

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card 2.18 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
very aggressive at 1 level, normal at 2 level					
See over artificial 1♣ and 1♦ we play HOLO BOLO (See special bids that require defense)			Lead	In Partner's Suit	
		Suit	1/3/5 but normal from honneurs	1/3/5 but normal from honneurs	Category: Open
		NT	ATT	1/3/5	Country: The Netherlands
		Subseq	2nd/4th	2nd/4th	Event: Bermuda Bowl [ROUND ROBIN]
		Other:			Players: Sjoert Brink & Bas Drijver
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)					SYSTEM SUMMARY
5m + 4M 10+ HCP's 2nd		LEADS			GENERAL APPROACH AND STYLE
10-14HCP 4th cuebid stayman		Lead	Vs. Suit	Vs. NT	1 ♣ = 2+ 1 ♦ = 5+ (4 only with 4-4-4-1) 1 ♥/♠ = 5+
		Ace	AKx(+)	AKx(+)	
		King	KQx(+)	KQx(+)	
		Queen	QJx(+)	QJx(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10x(+)	J10x(+)	
1-Suit: 5-card possibleWEAK		10	109x(+)	109x(+)	
2-Suit: (1♣)-2♦ ♠=♥+♠ (1 ♦)-2 ♠ = ♥+♠ (1m)-2NT: ♥+om (1M)-2M: OM+♦		9	9x	9x	1NT Openings: 9-12 1st Fav, 15-17 o/wise
		Hi-x	Sx	xSxx	2 OVER 1 Response: 2/1 GF 1N = NF 1♠-2♦=5♥ 8+ hcp
Reopen:		Lo-x	xxxxS	HxxxS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			if VUL: 2M/2 ♦=WEAK, nat and 2 ♣=strong if vul
(1 ♣)-2 ♦=♥+♠ (1 ♦)-2 ♠ = ♥+♠ (1m)-2NT: ♥+om (1M)-2M: OM+♦			Partners Lead	Declarer's Lead	Discarding
		Suit: 1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG
		2nd	Hi/lo=O	S/P	Hi/lo=O
		3rd	S/P		S/P
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG
vs wk NT x= pen, 2♣=♥+♠ 2♦=wk ♥ or ♠ 2♥/♠= good overcall ♥/♠		2nd	Hi/lo=O	S/P	Hi/lo=O
vs strong NT x= wk ♣ or ♦, 2♣=♥+♠ 2♦=wk ♥ or ♠ 2♥/♠= good overcall ♥/♠		3rd	S/P		S/P
		Signals (including Trumps): LAVINTHAL			2 ♥= multi wk♥ or ♠, 2 ♠= intermediate ♣ or ♦ 2NT= ♣+♦, 3 ♥=multi wk♥ or ♠,
					3♠ = bid 3NT with some values
					vs artificial 1♦: 1♥ = ♠ or wk4 ♥ + 5m,
		DOUBLES			1 ♠ = ♥ or wk 4 ♠ + 5m, 1NT= 5 ♦ + 4M, 2♣ = nat, 2♦=M's
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			2 ♥= multi wk♥ or ♠, 2 ♠= intermediate ♣ or ♦ 2NT= ♣+♦, 3 ♥=multi wk♥ or ♠,
		agressive			SEE NOTE [1]
VS. ARTIFICIAL STRONG OPENINGS					
vs artificial 1 ♣ we play "bolo" see special bids that may require defense		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
		in high level x = interest in bidding pass = no interest in bidding			
OVER OPPONENTS' TAKE OUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Psychics:

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	7♠	12-14 bal or 18-20 bal or 12+bal 4+♠	1 ♦=0-7 or natural 1 ♥/♠=7+ 2♣=10+ 2 ♦=wk ♥ or ♠ / str		
1♦		5(4)	7♠	only 4 if 4-4-4-1	2♣= relay 2 ♦=wk ♥ or ♠		
1♥		5	7♠	10+ hcp	2/1 GF 2NT= limit+, 2♣=Relay		Drury
1♠		5	7♠	10+ hcp	2/1 GF 2 ♦=8+hcp 5+♥ 2nt=limit+, 2♣=Relay		Drury
1NT			7♠	9-12 1st Fav	2♣=NF STAY; 2 ♦=FG STAY 2M=NF after wk nt		
1NT			7♠	else = 15-17	2♣=Relay, 2♦/♥ = Transfer (maybe on 4-vcard suit)	after overcall 2NT forces 3♣, 3♠/♦/♥=Transfer	
1NT					2♠=limit NT or minors or weak ♦, 2NT=ask xx		
1NT					3♣=show 5M or ask 5M, 3♦/♥/♠=4441		
2♣	X			vul strong, nv wk ♦ or strong	2 ♦=neutral		
2♦	X			vul wk, nv multi wk ♥ or ♠	3♣ = GF R 2NT=puppet to 3♣		
2♥	X			vul wk , nv 4+♥ + 4+♠			
2♠	X			vul wk, 2nd nv 4♠ + 5+♠,	1ste nv wk ♣+♦		
2NT				21-23 bal	3♣=relay		
3♣		6		undisciplined if fav	3♦ ask 3M		
3♦		6		undisciplined if fav			
3♥		6		undisciplined if fav			
3♠		6		undisciplined if fav			
3NT		7		GAMBLING	4♣=P/C 4♦ ♦=asks singleton		
4♣		6		undisciplined if fav			
4♦		6		undisciplined if fav			
4♥		6		undisciplined if fav			
4♠		6		undisciplined if fav			
4NT				Specific aces	5♣=0 5 ♦=♦A 5 ♥=♥A 5♠=♠A 5NT=2A 6♣=♣A		
5♣		7		undisciplined if fav			
5♦		7		undisciplined if fav			
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

1st + 2nd round equally

DBL is encouraging

EXCLUSION BLACKWOOD

LAST TRAIN

PKCB 1130

PASS, then pull is SLAM TRY

NOTE 1 BOLO

Brink-Drijver Bermuda Bowl ROUND ROBIN

Defense (with UPH) after a 1m artificial opening bid

(1♣)	1♦	♦ or weak with 4+♥ + 4+♠
	1♥	♠ or weak with 4♥ + 5+ m
	1♠	♥ or weak with 4♠ + 5+ m
	1N	5+♦ + 4+M 10+ HCP
	2♣	Weak ♣/♦ NV, Nat VUL
	2♦	M's
	2♥	Weak ♥/♠ NV, Weak and nat if VUL
	2♠	Intermediate ♣/♦ NV, Weak and nat if VUL
	2N	♦/♥
	3♣/♦	weak
	3♥	Weak ♥/♠ NV, Weak and nat if VUL
	3♠	Bid 3N with some values NV, Weak and nat if VUL
	3N	natural

(1♦)	1♥	♠ or weak with 4♥ + 5+ m
	1♠	♥ or weak with 4♠ + 5+ m
	1N	5+♣ + 4+M 10+ HCP
	2♣	Nat
	2♦	M's
	2♥	Weak ♥/♠ NV, Weak and nat if VUL
	2♠	Intermediate ♣NV, Weak and nat if VUL
	2N	♣/♥
	3♣/♦	weak
	3♥	Weak ♥/♠ NV, Weak and nat if VUL
	3♠	Bid 3N with some values NV, Weak and nat if VUL
	3N	natural

Responses and rebids when responder passes

(1♣)	1♦	(pass)	1♥/♠	P/C
			1N	Asking; 2♣ = max ♦ 2♦ = min 2♥ = ♥+♠ 2nt = ♦ iNV.
			2♣	natural
			2♦	P/C
			2♥/♠	To play
			2N	Natural, non forcing
			3♣	Natural iNV
			3♦	P/C
			3♥/♠	To play
	1♥	(pass)	1♠	P/C
			1N	Asking; 2♣/♦ = ♥+♣/♦ 2♥ = ♠ max 2♠ = ♠ min
			2♣/♦/♥	Natural,
			2♠	P/C
	1♠	(pass)	1N	Asking; 2♣/♦ = ♠+♣/♦ 2♥ = ♥ min 2♠ = ♥ max
			2♣/♦/♠	natural
			2♥	P/C
	2♣	(pass)	2♦	P/C
			2♥/♠	Natural and NF
			2NT	Asking; 3♣/♦ weak 3♥/♠ good ♣/♦
			3♣/♦	P/C
			3♥/♠	Nat weak
	2♥		2♠	P/C
			2NT	Asking; 3♣/♦ weak H/S 3♥/♠ good ♠/♥
			3♣/♦	Nat nf
			3♥/♠	P/C

COMPETITIVE AGREEMENTS

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass is P/C, rdbl points, the expected suit is P/C (after 1♦=♦ after 1♥=♠ after 1♠=♥) and any other suit is natural

Responses after opponent's bid:

X = P/C NT = asking bid the expected suit is P/C (after 1♦=♦ after 1♥=♠ after 1♠=♥) and any other suit is natural

Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?

(1♣)	1♥	(pass)	pass	x	pass	4♥ + m
					xx	♠
					1NT	4♥ + 6m
					2m	5♠ + 5m
	2♥	(pass)	pass	x	pass	♥ or ♠

Rebids after opener DBLs advancer's bid:

If overcaller bids voluntary he always promises the expected suit (after 1♦=♦ after 1♥=♠ after 1♠=♥)

Rebids after opener's suit rebid: If overcaller bids voluntary he always promises the expected suit (after 1♦=♦ after 1♥=♠ after 1♠=♥)