	over 2NT: 3♣/◇ =4♣/◇, 3♥=5♣, 3♠=5◇, 3NT=4♣+4◇, 4♣=6♣, 4◇ = 6◇	As for UPH
					4♣/◇ = fit bid		
2♠		5		WK ♠ + m(5-10HCP)	2NT=FG ASKS m; 3♣=P/C; 3♥=NF; 3◇ = conv, inv > 4♠	As for 2♥	As for UPH
					4♣/◇ = fit bid		
2NT				20-21HCP 5M,6m OK	PUP STAY;JACOBY;3♠=♣SI;3NT=5♠+4♥ NF;4♣=◇SI;	3◇=no 5M THEN 3♥=♠,3♠=♥,4◇=♥+♠,	
					4◇/♥=♥/♠ SLAMint;4♠=ACEasking;4NT=5♠+4♥ SLAMint	4♣= MINOR SUIT ASKING	
3♣	also 3◇/♥/♠	6		undisc. 3rd seat	New Suit = F1		
3NT	v			PRE m, 7/8+CARD	4♣=P/C; 4◇=GF asks SPL; 4M=End		
4♣	also 4◇			NAMYATS:4♣=STR 4♥ /4◇=STR 4♠	4◇/4♥ ART=SLAMint		
4♥	also 4♠	7		PRE	RKCB; New Suit=CUE		

HIGH LEVEL BIDDING

CUE=1st + 2nd round equally; SPL; RKCB-1430; DOPI,DOPE,ROPI; LIGHTNER

FIT BIDS

After an overcall of our 1♣/♦

General principles:
1) after an overcall on the 1-level a 5-crd <u>major</u> or a 6-crd major is bid in an unnatural way.
2) bids in an unbid minor (2♣/♦) are natural over an overcall of 1♥, not natural over an overcall of 1♠.
3) supporting the minor suit opening on the 2-level is natural
4) 2♠ (with a jump or after a 1♠-overcall) is limit+ with a fit
5) jump to a new suit on the 3-level = preempt

1♣ (1♦) X = both majors
              1♥ = 4/5-crd ♠ (!)
              1♠ = 4/5-crd ♥ (!)
              2♣ = natural, 6-9 HCP
              2♦ = 6♥, any strenght
              2♥ = 6♠, any strenght
              2♠ = limit+ met ♣
              3♣ = preempt

1♣ (1♥) X = 4/5♠ then
                  (p)   . 1♠ = 3crd ♠, F1R
                        . 1NT = 12-14 (< 3crd ♠)
                        . 2♠ = 4crd ♠, 12-14
              1♠ = negative X, denies 4♠
              2♣ = nat, 6-9
              2♦ = nat, F1R
              2♥ = 6♠, any strength then
                  (p)   . 2♠ = to play   then 3♥ = extra strength
                        . 2NT = positive, F1R (to good for 2♠ or 3♠), then 3
                            ♣/   transfer values and 3♥ = R
                        . 3♣ = NF (< 2 crd ♠)
                        . 3♥ = asks ♥ stop
                        . 3♠ = barrage
              2♠ = limit+ met ♣
              3♣/♦ = preempt