

DEFENSIVE AND COMPETITIVE BIDDING		WBF Convention Card 2.18					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)							
slightly aggressive; responses are NF except after weak 2 level opening							
	LEADS AND SIGNALS			Category:	BLUE		
We play BOLO overcalls (see NOTE 1) against ARTIFICIAL 1♣ when NV	OPENING LEADS STYLE			Country:	Netherlands		
		Lead	In Partner's Suit	Event:	Bermuda Bowl (ROUND ROBIN)		
	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 Responses: 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			We play BOLO overcalls (NOTE 1) against ARTIFICIAL 1♣ but only NV 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			
BOLO overcalls (see NOTE 1) when NV	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							

Last

NOTE 1 CONVENTION ROUND ROBIN CARD MULLER-DE WIJS (NTH)

OPPONENTS OPEN ARTIFICIAL 1♣

Our overcalls when we are NON VULNERABLE:

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 ♠

2♠ = 5♠ + 5 om

3♥ = Multi: 3 level overcall in ♥ OR ♠

3♠ = 6♠ + 5 om

It's possible to refrain from overcalling with a very constructive hand and something like 5-1 in the majors.

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.

Examples:

(1♣) 1♥ (p) 1NT = naturalish but overcaller will bid 2♦ with 5♦4♥ (after pass)
2♣ = cue, presuming overcaller has 5♠
2♦♥ = to play
2♠ = p/c
3♦♥ = p/c
2NT = invitational raise, presuming overcaller has 5♠
3♣ = mixed raise, presuming overcaller has 5♠