



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Agressive style		Lead	In Partner's Suit		
New Suit= F1R at same level	Suit	1st,3rd,5th; ATT	1/3/5		
Cuebid = Fit	NT	AS ABOVE	As above		Category: NATURAL - GREEN
Jump = Preemptive in competition	Subseq	2/4	2/4		Country: NETHERLANDS
2 NT = Good Bad/Unusual/Scrambling/Natural	Other: 4th if 3rd is expensive. Vs trumps: K asks count			Event:	
<Note 13,18,19>	Vs. NT:K,Q,J asks Attitude/Unblocking			Players:	HUUB BERTENS TON BAKKEREN
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Responses as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Reopen 1NT = 14-16	Ace	AK Ax(+)	AKx(+)		Dutch Doubleton
Escape 1NT-(X); Transfers, Rdbl=C or Two-/Threesuiter	King	AKx(+) KQx(+)	KQx(+) AKJT		5-card Major, 1C=2+,F1R
2NT = FG Twosuiter	Queen	QJx(+)	A(K)QJx,QJTx,KQT9		
	Jack	J10x	JTx QJ98x		Leads: 1/3/5
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+) HJ10x(+)	T9x HJTx(+)		Subsequent leads: 2/4
1-Suit: Weak; 1M-4C=Good 4oM; 1m-4C=Good H; 1m-4D=GoodS	9	9x H109x(+) 98x	98x H109x(+)		Signals: High/low=Odd/Discouraging
2-Suit: [1C/D]-2D=5H&4+S; [1X]-2NT= Lowest suits	Hi-x	Sx SSxx Sxx	Sx SSxx Sxx		1NT Openings: 14+ - 17- HCP
Twosuiters are weak or strong	Lo-x	HxxxS HxS(S) HxS xxS(x)	HxS HxS(S) HxxxS xxS(x)		2 OVER 1 ResponseFG
Reopen: 2NT=20-21, Suit = Good Intermediate	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2C = WEAK D / FG Onesuiter / Strong NT
[1C]-2C = Natural	Suit:1st	Hi/Low=Odd	Hi/Lo=Odd	Odd=Enc;Even=D	2D = WEAK H / FG Twosuiter / Strong NT
[1M]-2M = 5oM & 5m, Weak or Strong	2nd	Hi/Low=Disc	Suit preference	Hi/Lo=Odd	2H = WEAK S / FG Threesuiter / Strong NT
Jump Cue asks stop	3rd	Suit preference			2S = 5S & 4+m, WEAK
	NT: 1st	Hi/Lo=Odd	Hi/Lo=Odd	Odd=Enc;Even=Di	2NT = C & D, WEAK OR FG
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Suit preference	Hi/Lo=Odd	Hi=Disc	3NT = Gambling C/D
Dbl= 5m & 4M 9-13HCP or a strong hand	3rd				4C/D = Namyats H/S
2C = 4+H & 4+S	Signals (including Trumps): Hi-Low in trumps= Odd				
2D = H/S	Remainder count: Original count Lavinthal Smith signal				Notice: 1C-(p)-2D/2H/2S
2M = Natural, good hand					1D-(p)-2H
Against weak NT: Dbl = P	DOUBLES				Notice: (1x)-4C/4D
Passed Hand : As above <Note 17>	TAKEOUT DOUBLES (Style; Responses; Reopening)				1C-1D= 0-6/Natural/Relay
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	may be light				WEAK JUMP SHIFTS at Twolevel
Dbl = Take Out	Cuebid = forcing to suit agreement, except 1m-X				NEGATIVE FREE BIDS AT TWO-LEVEL
2 NT = 16-18	<note 20>				GOOD-BAD 2NT
2X - 3Y = Preemptive <Note 14>					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				NOTE 15
PRECISION 1C: DBL= H & S 1NT= C & D 2C/D=Nat	1C-(1D)-DBL: 4H & 4S				
[1C]-p-[1D]-X = D	1m-(1H)-DBL: 4S or FG(om)				
[1D]: 2D=Natural, 2NT = Minors or Majors,Weak or Strong	Support(R)dle thru 1S and 1C-1(D)-1M-(2D)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Double of spl = Lead directing in Lower ranking suit				
OVER OPPONENTS' TAKE OUT DOUBLE	Dbl of cuebid = Asks for another lead, except after 1m				
1m-[X]:2X=NF;2NT=Weak Raise;3m=Inv	= values				
1M-[X]:1NT/2X=NF;4m=Fitbid	Rdbl of partners suit = A/K <note 16>				Psychics: Seldom
	Rdbl of 4-suit/cuebid = no half stop(pass=half stop+)				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		2	4D	a) Nat, 4+C, 11+ b) 12-14 NT c) 18-	1D= 0-6/Nat/R; 1M=7+(4+D poss)1NT=8-10; 2D = weak	1C-1D-1H=12-14NT; 1NT = 18-19 NT 1C-1D-1H-1S	
1D		4	4C	MAYBE 4D,4+C	1D-2C=FG <Note 4> 2H=5H+4S,4/8		2C= 5+-card, NF
1H		5	4D	Maybe 4-Card in 3rd	1NT=Almost F; 2H=8-10,3H 2NT=4+H,INV+ 3H=3-8, 4H	1H-1NT-2m = 3+m <Note 3>	1NT=NF;2H=6-8,3H 2N=Na2C=3H,9-11 2D=4H; 1H-2C;
1S		5	4H	See 1H	See 1H 1S-4H=To Play	1S-1NT-3C=?#H; 1S-1NT-3H=4+C FG	3H=5H,3S, Inv
1NT				14+ - 17- HCP 5M/6m/5422 poss.	2C=R(no 4M pos.) 2D/H/S/NT=Tr.3C=55m,Inv; 3D=55m	<Note 5>	
2C	Y	0	2D	3-10HCP 5+D FG Onesuiter 20-21N	2D=R, 2H/S= NF; 2NT=R, RF 3C/D=NF, 3M= Inv;	<Note 6,11>	
2D	Y	0		a) 5(6)H,3-10 b) FG Twosuiter c) 22	2H=R,NF; 2NT=R; 2S/3C/3D=NF 3H=Pre; 3S=FG 4m =	< Note 7>	
2H	Y	0		a) 5(6)S,3-10 b) FG Threesuiterc) 22	2S=R,NF; 2NT=R; 3C/3D=NF 3H=F; 3S=Pre;	<Note 8>	
2S	N	5		5S & 5+m, 3-10 5S & 4+m 1st/3rd C	2NT=R; 3C=P/C; 3D=NF; 3H=F; 3S=Pre; 4m=Spl;	<Note 9>	
2NT	Y			5C & 5D, Weak/FG 5m4m+ 3rd gr-r	3C/D=Pref; 3H=C,Inv+; 3S=D,Inv+; 4m=Pre; 4M=to play	< Note 10>	
3C		6		6+C, 3-10	3X=F; 4C=Pre; 4D=STC;		
3D		6		6+D, 3-10	4C=STD		
3H		6		6+H, 3-10	4m=Cue; 3S=Nat;		
3S		6		6+S, 3-10	4H=Nat; 4m=Cue;		
3NT	Y			GamblingC/D NoA/K	4C=P/C; 4D=ST		
4C	y	0		Namyats H (8S/7S+A/8+A) S=Solid	4D=ST Responses: 4H=8S; 4NT=RKC; 4/5X=8S,-/X;		
4D	Y	0		Namyats S See 4C	4H=ST (See 4C)		
4H		6			4S=Cue		
4S		6					
4NT	Y			Specific Aces	5C= No Ace; 5X=Ace; 5NT=C Ace		
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

Splinters
Mixed Cuebids
Roman Keycard Blackwood (1304)
Dopi Ropi
Dope
<Note12>