


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
Style: At 1 level: NV very weak, 4-14 hcp, 4+crd!
Responses: 2 level = NF
Reopening: Light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
2 <sup>nd</sup> position: NV 4-12 hcp at least 3 cards in all other suits (t/o) V 8-12 hcp at least 3 cards in all other suits (t/o)
Responses:
4 <sup>th</sup> position:
Responses:
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
Style: NV and V are totally different!
NV: 2♥: weak ♥ or ♠, 3♥: weak ♥ or ♠, 2♦: Intermediate in ♥ or ♠, (1♣) 3♣ = weak ♣ or ♦
V: weak jumps
Unusual notrump: usually 5-5 lowest unbid suits, not always
Reopening: Suit: Intermediate; 2NT: 18-19 HCP
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
Style: Known two-suiters
Responses: First free bid is for first shown suit
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Strong: 2♣: 5+♣ and 4M, 2♦: 5+♦ and 4M 2M: Natural X = Both majors
Weak: 2♣: both M, 2♦: 1 major good hand, 2M = natural weaker than 2♦, X = points
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Doubles are take-out;
2NT bids: 16-18 HCP bal.; 3NT: to play
Vs precision 2♣: 2♦ = t/o, x = 15-17 bal, 2NT = 18-20 bal
Leaping Michaels
Responses: when known major, 3m=to play after 2NT,3OM=4+ , 3M = 5+ OM
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Rainbow: X: ♦, 1♥/♥: transfer, 1♠: ♣+♥ or ♦+♠, 1NT: ♣
At 2-level a bid is that suit and the suit above it.
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	1-3-5	1-3-5	
NT	Attitude #	1-3-5	
Subseq	Attitude	1-3-5	
L E A D S			
Lead	vs. Suit	vs. NT	
Ace	A(Kxx)	A(Kxx)	
King	K(Qx) AK	K(Qxx) AKJT(x)	
Queen	Q(Jxx)	Q(Jxx) KQT9(x)	
Jack	J(Txx)	J(Txx)/KJT	
10	T(9xx)/KJT	T(9xx)/KT9	
9	(xx)9x	9x or H98....	
8	(xx)8x/98x(x)	8x/98x(x)	
King asks for count, A for attitude			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	low/high: enc	low/high: even	low: enc
2 <sup>ND</sup>	low/high: even		low/high: even
3 <sup>RD</sup>			
NT: 1 <sup>ST</sup>	low/high: enc	Smith echo	low: enc
2 <sup>ND</sup>	low/high: even	Low/high: even	low/high: even
3 <sup>RD</sup>			
Suit pref. signals for switch (eg. dummy has singleton) and in 2 <sup>nd</sup> count signal.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: our take-out doubles at 1 level are rather good and don't have to have a t/o distribution. (15+hcp or 13/14 T/O)			
Responses: Natural			
Reopening: Light			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Snapdragon			
Negative doubles through 4♥			
Support X and XX			

WBF Convention Card	
	
<b>Category: Brown Overcalls!</b>	
<b>NBO (Country):</b> The Netherlands	
<b>Event:</b> All	
<b>Players:</b> Danny Molenaar – Merijn Groenenboom	
SYSTEM SUMMARY	
NV vs V we play very weak 2 level openings and NV we play very weak overcalls. Watch out for Brown sticker overcalls.	
GENERAL APPROACH AND STYLE:	
1♥/♠ 5+, 1♦ (4)5+, 1♣ 2+	
2 over 1 GF, SF INT response	
Over our 1♣/♦ opening 2♦ = weak with ♥ or ♠	
<b>1NT opening:</b> 15-17 HCP	
in 3 <sup>rd</sup> seat: 1♥/♠ could be 4crd highly exceptional	
in 3 <sup>rd</sup> seat: preempts wide-ranged	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>2-level Openings:</b> 2♣ = weak ♦ or strong 2♦ = Multi 2M = 5M + 4+m	
<b>Overcalls:</b> NV overcalls at 1 level are 4-14 hcp 4+crd. 1NT overcall is weak t/o NV 2♥ = weak ♥ or ♠, 3♥ = weak ♥ or ♠ NV 3♣ over 1♣ = weak ♣ or ♦	
SPECIAL FORCING PASS SEQUENCES	
Vul against not , (3m) – X - 5m - “pass”	
When we have an opening opposite a game try we play forcing passes.	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Watch out when we overcall NV!	
Psychics: Rare, but in 3 <sup>rd</sup> seat at 1 level we can psyche easily, mostly with strength, not with suit length.	

Opening	Artificial	Min.	Neg. Double	Description	Responses	Subsequent Auction
1♣	x	2	4♥	11-19 (20) HCP (could be weaker, depending on shape/pos)	2♣ = 10+ 5♣ , 2♦ = weak in a M , 2M = “invitational” as well as 3M , 2NT = 0-6 with ♣	1♣ - 2♣ - 2♦ = 13-14/ 18-19 bal or 17-19 splinter
1♦		(4)5	4♥	11-19 HCP (could be weaker, depending on shape/pos)	2♣ = 10+ 4♦ , 2♦ = weak in a M or strong with clubs, 2M = invitational as well as 3M , 2NT = 0-6 with ♦	1♦ - 2♣ - 2♦ = 13-14/ 18-19 bal or 17-19 splinter
1♥		5	4♦	11-19 HCP (could be weaker, depending on shape/pos)	2 over 1 = GF , 2NT = 4+ fit and GF, 3NT = splinter ♦. 2M = 7-10 , 3♣=7-9 4crd M, 3♦ = 10/11 4crd M	1M – 2NT: 3♣= bal good hand, 3♦ = good hand any 5/5 or 14+ , 3♥ = 15+ any splinter, 3♠ = 11-14 any splinter, 3NT = 17-19 bal , 4m = 5/5 minimum , 4M= bal minimum
1♠		5	4♥	11-19 HCP (could be weaker, depending on shape/pos)	1NT = SF, 2 over 1 = GF , 2NT = 4+ fit and GF, 3NT = splinter ♥. 2M = 8-10 , 3♣=7-9 4crd M, 3♦ = 10/11 4crd M	
1NT	x			15 - 17	2♣: stayman; 2♦/♥/♠/3♣ are transfers; 3♦ is natural invitational; 3♥/♠: short with minors	
2♣	x			Weak with ♦ or strong NT or strong with ♣/♥ or ♠	2♦ = NF relay , 2NT = forcing relay	2♣ - 2NT - 3♣ = minimum , 3♦ = max , 3M = short, 2♣ - 2♦ - 3♣ = strong with ♣ + another suit, 3♦ = strong with ♣
2♦	x			Weak ♥ or ♠, or strong NT or strong with ♦	2♥ = p/c, 2NT = F relay, 3m = natural NF , not 100% sign off, 4♣ = give x-fer, 4♦ = ♥ , 4♥ = p/c	2♦ - 2♥ - 3♣ = strong with ♦ + another suit
2♥	x			5♥ and 4+ minor	2NT = FR, doesn't promis good hand, 3m = natural NF	
2♠	x			5♠ and 4+ minor	2NT = FR, doesn't promis good hand, 3m = natural NF	
2NT				20-21 HCP, each 5 card poss., 6 card m poss.	3♣: puppet-stayman; 3♦/♥: transfer; 3♠: both minors; 3NT: to play,	2NT-3♣: 3♦: 1/2 4crd(s) M; 3♥/♠: 5crd; 3NT: no 4/5crd M , 4♣: MSA after almost every sequence
3♣-3♠		6		Preemptive	After 3♣: 3♦ asks for 3-card ♥ or ♠, show reversed	
3NT	x			Solid minor suit (Gambling)	4♣: pass or correct; 4♦: asks singleton	
4♣/♦		6		Preemptive		
4♥/♠		6		Preemptive	Natural	
					<b>HIGH LEVEL BIDDING</b>	
					RKC Blackwood (1430), Splinters; Mixed cues; Quantitative NT; Serious 3NT when both hands are not limited, else 3NT = balanced, 4x = shortness , Exclusion blackwood (0/3 , 1/4)	