



OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
	Lead		In Partner's Suit	
	Suit	1/3/5	1/3/5	
	NT	attitude	attitude	
			1/3/5 only in unsupported suit	Category:
	Subseq	attitude	attitude	Country:
	Other:			Event:
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Players: Simon de Wijs & Bauke Muller
2nd hand 15-17 (subseq as 1NT opening)	LEADS			SYSTEM SUMMARY
4th hand 10-14 (cue-bid: Stayman)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
	Ace	AKx	AKx	4 crd Majors
	King	KQx	KQx	Multi 2D
	Queen	QJx	QJx	2HS OP weak 5M + minor
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10x	A/KJ10	2C any strong hand or weak 2 in D
1-Suit: V: intermediate NV: weak	10	109x KJ10x	H109x 109x(x)	
2-Suit: Unusual 2NT	9	H109 9x	9x Q98(x) J98(x)	
	Hi-x	HxSx xxSx	xSxx	1NT Openings: 15-17
Reopen: cue-bid: Michaels / intermediate jumps	Lo-x	HxS xxxxS xxS	HxxS HxxxS	2 OVER 1 Response: GF
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Upper cue-bids (two highest suits)		Partners Lead	Declarer's Lead	Discarding
2NT two lowest suits	Suit: 1st	low = even	low = even	odd = enc at
				1st discard
	2nd		Lavinthal	count
	3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	low = enc	low = even	odd = enc at
2C Majors				1st discard
passed hand double: 5 crd minor + 4 crd major	2nd		Lavinthal	count
	3rd			
	Signals (including Trumps): Lavinthal			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
Cue-bid 3 level: asks stopper Cue-bid 4 level in minor: majors	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Cue-bid 4 level in major: Michaels				
jumps to 4CD: bid suit + Major				SPECIAL FORCING PASS SEQUENCES
(3D) - 4C : C + Major				
VS. ARTIFICIAL STRONG OPENINGS				
vs strong C : DBL Majors 1NT minors (also after 1D negative)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	Support (RE)DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE				
2NT INV +				Psychics:
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)				
"1-under" major-raise to 2&3 level				
weak jumps				
	DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3		3 crd only if: 4M333, 18-19 HCP	2/3NT nat jumps 2 level strong	2C (puppet to 2D: D weak or any INV) and 2D (GF) and	
1C					double jumps 3 level SPL	2NT (weak C or unbal support) after 1NT rebid	
1D		4			2/3NT nat jumps 2 level strong	2C (puppet to 2D: D weak or any INV) and 2D (GF) and	
1D					double jumps 3 level SPL	2NT (weak C or unbal support) after 1NT rebid	
1H		4			1NT 5-11 2NT GF FIT 2S strong jumps 3 level	2C (puppet to 2D: D weak or any INV) and 2D (GF) and	Reversed Drury
1H					INV	2NT (weak C or unbal support) after 1NT rebid	
1H					3S any weak splinter 3NT S SPL 4CD SPL	after 1NT respons opener may bid 3 krt minor if	
1H						5332 non minimum	
1S		4			1NT 5-11 2NT GF FIT jumps 3 level INV	after 1NT respons opener may bid 3 krt minor if	Reversed Drury
1S					3NT any weak SPL 4CD SPL	5332 non minimum / 1S -1NT; 3C : asks about H	
1NT				15-17	2C STAY (doesn't promise 4M) 2D thru 2NT TRF	minor suit ask	
1NT				good' 14 possible; 5H possible; seldom 5S	3x strong		
2C	X			weak 2D or any strong two or	2D NF relay 2NT F relay new suit NF		
2C				22-23/26-27 NT	3D NF: raise opposite weak two in 2D		
2D	X			weak two in H or S / 24-25/28+ NT	2H NF relay 2S INV for H 2NT F relay		
2D					3HS4H P/C new minor 3 level NF		
2D					4C asks transfer 4D bid major		
2H		5		nv 5H+4+minor; 5-10 HCP / v 5H+5+minor 5-10 HCP	2NT F relay 3C P/C 3D INV for H		
2S		5		nv 5S+4+minor; 5-10 HCP / v 5S+5+minor 5-10 HCP	2NT F relay 3C P/C 3D INV for S		
2NT				20-21	3C asks 4/5 major 3DH TRF 3S minors		
2NT					4C thru 4S TRF		
3C		(6) 7					
3D		(6) 7					
3H		7					
3S		7					
3NT	X			solid minor; no side A or K	4C p/c 4D asks shortness		
4C		8					
4D		8					
4H				wide range			
4S				wide range			
4NT							
HIGH LEVEL BIDDING							
1430 RKCB							
DOPI							