



OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Light NV; CUE-BID RESP Promises support (8+HCP) or FG;		Lead	In Partner's Suit		
New suit=F; New suit JUMP=FG; Simple Raise=constructive	Suit	ATT	same		
Jump RAISE=PRE; NT RESP=NF; MAX DBL	NT	ATT	same		
	Subseq	as above	same	Category: Natural - GREEN June 2018	
	Other: 10 or 9=top, or 2 higher; MUD FROM 3 SMALL;			Country: DUTCH BRIDGE FEDERATION	
	Vs NT, Q asks UB			Event:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			Players: JET PASMAN - ANNEKE SIMONS	
2nd POS 15+ - 18+HCP, resp as over 1NT OPEN;	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
Reopen 1NT = 10-14 HCP, no STOP guarantee	Ace	AKx(+),Ax(+)	AKx(+), Ax(+)	GENERAL APPROACH AND STYLE	
	King	AK,KQ,KQJ(+),KQx(+),	AKJ10(+),KQ(J/10)x(+)	ACOL-based system; Lowest 4-card suit; 1♠=5+; 1♥=4+;	
	Queen	QJ,QJx(+)	QJx(+),AQJx(+),KQ109x,KQJx	1♠= 4+; PRE:Classic; Specialized 2-level Openings	
	Jack	J10,J10x(+)	J10,J10x(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109,109x(+),KJ10x(+),10x	109,109x(+),HJ10x(+),10x		
1-Suit: WEAK (3-10); reopening intermediate 11-14	9	9x,H109x(+),98x	9x,H109x(+),98x		
2-Suit: 1♠ - 2♠=both M; 1M- 3♠=♦+other M	Hi-x	Sx,xSx,HxS,HxxS,xSxx	Sx,xSx,HxxS,xSxx(x),HxS		
1x - 2NT=lowest unbid suits	Lo-x	xSx,HxxxS,xSxx,HxS	xSx,HxxxS,HxxxxS,xSxx	1NT Openings: 14+ - 17- HCP	
Reopen: 2NT=BAL(17-19)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response 1M-2x=F2M	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	
1♠ - 2♠=NAT; 1♦ - 2♦=two suiter M's; 1M - 2M=om+♠; 1m - 3m=om+♠	Suit:1st	O=ENCRG,E=DISCR	Hi/lo=O	O=ENCRG	- 2♠ = weak two ♦ or GF 2-suited or 22-23/26-27 NT/SF M
1M - 3M asks stop	2nd	E=DISCRG+S/P	S/P	E=DISCRG	- MULTI 2♦ (5-10) weak 2M; or GF 1-suited or 24-25/28-29 NT
1M/m-(1/2x)-2/3x = lim or better SUP	3rd	Hi/lo=O		E=DISCRG+S/P	- 2M WEAK 2M + MINOR(5-10);
	NT: 1st	O=ENCRG,E=DISCR	Hi/lo=O	O=ENCRG	- 3NT: PRE MINOR;
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	E=DISCRG+S/P	S/P	E=DISCRG	- NAMYATS;
Obstructive; LANDY: ...2♠= ♥+♠ 4+/4+; 2♦ ADVANCE ASKS LENGTH	3rd			E=DISCRG+S/P	- RUBENSOHL: AFTER partners 1NT/weak jump OPP
2♥:either M;then 2M=P/C;3m=NF; 2NT=inv ASKS MIN/MAX;	Signals (including Trumps): Trumps:Hi-lo = suit preference or ruff somewhere			Two suited overcalls (Opening values unless passed partner, then free):	
2♥:♥+m, then 2♠/3m=NF;2NT asks m	REMAINDER COUNT=STND; ODD/EVEN DISCARD			1m-2♠: M+M; 1m-2NT: ♥+ om; 1m-3m: ♠+om	
2♠:♠+m, then 3♥/3m=NF;2NT asks m	SMITH =High = enc			1M-2M: om+♠; 1M-2NT: both m; 1M-3♠: om+♦	
against 14+ NT: Dble = 4M + 5+m then 2♠=P/C, 2♦ asks M	DOUBLES			1 ♥- p-1NT-2♥ = ♠+m; 1m-p-1NT-2m both M	
	TAKEOUT DOUBLES (Style; Responses; Reopening)			1m-p-1NT-2NT: ♥+om; 1M-p-1NT-2NT: both m	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape; CUE-BID:(8+HCP)				
2NT after (WK2x)-DBL-(P)- constructive F1; Over WK 2M:4♠=OM+♠,4♦=OM+♦	SCRAMBLING 2NT; Over RDBL: Jump is PRE				
Over 3♠/♦: 4♦=M+M; Over 3♠=4♠ ♦ + M					
Over 3♥:4♥ = ♠+m , 4NT=m+m Over 3♠:4♠ =♥+ m , 4NT = m+m				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1x-(DBL)-RDBL:F thru 1NT or 2x	
Vs 1♠ :CRASH(random): ...DBL=Red or black suits (colour)	NEG DBL THRU 4♥(4♦); 1♠ - (1♦)-DBL: 4+-cards in both Ms;			(NV3x)-DBL-(5x)-P=F	
1♦=M's or m's (rank); 1NT=♠+♦ or ♥+♠ (shape);	1m-(1♥)-DBL: 4 or 5 ♠; 1m-(1♠)-DBL suggests 4+♥				
After 1♠ -P-1♦:DBL=colour;1NT=rank; Advances=P/C.	8+ HCP; NEG DBLs beyond 2♠: 10+HCP,any shape;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Vs strong 2♠ : CRASH	NEG DBL, then new suit=NF; RESP DBL thru: 4♥ (4♦)			After our 1♠/1♦-opening and 1♥/♥♠ overcall, we play transfer bids. (See Note 1)	
OVER OPPONENTS' TAKE OUT DOUBLE	SUPP (R)DBL THRU 2RM-1 (obl except over OPP nat 1NT or				
New suit = F; JUMPS=PRE; JORDAN 2NT;	after 3rd HND OB); COMP DBL; MAX DBL; ROSENKRANTZ RED				
Limit raise, 4+trumps; 3M=PRE	(RED prom TOPhon)			Psychics: Rare	
	Lightner x against slam				
	DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4	11-23 HCP 1♣ w/ 4♣4♦	Up the line; M 1st with (bad)♦; 1NT=6-10; 2NT=INV, no 4-card M INVERTED MINOR RAISES 2♣=F1(11+HCP); 3♣=PRE(5-10HCP)	Over 1NT REBID 2♣ & over 2NT REBID 3♣ =CHECKBACKSTAYMAN 1♣-2♣-2NT= BAL MIN, F thru 3♣; 1♣- 2♣ - 3♦/♥/♠=SPL 1♣-2♣-2X=STOPPER, F thru 3♦	Jump shifts=fit
1♦		4	4	11-23 HCP	1NT=6-10; 2NT = INV; INVERTED MINOR RAISES 2♦=F1(11+HCP); 3♦=PRE(5-10HCP)	Over 1NT REBID: see 1♣; 1♦-2♦-2NT = 12-14, F thru 3♦; 1♦-2♦-2X = STOPPER, F thru 3♦; 1♦-2♦-3♠/♥/♠= SPL	Jump shifts=fit
1♥		4	4	11-23 HCP 5+CRD OR 4♥+4♠	1NT=6-10; 2NT=4+crd raise limit or better; 3♥ PRE (2-7) 2♣ = 2+♣; 2♦ = 5+♦ 4♥= PRE; 3NT= BAL 4crd raise 13-15; SPL RAISES; 2x =F to 2♥	Over 1NT REBID: 2♣ = CHECKBACK (inv +) HELP SUIT GAME TRY (over 2NT); 3♠/4♠/♠= SPL	JUMP shift=FIT 2♣ =Drury 3 crd fit 2NT = Drury 4crd fit
1♠		5	4	11-23 HCP	AS FOR 1♥; 2NT = 3+ crd limit or better; 2♠ = 2+♠; 2♦/♥ = 5+♦/♥	As for 1♥	JUMP shift = FIT ; 2♠ = 3 crd Drury fit 2NT = Drury 4 crd fit
1NT				14+-17 HCP 5M/6m OK	STAY, w or w/o 4-card M; 2♦/♥JACOBY TRF; 2♠ conv FG (asking for distribution) 2NT=weak/STR m("s); 3♣ asks 5-c M; 3♦INV; 3M=3-crd, SPL OM, 5-4/4-5 m's 4♠ =GERBER; 4♦/♥TEXAS; 4NT quanti	SMOLEN TRF on 3 level GF; 1NT-2♣-2♦-2♥= Weak with M 1NT - 2♣ - 2♦ - 4♠ = M's (5+ /5+ No SI); 4♦ = TR to 4♥ with 4crd ♠; 4♥=TR to 4♠ with 4 crd ♥(No SI)	Same as UPH
2♣	v	0		6-crd(5-10)/FG 2-suiter/SF M c. 22-23/26-27 HCP BAL	2♦=neutral; 2M NF nat; 2NT=relay(asks strength) 2♥/♠= NF 3♣=F1 nat; 3♦ pre(vs weak two♦); 3M GFnat; 3NT SO	after 2NT relay: 3♣=good weak 2♦/3♦=bad weak two ♦, after 2♣-2♦-2/3NT = as over 2NT opening FAST ARRIVAL by RESP; 2♣ - 2♦ - 2♥/♠ - 2NT = waiting	As for UPH
2♦	v	0		a. MULTI weak two M 5-10 HCP b. FG one suiter, c. 24-25/28-29 BA	2♥=P/C; 2♠=Pass or INV+♥; 2NT=F1 asks descr; 3m=GF; 3♥/3♠ =P/C; 4♠ = bid your suit with TR; 4♦ = bid your suit; 4♥=to play	2♦-2♥-3x= GF; 2♦-2NT-3♠=weak♥; 3♦= weak ♠, next bid aks min/max 2♦-2♠-4m=GF♥ (=cuebid); 2♦-2♥-2♠-3♠=pre / 2NT = inv with ♠; 2♦- 2♥-2NT = as over 2NT opening	As for UPH
2♥		5		WK♥ + 4+m(5-10HCP)	2♠=NAT, NF; 2NT=GF asks m; 3♠=P/C; 3♦ conv, inv >4♥ 4♠/♦ = fit bid	over 2NT: 3♠/♦ =4crd ♠/♦, 3♥=5♠, 3♠=5♦, 3NT=4♠+4♦; 4♠=6♠; 4♦=6♦ 2♥-4NT = bid your m; 2♥ - 5♠/♦ = to play	As for UPH
2♠		5		WK♠ +4+m(5-10HCP)	2NT=FG ASKS m; 3♠=P/C; 3♥=NF; 3♦ = conv, inv > 4♠ 4♠/♦ = fit bid	As for 2♥	As for UPH
2NT				19 / 20-21HCP 5M, 6m OK	PUP STAY; JACOBY; 3♠=♠SI; 3NT=5♠+4♥NF 4♦/♥=♥/♠SI; 4♠=♠SI ; 4♠=ACEasking; 4NT=5♠+4♥ SI	3♦=no 5M THEN 3♥=4 crd ♠, 3♠=4 crd ♥, 4♦=4♥+4♠, 4♠= MINOR SUIT ASKING	
3♣	also 3♦/♥/♠	6		undisc. 3rd seat	3♦ = ask 3 crd M New Suit = F1		
3NT	v			PRE m, 7/8+CARD	4♠=P/C; 4♦=GF asks SPL; 4M=To Play		
4♣	also 4♦	7		NAMYATS: 4♣=STR 4♥ /4♦=STR 4♠ (promiss 8 tricks)	4♦/4♥ ART=SLAMint		
4♥	also 4♠	7		PRE	New Suit=Cuebid		
HIGH LEVEL BIDDING							
CUE=1st + 2nd round equally; SPL; RKCB-1430; DOPI, DOPE, ROPI; LIGHTNER							
FIT BIDS							