



DEFENSIVE AND COMPETITIVE BIDDING					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)					
slightly aggressive; responses are NF except after weak 2 level opening					
	LEADS AND SIGNALS			Category:	BLUE
Brown sticker overcalls (see Brown sticker form) against 1♣ or 1♦	OPENING LEADS STYLE			Country:	Netherlands
	Lead	In Partner's Suit		Event:	Bermuda Bowl (Knock out)
	Suit 1/3/5 (4th from 6 crd)	1/3/5 (attitude with known length)		Players:	Simon de Wijs & Bauke Muller
	NT attitude	attitude		SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		1/3/5 only in unsupported suit		GENERAL APPROACH AND STYLE	
2nd hand 1NT = 15-17 (subseq as 1NT opening but no relays)	Subseq	attitude combined with 3/5 vs suit			
	Other:				Tarzan Precision
4th hand 'live' 1NT = 15-17 (cue is forcing)					
4th hand balancing 1NT = 10-14 (cue-bid: Stayman)	LEADS				5 crd Majors, 1♦ usually 4-crd and unbal, 1NT (12)13-15
	Lead Vs. Suit	Vs. NT			1♥ opening may contain 5+♠ in 1st or 2nd position
	Ace AKx	AKx			
	King KQx AK-bare AKx vs slam	KQx, AK in strong suit			Most GF hands tends to relay for shape, controls and location of honors.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen QJx	QJx, rarely KQJx			So the absence of relays indicates a limited hand.
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids	Jack J10x	A/KJ10 J10x			
	10 109x KJ10x	H109x 109x(x)			Responder may pass a 1♦♥♠ opening with values.
2-Suit: Unusual 2NT	9 H109 9x	9x Q98(x) J98(x) HH98			Responses to 1♣ may be canape 1♥ = ♠ 1♠ = ♥.
	Hi-x HxSx xxSx	xSxx			
Reopen: cue-bid = Michaels; intermediate jumps	Lo-x HxS xxxxS xxS	HxxS HxxxS			Preemptive style: fairly sound with an eye on the VUL and position.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY				In 3rd hand preempts are wide-ranged.
Upper cue-bids (cue-bid = showing two highest unbid suits, if the bid suit was 2+)	Partners Lead	Declarer's Lead	Discarding		NV vs V preempts may be weaker
2NT two lowest unbid suits (if the bid suit was 2+)	Suit:1st low = even	low = even	odd = enc at		
			1st discard		3rd hand 1 level opening may be shaded
	2nd low = enc	Lavinthal	count		
	3rd				
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st low = enc	low = even	odd = enc at		1NT Openings: good 12 to 15
2♣ = Majors			1st discard		2 OVER 1 Response: one bid at 1 level is GF-relay, 2♣ over 1M is any limit
passed hand DBL = 5 crd minor + 4 crd major	2nd	Lavinthal	count		some transfers over 1M
	3rd				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	Signals (including Trumps): Lavinthal				Brown Sticker convention (see Brown Sticker form) vs 1 minor opening : Note#999
		at trick 1 when holding a known long suit (6+)			NV overcall of 1♥ and 1♠ after a minor opening shows a normal
		middle = enc low or high = suit preference			overcall in the other major OR 4-crd in the bid major + 5 crd other minor (7-10 hcp).
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
Cue-bid 3 level = Michaels but limited; Cue-bid 4 level in minor = majors	TAKEOUT DOUBLES (Style; Responses; Reopening)				NV overcall of 2♥ is Multi: a weak two bid in a major
Cue-bid 4 level in major = Michaels	T/O DBL shows opening values and support for unbid majors or strong hand				NV overcall of 2♠ shows 5♠ and 5 minor.
jumps to 4♠♦ = bid suit + Major	balancing DBL may be slightly weaker				
(3♦) - 4♣ = ♣ + Major					NV overcall of 3♥ is Multi: a 3♥ or 3♠ overcall
After 3NT Gambling 4♣ = Majors stressing ♥, 4♦ = majors but longer ♠					NV overcall of 3♠ shows 6♠ + 5 crd other minor
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs strong ♣ : DBL = Majors; 1NT = minors (also after 1♦ negative)	Support DBL & RDBL thru 2♥				SPECIAL FORCING PASS SEQUENCES
Brown sticker (see Brown sticker form) overcalls	Rosenkrantz RDBL showing Ace or King				
	DBL on direct SPL respons = lead highest unbid suit				
OVER OPPONENTS' TAKE OUT DOUBLE	Action dbl : see high level bidding				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT INV +					
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)					
"1-under" major-raise to 2&3 level					
weak (double) jumps at 2&3 level					Psychics: rarely
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 = 9+ bal (4432/4333) 2♣= 9+ 2♦= 9+ (one-suiter)	jumps 2NT & 3 level = two suiter	
1♣					2♥=3-suiter, short in major 2♠=55 minors 2NT = 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 rates to be unbalanced 2♣ after 1♥♠ shows 5	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	
1♥		5	thru 4♠	11-15 HCP	1♠ = relay GF 1NT =4+♠ nf 2♣ = any invite OR ♦ weak		
1♥				may contain 5+♠	2♦ = 8-10 ♥ raise 2♥ =5-7 raise 2NT = mixed raise		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠ = any SPL 3NT = ♠ void; jumps are PRE		2NT = fit, mild inv
1♥					4♣♦ = void PASS = may have values		
1♠		5	thru 4♥	11-15 HCP	1NT = relay GF 2NT = 4 crd mixed raise jumps 3 level PRE		
1♠				denies 5♥ in 1st&2nd pos	2♦ = 5♥ (8+ hcp) or 6♥ 2♥ = 8-10 3-crd raise 2♠ = 5-7 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any SPL 4♣♦ = void PASS = may have values		2NT = fit, mild inv
1♠					2♣ = any invite 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				5♥ possible but not obliged	2♠ = GF ♣ or minors 2NT = ♦ GF or weak ♣ or ♦	after intervention 2NT = any suit competitive (or some GF	
1NT				seldom 5♠	3♣ = asks or shows 5M 3♦♥♠=SPL 3-suiter (3♦ short minor)	hands); 3X = TRF INV	
1NT				some 5422 possible and 6-crd minor	4♣ Gerber (1430) 4♦♥ = TRF		
2♣		6	thru 4♠	11-15 hcp	2♦ = relay; 2NT = 55 majors; new suit NF		
2♣					jumps 3 level F		
2♣					3♣ = may be slight PRE		
2♦	X	0		weak two in a major, usually 6-crd 5-10 hcp	2NT = relay 2♥/3♥/2♠ = p/c 3 minor = NF		
2♥	X	3		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay		
2♠	X	5		5♠+4+minor (V 5 minor) 5-10 hcp	2NT = relay 3♣ = p/c 3♦ = INV ♠		
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)	4m = cuebid		
3♠		(6)7		5-10 (wider range in 3rd pos)	4m = cuebid		
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							
Last Train cue bid							
Serious 3NT							
DBL = Action (def & off values) in (likely) fit situations when opp bid over our major							
game and we have shown some values. So pass denies interest in bidding on.							

<b>BROWN STICKER OVERCALL ANNOUNCEMENT FORM</b>
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This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event

**Names:** B. Muller – S. de Wijs

**Country** Netherlands

**Event** BB Open

**After opponents opening bid of** 1♣ 1♦ **showing**

**Our overcall of** a 1♥ or 1♠ / b 2♥ or 3♥ / c 2♠ or 3♠ **at** Vulnerability: NV

**Shows:** a. 5♠ or 4 bid major + 5♠ / b. Pre in one major / c. 55 and 65, 5 card in om

**Applies:** Opposite PH; Opposite UPH; **All the time** NV

**Detailed Description:**

1♥ = 5♠ (normal though inverted overcall) OR 4♥+5 other minor (7-10 hcp)

1♠ = 5♥ (normal though inverted overcall) OR 4♠+5 other minor (7-10 hcp)

2♥ = Multi: weak 2 in ♥ OR ♠, same requirements as over an regular weak jump overcall, no difference in suit length

2♠ = 5♠ + 5 om

3♥ = Multi: 3 level overcall in ♥ OR ♠, same requirements as over an regular jump overcall. no difference in suit length

3♠ = 6♠ + 5 om

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**Responses and Rebids When Responder Passes**

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**With what hands will advancer pass the overcall?**

Advancer will pass an overcall of 1M if he's weak and has no fit in overcaller's possible 5 crd major

Advancer will pass an overcall of 2/3H if he is weak or if he is short in H

**Meanings of other advances and follow ups:**

Subsequent bidding after 1♥ or 1♠ overcall:

- 1NT responder NF. Overcaller will bid his minor if 4M5minor, will pass with the normal 5M overcall (minimum) or cuebid with a maximum overcall.
- In competition dbl by responder = p/c.
- 2M by responder in the possible 5M overcall = p/c.
- New suit = natural at 2 level.
- If overcaller makes a free bid, he will have the 5M overcall.
- Jumps to 3♥ or in the other (presumed) minor = p/c.
- 3 non jump in the other (presumed) minor = p/c.
- cuebids and 2NT are fit showing presuming overcaller has 5M.

Subsequent bidding after 2♥ overcall

- 2♠ = PC
- 3♥/♠ = P/C
- 4♥ = P/C
- 2NT = FIR, asking overcaller to clarify his hand
- after pass – pass – dbl: overcaller passes with ♥ and bids 2♠ with ♠

Subsequent bidding after 3♥ overcall

- 3♠ = P/C
- 4♥ = P/C
- after pass – pass – dbl: overcaller passes with ♥ and bids 3♠ with ♠

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**Competitive Agreements**

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

No special agreements other than without intervention; dbl is mostly p/c

**Responses after opponent's bid:** No special agreements other than without intervention; dbl is mostly p/c

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

**2♥ and 3♥ overcaller will pass with ♥ and bid ♠ with ♠**

**1M overcaller will pass with 4 in the bid M and bid otherwise**

**Subsequent bidding after 2♥ overcall**

- over a X: pass = P/C  
2♠/3♥/3♠/4♥ = P/C
- over a bid X on a major = P/C up to 3♠

**Subsequent bidding after 3♥ overcall**

- over a X: pass = P/C  
3♠ = P/C  
4♥ = P/C

## Proposed Defence

Treat the 1♥/♠ overcall as a natural overcall in the OTHER major because this has by far the highest frequency

1♣/♦-(1♥)-

X = 4+♥  
1♠ = T/O double without 4♥  
1NT = nat  
2♠ = cue bid

1♣/♦-(1♠)-

X = 4+♠  
1NT = nat  
2♥ = cue bid  
2♠ = 6♠ (same meaning as over a 1♥ overcall)

1♣-(2♥)

X = points after this every X is TO  
2♣/3♣/♦/♥ = natural and forcing

1♣-(3♥)

X = points after this every X is TO  
3♣/4♣/♦/♥ = natural and forcing