DEFENSIVE AND COMPETITIVE BIDDING	OPENING L	EADS STYLE					 4. 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Lead In Partner's Suit			n Partner's Suit		WBF Convention Card 2.18		
2NT FOR TAKEOUT(4th> natural):	Suit 1	,3,5	1,	1,3,5				
Aggressive NV	NT 1	,3,5	1,	1,3,5				
REVERSE GOOD-BAD 2NT (after 1m-opening)	Subseq a	ttitude (1,3,5)	at	attitude (1,3,5)		Category:	POLISH CLUB-LIKE	
Drop-dead-cuebid, sometimes	Other: In a suit bid and supported:10 or 9=to		1:10 or 9=top, o	o, or 2 higher		Country:	Netherlands	
SCRAMBLING 2NT						Event:	Bermuda Bowl 2005	
	LEADS					Players:	Jan Jansma - Louk Verhees	
NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead V	ad Vs. Suit Vs. NT			SYSTEM SU	IMMARY		
5-17 HCP (but after 1 = Polish Club NV vs. VUL: 1NT=5+minor, 4 Major)		AKJ10(+),AKx(+),Ax(+) AKx(+),Ax(+)				GENERAL APPROACH AND STYLE		
As over 1NT OPEN	_	KJ10(+),AKx(+),KQ	A	AKJ10x(+), KQ109(+)		POLISH CLUB like, 1 ♥♠=5+; 1◊= 5+(4)		
ITH 12-17, no stop guarantee		,KQ(J/10)x(+),KQ109(+)				1 ≗ =11-14 bal (no 5 ◊♥♠); 16+ HCP natural ♣; strong hand		
	Queen QJ,QJx(+)			KQx(+), QJx(+),QJ		1NT resp:F1()/1M		
				J10,J10x(+),AQJx(+)		Specialized 2-level Openings NV		
JUMP OVERCALLS (Style; Responses; Unusual NT)		09,109x(+),H109x(+), 109,109x(+),HJ10x(+)						
I-Suit: WEAK, Vuln vs.NV Intermediate,		8x(+), 9x,(9xx)		98x(+), 9x,(9xx),H109x(+)		Agressive preempts NV vs VULN		
2-Suit: Michaels and 1m-2◊=Majors; 2NT lowest unbid 2 suit		x	_	Sx				
After 1♣ = 0+/1+/2+ NV 2♥/2♠/3♥/3♠ NOTE 3		IxS,HxSx,HxxxS,xxxxS			xxS	1NT Openings: 15-17		
Reopen: 2NT=BAL(18-20), cuebid:strong; jump:Intermediate	SIGNALS IN ORDER OF PRIORITY					2 OVER 1 Response: FG		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Le		-	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
MICHAELS CUE:	Suit:1st	Hi=DISCRG	Hi/lo=O	Hi=DIS		2 ♦ 1) VULN	J: weak 2 in ◊◊◊; 2) NV: weak in ♥ OR ♠	
m-2¢=majors	2nd	Hi/lo=O	S/P	Hi/lo=C)			
		3rd S/P S/P			2 ♥ 1) Vuln: v	veak 2 in ♥; 2) NV: weak with both majors		
	NT: 1st	Hi=DISCRG Hi/lo=O Hi=DISCRG						
/S. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/lo=O	S/P	Hi/lo=C)	2♠ 1) VULN: weak 2 in ♠♠		
2& =majors	3rd S/P S/P				2) NV vs NV: 5♠,4+m 4-10 HCP			
2¢= 1 major	Signals (including Trumps):					3) NV vs. VULN 5+ 🌢, 0-8 HCP		
2♥/♠ = that major and 4+m	SMITH SIGNAL NT/LAVINTHAL					2NT 1) NV vs VULN weak with 5+&/5+◊ 2-9 HCP		
X= vs weak NT> penalty, else 5+m,4M 8-15 HCP (or pen.)	SMITH SIGNAL sometimes vs suit					2) 20-22 balanced (any other vulnerability)		
	DOUBLES							
	TAKEOUT DOUBLES (Style; Responses; Reopening)					When we bid 1 minor - 1 major= promise OTHER MAJOR!		
/S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Almost every double = T/O					When we bid 1 minor-2¢ it is weak in a major		
O doubles, the higher the preempt the more optional	Basic(95-100) Double before the bidder is T/O anyway					(or GF in a minor)		
are the doubles	1♣-X-Pass-1NT= positive (8-10)					SPECIAL FO	DRCING PASS SEQUENCES	
Non) leaping Michaels extended		2x= Less than 8			2			
/S. ARTIFICIAL STRONG OPENINGS		ARTIFICIAL AND COMP	PETITIVE DOU	JBLES/REDOUBLE	:5			
/s.strong ♣/◊: X= Majors, 1NT =minors, weak jumps, NV 2♥/2♣/3♥/3♣:	1♣-(1◊)-DBL: 4+♥							
JV: 2♥=weak in ♥ OR ♠; 2♠=♠+m (5, 5); 3♥=weak in ♥ OR ♠; 3♠=6♠, 5+m	1m-(1♥)-DBL: 4+▲					MPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	1m-1V-1a: denies 4+ spades					In High-level competition doubles (in direct position) show usually interest to bid on		
/s. Polish club like systems after 1♣ (we NV they VUL): 1NT= 5+minor, 4 Major	1 ◊-2♣-X: 4+♠, possibly 4♥					usually intere		
	$1\diamond -2 = -2\diamond : 4 + \forall$, less then $4 = 1$					Pavehico:		
TRUSCOTT 2NT" Fransfers (NOTE 1)	1x-1M-3x(weak)-X = invitational for 4M In most High-level doubles we play that X = invitational					Psychics:		
Indiada (NOTE I)	in most High-level doubles we play that X = invitational to bid on. Pass is however NF!							
1						LEADS AND SIGNALS		

Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
	x	0		1) 11-14 bal.not 5 ◊/♥/♠	1◊=relay or nat.; 1♥= ♠; 1♠=♥ 1 NT = 8-10(11) bal.		No inversions (♥=♠ and ♠=♥)
1 &				2) natural 🔩, 16+ HCP	2K-GF natural; 2◊= 1) or 4-8_6 ♥/♠_or_GF ◊;		
1 &				3) Any strong (18+ HCP or tricks)	2 ♥= 6+♥ 8-11 HCP; 2♠=6+♠ 8-11 HCP;3x=Preempt		
\$		5(4)		10+ natural	1♥= ♠; 1♠=♥ ; 3 ♥♠=preempt		No inversions (♥=♠ and ♠=♥)
1◊				5◊ or 4441 or 4◊+5♣	2♣=4+◊ 9+HCP,2◊= or 4-8 6M or GF ♣,3♣ 6+♣ 8-11 HCP		
\$					2 ♥= Flannery,7-10 HCP; 2♠= 6+♠ 8-11HCP,3M=Preempt		
Ø		5(4)		10-19 natural	1NT=F1R, 2♣=relay , 2◊=GF, 2♣=6+♣ 7-11HCP,2♥=8-10 3♥		1NT= NF,2♣=drury
8					2NT= invite (or alittle better) in ♥, 3♣/◊=nat. invite, 3♥=weak		
8					3≜ = weak , 3NT= splinter ≜, 4♣/◊=splinter		
		5(4)		10-19 natural	1NT=F1R, 2 ♣ =relay , 2◊/ ♡ =GF, 2 ≜= 8-10 3(+) ≜		1NT= NF,2&=drury
1.					2NT= invite+ in ♠, 3♣/◊/♡= 6+ ♣/◊/♡ 8-11HCP		
٨					3♠ = weak , 3NT= splinter ♥, 4♣/◊=splinter		
INT				(14)15-17 bal.,4M5m OK, 6m OK	2♣ =relay, 2◊/2♥= jacoby, 2♣= 1/2 minors weak/strong		
1NT	1				2NT=NAT., 3♣=x♥,3◊=x♣,3♥=GF 5+♠, 3♣= GF 5+♥		
2.	1	5		Natural 10-15, NOT 5 & and bal.	2◊=relay, 2NT=relay, 2♥/♠=NF, 3◊/♥/♠ =GF	relaysequences	
2.	1			6+♣ or 5+♣ and 4MAJOR			
20	x	0-6		1) Vuln,weak 5-10 HCP	2NT=relay, 2M=NF, 3♣=F, 3M=invitational		
20				2) NV, weak in ♥ or ♠, 4-10 HCP	2NT =relay, 2M=P/C; 3m=F,3M=P/C,4♣/◊= trans/bid suit		
20	x	4		1) Vuln, weak in ♥, 4-10 HCP	2NT=relay,3m=F,3≜=invitational		
20				2) NV, weak in ♥+♠, 4-10 HCP	2NT=Relay, 3♣=GF relay		
2 .		5		1) Vuln, weak in ♠, 4-10 HCP	2NT=relay,3m=F,3 ♡ =invitational		
				2) NV vs NV, 5♠,4+m, 4-10 HCP	2NT=Weak with m or GF, 3♣=invite both m,3◊=invite 4♠		
2				3) NV vs VULn 5+ ♠, 0-8 HCP	2NT=relay; rest natural and NF!		
2NT				1) 20-22 bal. ,4M5m OK, 6m OK	3♣=puppet, 3◊/♥=transfer, 3惫=transfer to 3NT (or ♣♣♣)		
2NT					4 ♣ =◊◊, 4◊= ♡♡ ,4♡= ≜ ♠, 4 ≜ /5♣=trsf,4NT=quanti		
2NT				2) NV vs VULN, weak & +◊			
*		6		Natural, NV vs. Vuln: aggressive	3≬=Major suit ask		
3◊		6		Natural, NV vs. Vuln: aggressive	natural		
8⊘		6		Natural, NV vs. Vuln: aggressive	natural		
3♠		6		Natural, NV vs. Vuln: aggressive	natural		
INT				Solid minor, no side A/K, 3rd/4t to play	4 & =P/C, 4≬=forcing relay		
.		6		Natural			
\$		6		Natural			1
ŧ۵		6		Natural			
1♠		6		Natural			
INT				Asking specific Aces	5 ≗ =no, 5x= that ace, 5NT= 2 aces, 6 ≗ =the ace		1
HIGH LEVEL E	BIDDING						1
RKCB, exclusi	on blackwo	od,mixed o	cuebids,				
olling 4NT, DC	DPI(below t	rumpsuit/C	DEPO(abov	ve trumpsuit)			
n High-level c	ompetition o	doubles (ir	n direct pos	ition) show			
sually interes							

Supplementary notes file Jan Jansma - Louk Verhees (Netherlands)

NOTE 1: Transfers after 1♣/♦/♥/♠ - dbl

1**♣ -** X

- $1 \blacklozenge =$ hearts
- $1 \bullet =$ spades
- 1♠ =diamonds

1**♦ -** X

- XX=hearts
- $1 \bullet =$ spades
- 1**♠** =clubs

1**♥** - X

- 1♠ = natural
- 1NT=shows clubs, 8+ HCP
- 2♣ =shows diamonds, 8+ HCP
- $-2 \blacklozenge = \text{good raise in hearts}$
- $2 \checkmark$ =weak raise in hearts

1**♠ -** X

- 1NT=shows clubs, 8+ HCP
- 2♣ =shows diamonds, 8+ HCP
- $2 \blacklozenge$ = shows hearts, 8+ HCP
- 2♥ =good spade raise
- 2♠ =weak spade raise

NOTE 2: Double in high level competitive auctions

If the bidding goes above our own game, direct doubles suggest to bid on and a pass maybe the equivalent of a penalty double.

NOTE 3: Versus 1♣, promising 0+ or 1+ or 2+ clubs, we play <u>not vulnerable</u> the following:

- $2 \mathbf{v} =$ weak in hearts OR spades
- $2 \bigstar$ = spades and a minor (5,5)
- $3 \mathbf{v} =$ weak in hearts OR spades

- $3 \bigstar = 6 \bigstar$, 5+ minor

(1 = always 10-13 balanced we normally treat as PASS)

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