



OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	7♠	12-14 bal or 18-20 bal or 12+bal 4+♣	1 ♠=0-7 or natural 1 ♠/♣=7+ 2♣=10+ 2 ♠=wk ♠ or ♣ / str		
1♦		5(4)	7♠	only 4 if 4-4-4-1	2 ♣= relay 2 ♠=wk ♠ or ♣		
1♥		5	7♠	10+ hcp	2/1 GF 2NT= limit+, 2♣=Relay		Drury
1♠		5	7♠	10+ hcp	2/1 GF 2 ♠=8+hcp 5+♥ 2nt=limit+, 2♣=Relay		Drury
1NT			7♠	9-12 1st Fav	2 ♣=NF STAY; 2 ♠=FG STAY 2M=NF after wk nt		
1NT			7♠	else = 15-17	2♣=Relay, 2♦/♥ = Transfer (maybe on 4-vcard suit)	after overcall 2NT forces 3♣, 3♠/♦/♥=Transfer	
1NT					2♠=limit NT or minors or weak ♠, 2NT=ask xx		
1NT					3♣=show 5M or ask 5M, 3♦/♥/♠=4441		
2♣	X			vul strong, nv wk ♠ or strong	2 ♠=neutral		
2♦	X			vul wk, nv multi wk ♥ or ♠	3♣ = GF R 2NT=puppet to 3♣		
2♥	X			vul wk, nv 4+♥ + 4+♠			
2♠	X			vul wk, 2nd nv 4♠ + 5+♣,	1ste nv wk ♣+♦		
2NT				21-23 bal	3 ♣=relay		
3♣		5		undisciplined if fav	3♦ ask 3M		
3♦		6		undisciplined if fav			
3♥		6		undisciplined if fav			
3♠		6		undisciplined if fav			
3NT		7		GAMBLING	4 ♣=P/C 4♦ ♠=asks singleton		
4♣		6		undisciplined if fav			
4♦		6		undisciplined if fav			
4♥		6		undisciplined if fav			
4♠		6		undisciplined if fav			
4NT				Specific aces	5♣=0 5 ♠=♦A 5 ♥=♥A 5♠ ♠=♠A 5NT=2A 6 ♣=♣A		
5♣		7		undisciplined if fav			
5♦		7		undisciplined if fav			
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
1st + 2nd round equally							
DBL is encouraging							
EXCLUSION BLACKWOOD							
LAST TRAIN							
RKCB-1430							
PASS, then pull is SLAM TRY							

**NOTE 1 BOLO**

Brink-Drijver Bermuda Bowl ROUND ROBIN

Defense (with UPH) after a 1m artificial opening bid

(1♣)	1♦	♦ or weak with 4+♥ + 4+♠
	1♥	♠ or weak with 4♥ + 5+ m
	1♠	♥ or weak with 4♠ + 5+ m
	1N	5+♦ + 4+M 10+ HCP
	2♣	Weak ♣/♦ NV, Nat VUL
	2♦	M's
	2♥	Weak ♥/♠ NV, Weak and nat if VUL
	2♠	Intermediate ♣/♦ NV, Weak and nat if VUL
	2N	♦/♥
	3♣/♦	weak
	3♥	Weak ♥/♠ NV, Weak and nat if VUL
	3♠	Bid 3N with some values NV, Weak and nat if VUL
	3N	natural

(1♦)	1♥	♠ or weak with 4♥ + 5+ m
	1♠	♥ or weak with 4♠ + 5+ m
	1N	5+♣ + 4+M 10+ HCP
	2♣	Nat
	2♦	M's
	2♥	Weak ♥/♠ NV, Weak and nat if VUL
	2♠	Intermediate ♣NV, Weak and nat if VUL
	2N	♣/♥
	3♣/♦	weak
	3♥	Weak ♥/♠ NV, Weak and nat if VUL
	3♠	Bid 3N with some values NV, Weak and nat if VUL
	3N	natural

Responses and rebids when responder passes

(1♣)	1♦	(pass)	1♥/♠	P/C
			1N	Asking; 2♣ = max ♦ 2♦ = min 2♥ = ♥ + ♠ 2nt = ♦ iNV.
			2♣	natural
			2♦	P/C
			2♥/♠	To play
			2N	Natural, non forcing
			3♣	Natural iNV
			3♦	P/C
			3♥/♠	To play
	1♥	(pass)	1♠	P/C
			1N	Asking; 2♣/♦ = ♥ + ♣ / ♦ 2♥ = ♠ max 2♠ = ♠ min
			2♣/♦/♥	Natural,
			2♠	P/C
	1♠	(pass)	1N	Asking: 2♣/♦ = ♠ + ♣ / ♦ 2♥ = ♥ min 2♠ = ♥ max
			2♣/♦/♠	natural
			2♥	P/C
	2♣	(pass)	2♦	P/C
			2♥/♠	Natural and NF
			2NT	Asking: 3♣/♦ weak 3♥/♠ good ♣/♦
			3♣/♦	P/C
			3♥/♠	Nat weak
	2♥		2♠	P/C
			2NT	Asking: 3♣/♦ weak H/S 3♥/♠ good ♠/♥
			3♣/♦	Nat nf
			3♥/♠	P/C

COMPETITIVE AGREEMENTS

**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

Pass is P/C, rdbl points, the expected suit is P/C (after 1♦=♦ after 1♥=♠ after 1♠=♥) and any other suit is natural

**Responses after opponent's bid:**

X = P/C NT = asking bid the expected suit is P/C (after 1♦=♦ after 1♥=♠ after 1♠=♥) and any other suit is natural

**Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?**

(1♣)	1♥	(pass)	pass	x	pass	4♥ + m
					xx	♠
					1NT	4♥ + 6m
					2m	5♠ + 5m
	2♥	(pass)	pass	x	pass	♥ or ♠

**Rebids after opener DBLs advancer's bid:**

If overcaller bids voluntary he always promises the expected suit (after 1♦=♦ after 1♥=♠ after 1♠=♥)

**Rebids after opener's suit rebid:** If overcaller bids voluntary he always promises the expected suit (after 1♦=♦ after 1♥=♠ after 1♠=♥)