



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				
OPENING LEADS STYLE				
	Lead	In Partner's Suit	Category:	Natural - GREEN
	Suit	1/3/5	Country:	Netherlands
	NT	attitude	Event:	EC 2004
		1/3/5 only in unsupported suit	Players:	Simon de Wijs & Bauke Muller
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				SYSTEM SUMMARY
2nd hand 1NT = 15-17 (subseq as 1NT opening)				GENERAL APPROACH AND STYLE
4th hand 'live' 1NT = 15-17 (cue is forcing)				4 crd Majors
4th hand balancing 1NT = 10-14 (cue-bid: Stayman)				with two 4 crd suits we usually open the lowest
	Lead	Vs. Suit	Vs. NT	
	Ace	AKx	AKx	Multi 2♦ (may contain strong hands)
	King	KQx	KQx, AK in strong suit	2♥♠ OP: 5 crd 3-8 HCP in 1st & 2nd position, NV vs V
	Queen	QJx	QJx, rarely KQJx	other positions 2♥♠ OP weak 5M + minor
JUMP OVERCALLS (Style; Responses; Unusual NT)				2♣ any strong hand except ♦ or weak 2 in ♦
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids				
2-Suit: Unusual 2NT				
	Hi-x	HxSx xxSx	xSxx	Preemptive style: fairly sound with an eye on the VUL and position.
Reopen: cue-bid = Michaels; intermediate jumps				In 3rd hand preempts are wide-ranged.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)				NV vs V preempts may be weaker
Upper cue-bids (cue-bid = showing two highest unbid suits)				
	Suit:1st	Partners Lead	Declarer's Lead	Discarding
2NT two lowest unbid suits				3rd hand 1 level opening may be shaded
				odd = enc at
				1st discard
	2nd	low = enc	Lavinthal	count
	3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)				1NT Openings: 15-17
2♣ = Majors				2 OVER 1 Response: GF
passed hand DBL = 5 crd minor + 4 crd major				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2nd		Lavinthal	count
	3rd			
Signals (including Trumps): Lavinthal				vs conv 1♣ opening (0+, 1+ or 2+) our defense is 'Holo' NV v V:
				dbl = take-out 1♦ = majors weaker unsuitable for dbl
				1♥ = NAT or 5 minor + 4 crd not ♥ 1♠ = NAT or 5 minor + 4♥
				1NT = 15-17 or weak with one minor
				(Responses: 2♣ = Stayman-like NF 2♦♥ = TRF 2♠ = minors 2NT = INV
				3♣ = Stayman-like GF or p/c 3♦♥♠ = PRE)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				2♣/♦ = 4+ crd + 5M constructive
Cue-bid 3 level = asks stopper; Cue-bid 4 level in minor = majors				2♥ = ♥ or ♠ 2♠ = good hand with minor suit 2NT = minors
Cue-bid 4 level in major = Michaels				3♣♦ = NAT 3♥ = ♥ or ♠ 3♠ = Gambling 3NT hand 3NT = Gambling with stopper
jumps to 4♣♦ = bid suit + Major				vs strong club 'Holo' applies NV v V with the following adjustments:
(3♦) - 4♣ = ♣ + Major				dbl = majors 1♦ = NAT 1NT = ♣ or ♦
After 3NT Gambling 4♣ = Majors				Responses to Holo are often p/c
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES
vs strong ♣ : DBL = Majors; 1NT = minors (also after 1♦ negative)				
vs strong ♣ NV vs V our defense is 'Holo'-like -> see section "special bids that may require defence"				
DBL on direct SPL respons = lead highest unbid suit				
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE				
2NT INV +				
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)				
"1-under" major-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♣		3	thru 4♠	11-20 HCP; 3 crd only if: 4M333, 18-19 HCP	2NT = Limit; 3NT = nat; jumps 2 level strong;	after 1NT rebid 2♣ = any INV or weak with ♠; 2♠ = GF;	
1♣				1♣ with 44 minors (usually)	double jumps 3 level SPL; 3♣ = limit	2NT = weak ♣ or unbal support	
1♦		4	thru 4♠	11-20 HCP; 1♦ with 44 in the reds	2NT = Limit; 3NT = nat; jumps 2 level strong;	after 1NT rebid 2♣ = any INV or weak with ♠; 2♠ = GF;	
1♦					double jumps 3 level SPL; 3♦ = limit; 3♣ = INV	2NT = weak ♣ or unbal support	
1♥		4	thru 4♠	11-20 HCP	1NT = 5-11; 2NT = GF FIT; 2♠ = strong;	after 1NT rebid 2♣ = any INV+ or weak with ♠	Reversed Drury
1♥					jumps 3 level INV; 3♥ = limit	2NT = weak ♣ or ♠	
1♥					3♠ = any weak splinter (<12 HCP); 3NT = ♠ SPL;	after 1NT responder may bid 3 krt minor if	
1♥					4♣♦ = SPL	5332 non minimum	
1♠		4	thru 4♥	11-20 HCP	1NT = 5-11; 2NT = GF FIT; jumps 3 level INV;	after 1NT responder may bid 3 krt minor if	Reversed Drury
1♠					3NT = any weak SPL (<12 HCP); 4♣♦ = SPL	5332 non minimum; after 1♠ -1NT, 3♣ = asks about ♥	
1♠					3♠ = limit		
1NT			3 level	15-17	2♣ = STAY (doesn't promise 4M); 2♦ thru 2NT = TRF	minor suit ask (3♣)	
1NT				'good' 14 possible; 5♥ or 5♠ possible but not obliged	3X = TRF strong; 4♣ = Gerber;	after intervention 2NT = any suit competitive (or some GF	
1NT					4♦♥ = TRF	hands); 3X = TRF GF	
2♣	X			a) weak two in ♠ (5-10, 6crd, in 3rd hand 5crd possible)	2♦ = NF relay; 2NT = F1R relay; new suit NF	2♦ followed by 3♣ by responder may be negative	
2♣				b) any strong two except ♠ (F3M)			
2♣				c) 22-23; 26-27 NT	3♦ = NF: raise opposite weak two in 2♦		
2♦	X			a) weak two in ♥ or ♠ (5-10, 6crd, in 3rd hand 5crd possible)	2♥ = P/C 2♠ = INV for ♥ 2NT = F3M relay	after intervention 2 level DBL = P/C	
2♦				b) 24-25 NT; 28+ NT	3♥♠4♥ = P/C; new minor 3 level NF;	after intervention 3 minor DBL = INV for major	
2♦				c) GF ♠	4♣ = asks transfer; 4♦ = bid major		
2♥		5		- NV 5♥+4+minor; 5-10 HCP / V 5♥+5+minor 5-10 HCP	2NT = GF relay; 3♣ = P/C; 3♦ = INV for ♥; 2♠ = NF	after intervention 3 minor = NAT, NF; 2NT = relay (doesn't promise values)	
2♥				- 1st & 2nd POS NV vs V: 3-8 HCP, 5-crd	2NT = relay, asking about range and values NS = NF		
2♠		5		- NV 5♠+4+minor; 5-10 HCP / V 5♠+5+minor 5-10 HCP	2NT = GF relay; 3♣ = P/C; 3♦ = INV for ♠; 3♥ = NF	after intervention 3 minor = NAT, NF; 2NT = relay (doesn't promise values)	
2♠				- 1st & 2nd POS NV vs V: 3-8 HCP, 5-crd	2NT = relay, asking about range and values NS = NF		
2NT			3 level	20-21	3♣ = asks 4/5 major; 3♦♥ = TRF; 3♠ = minors;	after 3♣ 3♦ shows at least 1 4crd M;	
2NT					3NT = nat	after 3 level TRF acceptance denies support	
2NT					4♣ thru 4♠ = TRF (SI if TRF to minor)		
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♦				NV vs V may be weaker than the alternative 2♣ opening			
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		
4♣		(7)8					
4♦		(7)8					
4♥				wide range			
4♠				wide range			
4NT							
HIGH LEVEL BIDDING							
1430 RKCB							
DOPI							
Last Train cue bid							
Serious 3NT							