



OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
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	
	Subseq	as above	same	Category: Natural - GREEN June 2007
	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,HxxxS,xSxx	1NT Openings: 14+ - 17- HCP
Reopen: 2NT=BAL(17-19)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response:1M-2x=F2M
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
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
1M - 3M asks stop	2nd	E=DISCRG+S/P	S/P	E=DISCRG
1M/m-(1/2x)-2/3x = lim or better SUP	3rd	Hi/lo=O		E=DISCRG+S/P
	NT: 1st	O=ENCRG,E=DISCR	Hi/lo=O	O=ENCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	E=DISCRG+S/P	S/P	E=DISCRG
Obstructive; LANDY: ...2♣:♥+♠,4+/4+; 2♦ ADVANCE ASKS LE	3rd			E=DISCRG+S/P
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; 2NT=INV, no 4-card M INVERTED MINOR RAISES 2♣=F1(11+HCP); 3♣=PRE(5-10HCP)	Over 1NT REBID 2♣ & over 2NT REBID 3♣ =CHECKBACKSTAYMAN 1♣-2♣-2NT= BAL MIN, F thru 3♣; 1♣-2♣-2X=STOPPER, F thru 3♣	Jump shifts=fit
1♦		4	4♥	11-23 HCP	1NT=6-10; 2NT = INV; INVERTED MINOR RAISES 2♦=F1(11+HCP); 3♦=PRE(5-10HCP)	Over 1NT REBID: see 1♣; 1♦-2♦-2NT = 12-14, F thru 3♦; 1♦-2♦-2X = STOPPER, F thru 3♦	Jump shifts=fit
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) 2♣ = 2+♣; 2♦ = 5+♦ 4♥ PRE; 3NT BAL 4crd raise 13-15; SPL RAISES; 2x F2♥	Over 1NT REBID: 2♣ = CHECKBACK HELP SUIT GAME TRY (over 2NT)	JUMP shift=FIT 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 2NT=weak/STR m; 3♣ asks 5-c M; 3♦INV; 3M=3-c, SPL OM 4♣ =GERBER; 4♦/♥TEXAS; 4NT quanti	SMOLEN TRF; 2♥= WEAK/STAY 3m=FG/STAY	Same as UPH
2♣	v	0		6-crd♦(5-10)/FG 2-suiter/SF M c. 22-23/26-27 HCP BAL	2♦=neutral; 2M NF nat; 2NT=relay(asks♦strength) 3♣=F1nat; 3♦ pre(vs weak two♦); 3M GFnat; 3NT SO	after 2NT relay: 3♣=good/3♦=bad weak two ♦, after 2♣ p 2♦ p 2/3NT: as over 2NT opening; FAST ARRIVAL by RESP	As for UPH
2♦	v	0		a. MULTI weak two M 5-10 HCP b. FG one suiter, c. 24-25/28-29 BA	2♥=P/C; 2♠=Pass or INV+♥; 2NT=F1 asks descr; 3m=GF; 3♥/3♠/4♥ =P/C	2♦-2♥-3x= GF; 2♦-2NT-3m=weak♥/♠, next bid aks min/max 2♦-2♠-4m=GF♥ (cuebid); 2♦-2♥-2♠-3♠ ♥ =pre; 2♦-2♥-2♠-2NT= inv ♠	As for UPH
2♥		5		WK ♥ + m(5-10HCP)	2♠=NAT,NF; 2NT=GF asks m; 3♣=P/C; 3♦ conv, inv >4♥ 4♣/♦ = fit bid	over 2NT: 3♣/♦ =4♣/♦, 3♥=5♣, 3♠=5♦, 3NT=4♣+4♦, 4♣=6♣, 4♦ = 6♦	As for UPH
2♠		5		WK ♠ + m(5-10HCP)	2NT=FG ASKS m; 3♣=P/C; 3♥=NF; 3♦ = conv, inv > 4♠ 4♣/♦ = fit bid	As for 2♥	As for UPH
2NT				20-21HCP 5M,6m OK	PUP STAY; JACOBY; 3♣=♠SI; 3NT=5♠+4♥ NF; 4♣=♦SI; 4♦/♥=♥/♠ SLAMint; 4♠=ACEasking; 4NT=5♠+4♥ SLAMint	3♦=no 5M THEN 3♥=♠, 3♠=♥, 4♦=♥+♠, 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♥	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 major 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 strength
2♥ = 6♠, any strength
2♠ = limit+ with ♣
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♣/♦ shows values and 3♥ = R-transfer**
. 3♣ = NF (< 2 crd ♠)
. 3♥ = asks ♥ stop
. 3♠ = barrage
2♠ = limit+ with ♣
3♣/♦ = preempt