



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive		Lead	In Partner's Suit			
vs ART (2+) 1C SPECIAL DEFENSE (see vs ART 1/2C)		Suit	1st/3rd/5th	same		
New suit=NF, New suit JUMP=INV, GOOD SUIT		NT	ATT	1st/3rd/5th	Category: OPEN	
Jump RAISE=PRE (UNBAL)		Subseq	ATT	ATT	Country: NL - the Netherlands	
2NT (1M) =GOOD RAISE +/- 7-9 HCP		Other: Vs NT, K asks CT/UB;A asks ATT			Event: Meesterklasse 4T 2004-2005	
CUE-BID RESP = CONSTR RAISE or BAL INV or GF ANY					Players: Bas DRIJVER & Maarten SCHOLLAARDT	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
1M-(1N) 4OM 5+m		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1m-(1N) 4M 5+om		Ace	AKx(+), Ax(+)	AKx(+)	5-card M, 1D=4+, 1C=2+(F1R)	
Reopen 10-14HCP (CUE=STAY)		King	AK, KQx(+),	AKJ10(+), KQ109(+)	Aggressive COMP style	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+)	KQx(+), QJx(+), AQJx(+)	PRE: (Very) Light NON VUL	
1-Suit: WEAK (usually 6 cards), (1M)- 3C twosuit		Jack	J10x(+), KJ10x(+)	J10x(+), (A/K)J10x(+)	Frequent Light Openings in 3rd Seat (1M, 1NT)	
(1C)-2D 55+ Ms		10	109x(+), Q109x(+), K109x(+)	109x(+), H109x(+)		
2-Suit: (1M)-2NT: D+C		9	9x	9x, J98x(+)	1NT Openings: 10-12 1st/2nd NV, 14-16 3rd, 14+-17 o/wise	
Reopen: Good SUIT (11-15)		Hi-x	Xx	xXx, xXxx	2 OVER 1 Responses: 1H-2D & 1S-2H GF 5+D; 1S-2D 5+H 8+HCP	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Lo-x	xxX, xxXx	HxxX, HxxxX	1HS-2C GF Relay	
GHESTEM (over 1M): 2M shows OM + C		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1C)-2C: NAT (vs ART 1C see below)		Partners Lead	Declarer's Lead	Discarding	1C-1D MAY BE SHORT(0-7or NAT)	
JUMP CUE ASKS STOP(1M), NAT (1m)		Suit:1st	LO=ENC	Hi/lo=ODD	LO=ENC	3rd SEAT 1M (4+, longer m poss) and 1NT may be WK
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=ODD	S/P	Hi/lo=ODD	2C WK2D or STRONG
MULTI-LANDY: 2C:H+S		3rd	S/P			MULTI 2D (weak 2M(5+); or GF D or 23-24 BAL)
2D:either M or STRONG m		NT: 1st	LO=ENC	Hi/lo=ODD	LO=ENC	1NT 10-12 1st/2nd NV
2H:H+m;then 2S/3m=NF, 2NT asks m		2nd	Hi/lo=ODD	S/P	Hi/lo=ODD	2HS DEPENDS on VUL:
2S:S+m;then 3H/3m=NF, 2NT asks m		3rd	S/P			FAV: 4/5HS 0-5(6) HCP
2NT:C+D, 3CDHS PRE		Signals (including Trumps): REMAINDER COUNT=U/D			NONE: 5+HS 2-7HCP	
DBL PEN (if PASSED FIRST 5+m 4M)		LAVINTHAL			VUL: 5+HS 5+m 5-10 HCP	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Trumps:Hi-lo is S/P			GAMBLING 3NT (TO PLAY in 3rd/4th)	
LEB after (WK2x)-DBL-(P)-		DOUBLES			Overcall of 1NT 4(+M) 5+m	
DBL T/O, 3NT NAT		TAKEOUT DOUBLES (Style; Responses; Reopening)			TRANSFERS after 1C-(1X)	
(3m)-4C= 5+M 5+om, (3m)-4D=55+MM		Emphasize Ms;m unclear , May be light with classic shape			vs ART (2+) 1C SPECIAL DEFENSE (see vs ART 1/2C)	
(3M)-4m= 5OM 5m, (3M)-4M=55mm STR, (3M)-4NT=55mm WK		1m-(DBL)-1M-(2M)=NAT				
(WK 2M): 4C=OM+C, 4D=OM+D		RESP DBL after M <4OM				
4C BARON, 4DH TRF OVER PARTNER'S 3NT O'CALL		CUE-BID (1M) promises rebid			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		CUE-BID (1m) F to S/A or 2NT				
Vs 1C opening:1D NAT or 5+H4+S; 1M 5+OM or 4M 5+m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1NT 5+C 5M or WK both Ms; 2C WK D or CONSTR Ms		mostly T/O				
2D 5+D 5M; 2H PRE in H or S , 2S 1 MINOR, CONSTR;		1C-(1D)-DBL: 4+H				
2NT BOTH m's; 3m PRE; 3H PRE in H or S; 3S 'bid 3NT'		1m-(1H)-DBL 4+S			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE		1m-(1S)-DBL suggests 4+H, 8+ HCP				
NEW SUIT F1 at 1-LEVEL, TRF after 1M-(DBL)		DBL of CUE=T/O				
1M-(DBL)-2NT=Limit raise +		COMP DBL				
2NT after m=PRE raise;3m=mixed		USEFUL VALUES DBL			Psychics: 3rd SEAT 1M (4+, longer m poss) and 1NT may be WK	
JUMPS WEAK		HIGH LEVEL : DBL shows willingness to COMPETE				
OPENING BID DESCRIPTIONS						

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Opening	Artificial	Min.	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	2	7S	2C if (4432) or 18-20 BAL	1D 0-7 or NAT, 1HS 4+ longer D poss 1NT 8-10HCP, 2NT 11-12, 3NT 13-15 2C 4+C 10+HCP, 2D MULTI, 2M INV 3C PRE 5+C, 3DHS GOOD PRE	1C-1D-1NT=18-20HCP 1C-1D-1H 12-14 BAL or NAT UNB, 1C-1D-1S NAT UNB 1C-2D: 2HS P/C 2N F1R 2C PUP 2D; 2D ART FG after 1NT REBID	
1D		4	7S	11+	1HS NAT, 1NT 6-10, 2C 4+D 10+HCP, 2D MULTI, 2M INV, 2NT 11-12 3C INV, 3D PRE, 3HS GOOD PRE	1C-2D: 2HS P/C 2N F1R 2C PUP 2D; 2D ART FG after 1NT REBID 1D-1M-2NT GF 5+D	
1H		5 (4)	7S		1S 4+, 1N 6-10(11), 2C GF relay , 2D GF 5+ 2H (5)6-9(10), 2S INV, 2NT 3+H LIMIT(+), 3CD INV 3S GOOD PRE, 3NT SPL S, 4CD SPL	1H-2H: 2S ANY GAME TRY, 2NT GF 4+S, 3CD GF NAT	2C DRURY FIT
1S		5(4)	7H		1N 6-10(11), 2C GF relay 2D 5+H 8+HCP, 2H GF 5+D, 2S (5)-6-9(10) 2NT 3+S LIMIT(+), 3CD INV, 3H GOOD PRE 3NT SPL H, 4CD SPL	1S-2S: 2NT ANY GAME TRY, 3CDH GF NAT	2C DRURY FIT
1NT				1st/2nd NV (9)10-12	2C=NF STAY; 2D=FG STAY 2M=NF, 3x TO PLAY		
			7S	5/wise 14+-17 HCP (14-16 HCP 3rd)	STAY, does not promise 4-card M, 2DH TRF (4HS poss if INV), 2S INV BAL or BOTH m's or WK D, 2NT ASKS for WK SUIT, 3C ASKS or SHOWS 5HS 3D 3-SUIT SPL m, 3HS 3-SUITER, SPL HS 4CD TEXAS TRF, 4M to play	SMOLEN TRF, RUBENSOHL	
2C	Yes		PEN	WK 2D (5+) (S) GF H+S, GF C 25+ if BAL	2D NF, 2M F1, 2NT ASK F1R	2C-2H-2S MAX WK2D 3+H, 2C-2S-3H MAX WK2D 3+S 2C-2HSNT-3C MIN , 3D MAX; 2C-2N-3HS MAX SPL HS 2C-2D: 3C GF 5+C 4Y, 3D GF 6+C, 3HS GF 5+C 5+HS	
2D	Yes		2/3HS	MULTI (weak 2M (5+) or GF D or 23-24 BAL	2HS 3H P/C, 2NT ASK, 3m NF, 3S INV 4CD RELAY, 4HS TO PLAY	2D-2S-3C WK2H: now 3D INV 2D-2NT: 3C WK 2H, 3D WK 2S, 3H MAX 6S, 3S MAX 6H	
2H			PEN	see 2S			
2S			PEN	DEPENDS on VUL			
		4		FAV: 4/5S 0-5(6) HCP	2NT=INV NF, 3CDH= NF, 3S= INV		
		5		NONE:WK(5+ 2-7HCP)	2NT=PUP, 3C=GFR, 3DH=NF		
		5		VUL: WK S + m (5-10HCP)	2NT=WK or GF ASK, 3C=INV m, 3D= INV M		
2NT			7S	21-22HCP	ROSENKRANZ 3C, 3DH TRF, 3S MSS 4m TRF 4M, 4M ST m	2NT-3C: 3D no 4H, 3H 4+H, 3S 5S, 3NT 44M 2NT-3C-3D: 3H ASKS no. S, 3S MSS	
3C		6 (5)			3D asks about M's, 4D= ST C		
3D		6			4C= ST D		
3H		6					
3S		6					
3NT	Yes			GAMBLING (TO PLAY 3/4)	4C=P/C, 4D=ASK		
4C		7		PRE			
4D		7		PRE			
4H		7		PRE			
4S		7		PRE			
4NT	Yes			Specific aces			
HIGH LEVEL BIDDING							
CUE 1st + 2nd round equally, LAST TRAIN							
RKCB-1430, DOPI, EXCLUSION RKCB-0314							
PASS asks partner to DBL, then pull= ST; DBL is encouraging							