



DEFENSIVE AND COMPETITIVE BIDDING					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)					
slightly aggressive; responses are NF except after weak 2 level opening					
	LEADS AND SIGNALS			Category:	BLUE
Brown sticker overcalls (see Brown sticker form) against 1♣ or 1♦	OPENING LEADS STYLE			Country:	Netherlands
		Lead	In Partner's Suit	Event:	Bermuda Bowl (Knock out)
	Suit	1/3/5 (4th from 6 crd)	1/3/5 (attitude with known length)	Players:	Simon de Wijs & Bauke Muller
	NT	attitude			SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)			1/3/5 only in unsupported suit		GENERAL APPROACH AND STYLE
2nd hand 1NT = 15-17 (subseq as 1NT opening but no relays)	Subseq	attitude combined with 3/5 vs suit			
	Other:				Tarzan Precision
4th hand 'live' 1NT = 15-17 (cue is forcing)					
4th hand balancing 1NT = 10-14 (cue-bid: Stayman)	LEADS				5 crd Majors, 1♦ usually 4-crd and unbal, 1NT (12)13-15
	Lead	Vs. Suit	Vs. NT		1♥ opening may contain 5+♠ in 1st or 2nd position
	Ace	AKx	AKx		
	King	KQx AK-bare AKx vs slam	KQx, AK in strong suit		Most GF hands tends to relay for shape, controls and location of honnors.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx	QJx, rarely KQJx		So the absence of relays indicates a limited hand.
1-Suit: V: Intermed. at 2 level, otherwise weak except vs weak opening bids	Jack	J10x	A/KJ10 J10x		
	10	109x KJ10x	H109x 109x(x)		Responder may pass a 1♦♥♠ opening with values.
2-Suit: Unusual 2NT	9	H109 9x	9x Q98(x) J98(x) HH98		Responses to 1♣ may be canape 1♥ = ♠ 1♠ = ♥.
	Hi-x	HxSx xxSx	xSxx		
Reopen: cue-bid = Michaels; intermediate jumps	Lo-x	HxS xxxxS xxS	HxxS HxxxS		Preemptive style: fairly sound with an eye on the VUL and position.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY				In 3rd hand preempts are wide-ranged.
Upper cue-bids (cue-bid = showing two highest unbid suits, if the bid suit was 2+)		Partners Lead	Declarer's Lead	Discarding	NV vs V preempts may be weaker
2NT two lowest unbid suits (if the bid suit was 2+)	Suit:1st	low = even	low = even	odd = enc at	
				1st discard	3rd hand 1 level opening may be shaded
	2nd	low = enc	Lavinthal	count	
	3rd				
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	low = enc	low = even	odd = enc at	1NT Openings: good 12 to 15
2♣ = Majors				1st discard	2 OVER 1 Response: one bid at 1 level is GF-relay, 2♣ over 1M is any limit
passed hand DBL = 5 crd minor + 4 crd major	2nd		Lavinthal	count	some transfers over 1M
	3rd				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	Signals (including Trumps):	Lavinthal			Brown Sticker convention (see Brown Sticker form) vs 1 minor opening : Note#999
		at trick 1 when holding a known long suit (6+)			NV overcall of 1♥ and 1♠ after a minor opening shows a normal
		middle = enc low or high = suit preference			overcall in the other major OR 4-crd in the bid major + 5 crd other minor (7-10 hcp).
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
Cue-bid 3 level = Michaels but limited; Cue-bid 4 level in minor = majors	TAKEOUT DOUBLES (Style; Responses; Reopening)				NV overcall of 2♥ is Multi: a weak two bid in a major
Cue-bid 4 level in major = Michaels	T/O DBL shows opening values and support for unbid majors or strong hand				NV overcall of 2♠ shows 5♠ and 5 minor.
jumps to 4♣♦ = bid suit + Major	balancing DBL may be slightly weaker				
(3♦) - 4♣ = ♣ + Major					NV overcall of 3♥ is Multi: a 3♥ or 3♠ overcall
After 3NT Gambling 4♣ = Majors stressing ♥, 4♦ = majors but longer ♠					NV overcall of 3♠ shows 6♠ + 5 crd other minor
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs strong ♣ : DBL = Majors; 1NT = minors (also after 1♦ negative)	Support DBL & RDBL thru 2♥				SPECIAL FORCING PASS SEQUENCES
Brown sticker (see Brown sticker form) overcalls	Rosenkrantz RDBL showing Ace or King				
	DBL on direct SPL respons = lead highest unbid suit				
OVER OPPONENTS' TAKE OUT DOUBLE	Action dbl : see high level bidding				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT INV +					
weak major-raise at 2&3 level & sound (7-9 HCP, may be stronger)					
"1-under" major-raise to 2&3 level					
weak (double) jumps at 2&3 level					Psychics: rarely
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♥=any19+ 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 inv 2♠=5♠5♣ inv 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♥ = SPL	
1♥		5	thru 4♠	11-15 HCP	1♠ = relay GF 1NT =4+♠ nf 2♣ = any invite OR ♦ weak		
1♥				may contain 5+♠	2♦ = 8-10 ♥ raise 2♥ =5-7 raise 2NT = mixed raise		1♠ & 1NT = nat
1♥				3rd hand may be good 4 crd	3♠ = any SPL 3NT = ♠ void; jumps are PRE		2NT = fit, mild inv
1♥					4♣♦ = void 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♦ = 5♥ (8+ hcp) or 6♥ 2♥ = 8-10 3-crd raise 2♠ = 5-7 raise		1NT = nat
1♠				3rd hand may be good 4 crd	3NT = any SPL 4♣♦= void PASS = may have values		2NT = fit, mild inv
1♠					2♣ = any invite OR ♦ weak		
1NT			3 level	good 12-15 hcp (in 3rd hand NV possible 11)	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♣ = asks or shows 5M 3♦♥♠=SPL 3-suiter (3♦ short minor)	hands); 3X = TRF INV	
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		weak two in a major, usually 6-crd 5-10 hcp	2NT = relay 2♥/3♥/2♠ = p/c 3 minor = NF		
2♥	X	3		11-15 hcp, 3-suiter, short ♦ (4414, 4/315, 4405)	2NT = relay		
2♠	X	5		5♠+4+minor (V 5 minor) 5-10 hcp	2NT = relay 3♣ = p/c 3♦ = INV ♠		
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 -> 4NT short in minor		
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	
-----------	--

DOI: 10.1002/anie.201500000

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.

BROWN STICKER OVERCALL ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: B. Muller – S. de Wijs

Country Netherlands

Event BB Open

After opponents opening bid of 1♣ 1♦ **showing**

Our overcall of a 1♥ or 1♠ / b 2♥ or 3♥ / c 2♠ or 3♠ **at** **Vulnerability: NV**

Shows: a. 5om or 4 bid major + 5om / b. Pre in one major / c. 55 and 65, 5 card in om

Applies: Opposite PH; Opposite UPH; **All the time NV**

Detailed Description:

1♥ = 5♠ (normal though inverted overcall) OR 4♥+5 other minor (7-10 hcp)

1♠ = 5♥ (normal though inverted overcall) OR 4♠+5 other minor (7-10 hcp)

2♥ = Multi: weak 2 in ♥ OR ♠, same requirements as over an regular weak jump overcall, no difference in suit length

2♠ = 5♠ + 5 om

3♥ = Multi: 3 level overcall in ♥ OR ♠, same requirements as over an regular jump overcall. no difference in suit length

3♠ = 6♠ + 5 om

Responses and Rebids When Responder Passes

With what hands will advancer pass the overcall?

Advancer will pass an overcall of 1M if he's weak and has no fit in overcaller's possible 5 crd major

Advancer will pass an overcall of 2/3H if he is weak or if he is short in H

Meanings of other advances and follow ups:

Subsequent bidding after 1♥ or 1♠ overcall:

- 1NT responder NF. Overcaller will bid his minor if 4M5minor, will pass with the normal 5M overcall (minimum) or cuebid with a maximum overcall.
- In competition dbl by responder = p/c.
- 2M by responder in the possible 5M overcall = p/c.
- New suit = natural at 2 level.
- If overcaller makes a free bid, he will have the 5M overcall.
- Jumps to 3♥ or in the other (presumed) minor = p/c.
- 3 non jump in the other (presumed) minor = p/c.
- cuebids and 2NT are fit showing presuming overcaller has 5M.

Subsequent bidding after 2♥ overcall

- 2♠ = PC
- 3♥/♠ = P/C
- 4♥ = P/C
- 2NT = FIR, asking overcaller to clarify his hand
- after pass – pass – dbl: overcaller passes with ♥ and bids 2♠ with ♠

Subsequent bidding after 3♥ overcall

- 3♠ = P/C
- 4♥ = P/C
- after pass – pass – dbl: overcaller passes with ♥ and bids 3♠ with ♠

Competitive Agreements

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

No special agreements other than without intervention; dbl is mostly p/c

Responses after opponent's bid: No special agreements other than without intervention; dbl is mostly p/c

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

2♥ and 3♥ overcaller will pass with ♥ and bid ♠ with ♠

1M overcaller will pass with 4 in the bid M and bid otherwise

Subsequent bidding after 2♥ overcall

- over a X: pass = P/C
2♠/3♥/3♠/4♥ = P/C
- over a bid X on a major = P/C up to 3♠

Subsequent bidding after 3♥ overcall

- over a X: pass = P/C
3♠ = P/C
4♥ = P/C

Proposed Defence

Treat the 1♥/♠ overcall as a natural overcall in the OTHER major because this has by far the highest frequency

1♣/♦-(1♥)-

X = 4+♥
1♠ = T/O double without 4♥
1NT = nat
2♠ = cue bid

1♣/♦-(1♠)-

X = 4+♠
1NT = nat
2♥ = cue bid
2♠ = 6♠ (same meaning as over a 1♥ overcall)

1♣-(2♥)

X = points after this every X is TO
2♠/3♣/♦/♥ = natural and forcing

1♣-(3♥)

X = points after this every X is TO
3♠/4♣/♦/♥ = natural and forcing