


	Psychics: rarely				WBF Convention Card 2.18 
DEFENSIVE AND COMPETITIVE BIDDING					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)					
slightly aggressive; responses are NF except after weak 2 level opening					
					Category: Strong Club
	LEADS AND SIGNALS				Country: Netherlands
	OPENING LEADS STYLE				Event: Bermuda Bowl 2005
		Lead	In Partner's Suit		Players: Simon de Wijs & Bauke Muller
	Suit	1/3/5 (4th from 6 crd)	1/3/5 (attitude with known length)		SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	NT	attitude	attitude		GENERAL APPROACH AND STYLE
2nd hand 1NT = 15-17 (subseq as 1NT opening)			1/3/5 only in unsupported suit		
	Subseq	attitude combined with 3/5 vs suit			Tarzan Precision
4th hand 'live' 1NT = 15-17 (cue is forcing)	Other:				
4th hand balancing 1NT = 10-14 (cue-bid: Stayman)					5 crd Majors, 1♦ usually 4-crd and unbal, 1NT (12)13-15
	LEADS				
	Lead	Vs. Suit		Vs. NT	Most GF hands tends to relay for shape, controls and location of honnors.
	Ace	AKx		AKx	So the absence of relays indicates a limited hand.
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQx AK-bare AKx vs slam		KQx, AK in strong suit	
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids	Queen	QJx		QJx, rarely KQJx	Responder may pass a 1♦♥♠ opening with values.
	Jack	J10x		A/KJ10 J10x	Responses to 1♣ may be canape.
2-Suit: Unusual 2NT	10	109x KJ10x		H109x 109x(x)	
	9	H109 9x		9x Q98(x) J98(x) HH98	Preemptive style: fairly sound with an eye on the VUL and position.
Reopen: cue-bid = Michaels; intermediate jumps	Hi-x	HxSx xxSx		xSxx	In 3rd hand preempts are wide-ranged.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	HxS xxxxS xxS		HxxS HxxxS	NV vs V preempts may be weaker
Upper cue-bids (cue-bid = showing two highest unbid suits, if the bid suit was 2+)	SIGNALS IN ORDER OF PRIORITY				
2NT two lowest unbid suits (if the bid suit was 2+)		Partners Lead	Declarer's Lead	Discarding	3rd hand 1 level opening may be shaded
	Suit:1st	ow = even	ow = even	odd = enc at	
				1st discard	
	2nd	ow = enc	Lavinthal	count	1NT Openings: good 12 to 15
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd				2 OVER 1 Responses: one bid is GF-relay, 2♣ over 1M is any limit
2♣ = Majors	NT: 1st	ow = enc	ow = even	odd = enc at	some transfers over 1M
passed hand DBL = 5 crd minor + 4 crd major				1st discard	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2nd		Lavinthal	count	
	3rd				
	Signals (including Trumps): Lavinthal				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)					
Cue-bid 3 level = Michaels but limited; Cue-bid 4 level in minor = majors	DOUBLES				
Cue-bid 4 level in major = Michaels	TAKEOUT DOUBLES (Style; Responses; Reopening)				
jumps to 4♣♦ = bid suit + Major	T/O DBL shows opening values and support for unbid majors or strong hand				
(3♦) - 4♣ = ♣ + Major	balancing DBL may be slightly weaker				
After 3NT Gambling 4♣ = Majors					
VS. ARTIFICIAL STRONG OPENINGS					
vs strong ♣ : DBL = Majors; 1NT = minors (also after 1♦ negative)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	Support DBL & RDBL thru 2♥				
	Rosenkrantz RDBL showing Ace or King				SPECIAL FORCING PASS SEQUENCES
	DBL on direct SPL respons = lead highest unbid suit				
OVER OPPONENTS' TAKE OUT DOUBLE					
2NT INV +	Action dbl : see high level bidding				
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
"1-under" major-raise to 2&3 level					
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♣	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 respons 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 2♠=5♠5♣ 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♠ shows 3451 2♠ after 1♥= SPL	
1♥		5	thru 4♠	11-15 HCP	1♠= relay GF 1NT =4+♠ nf 2♣= any invite 2NT = mixed raise		
1♥				may contain 5+♠	2♦= 8-10 ♥ raise 2♥=5-7 raise jumps are PRE		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠= any void 3NT = ♠ SPL;		2NT = fit, mild inv
1♥					4♣♦= SPL 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♣= any invite 2♦= ♥ (8+ hcp) 2♥= 8-10 3-crd raise 2♠= 5-7 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any void 4♣♦=SPL PASS = may have values		2NT = fit, mild inv
1NT			3 level	good 12-15 hcp (in 3rd hand tends to be 13-15)	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♣= aks or shows 5M 3♦♥♠=SPL 3-suiter (3♦ short minor)	hands); 3X = TRF GF	
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		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay		
2♥		6		weak 2 in ♥ (usually 6 crd)	2NT = relay, asking about range and values NS = NF		
2♠		6		weak 2 in ♠ (usually 6crd)	2NT = relay, asking about range and values NS = NF		
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		
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	
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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.