Drop-dead-cuebid, sometimes Ot SCRAMBLING 2NT: LE INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	ait 1,5 T 1,5 abseq at ther: In a	ead 3,5 3,5 titude (1,3,5) suit bid and supported:10	1, 1,	,			WBF Convention Card 2.19		
Aggressive NV REVERSE GOOD-BAD 2NT (after 1m-opening) Drop-dead-cuebid, sometimes Ot SCRAMBLING 2NT: LE INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	T 1,3 abseq at: ther: In a	3,5 titude (1,3,5)	1, at	,3,5 ittitude (1,3,5)			WBF Convention Card 2.19		
REVERSE GOOD-BAD 2NT (after 1m-opening) Drop-dead-cuebid, sometimes Ot SCRAMBLING 2NT: LE INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	ther: In a	titude (1,3,5)	at	ttitude (1,3,5)					
Drop-dead-cuebid, sometimes SCRAMBLING 2NT: LE 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	ther: In a	* * * *		,					
SCRAMBLING 2NT: LE 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	EADS vs	suit bid and supported:10	or 9=top, or 2	higher	attitude (1,3,5)		BROWN STICKER POLISH CLUB-LIKE		
LE 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	ad Vs			r 2 higher		Country:	Netherlands		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 15-17HCP Ac	ad Vs					Event:	NEC-CUP		
15-17HCP Ac			LEADS				JanJansma - Louk Verhees		
	ce Ak	Vs. Suit Vs. NT			SYSTEM SUN	MARY			
As over 1NT OPEN		<j10(+),akx(+),ax(+)< p=""></j10(+),akx(+),ax(+)<>	AKx(+),Ax(+) $AKx(+),Ax(+)$			GENERAL APPROACH AND STYLE			
AS OVER TIME OPEN	ng Al	KJ10(+),AKx(+),KQ AKJ10x(+), KQ109(+)		POLISH CLUB like, 1 HS=5+; 1D= 5+(4)					
4TH 12-17, no stop guarantee	, no stop guarantee KQ(J/10)x(+),KQ109(+)			1C=11-14 bal (no 5 DHS); 16+ HCP natural C; strong hand					
Qu	ueen Q	J,QJx(+)	K	KQx(+), QJx(+),QJ J10,J10x(+),AQJx(+)		1NT resp:F1()/1M			
Ja	ick J1	10,J10x(+),KJ10x(+)	J٢			Specialized 2-level Openings NV			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	09,109x(+),H109x(+),	10	109,109x(+),HJ10x(+)					
1-Suit: WEAK, Vuln vs.NV Intermediate,	98	3x(+), 9x,(9xx)	98	98x(+), 9x,(9xx)),H109x(+)	Agressive pre	Agressive preempts NV vs VULN		
2-Suit: Michaels and 1m-2D=Majors; 2NT lowest unbid 2 suit	2D=Majors; 2NT lowest unbid 2 suit Hi-x Sx Sx								
Lo)-x Hx	xS,HxSx,HxxxS,xxxxS	H	lxS,HxSx,Hxxx	(S,xxxxS	1NT Openings	s: 15-17		
Reopen: 2NT=BAL(18-20), cuebid:strong; jump:Intermediate SI	GNALS IN	ORDER OF PRIORITY	PRIORITY			2 OVER 1 Re	2 OVER 1 Responses: GF except passed hand		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lea	ad Discarding		SPECIAL BID	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
MICHAELS CUE: Su	uit:1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG		2 D 1) VULN	2 D 1) VULN: weak 2 in DDD; 2) NV: weak in H OR S		
1m-2D=majors	2nd	Hi/lo=O S/P		-	Hi/lo=O				
	3rd S/P S/P NT: 1st Hi=DISCRG Hi/lo=O Hi=DISCRG		2H 1) Vuln: w	2H 1) Vuln: weak 2 in H; 2) NV: weak with both majors					
N			Hi=DISCRG						
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/lo=O	S/P	Hi/Io=O		2S 1) VULN: weak 2 in SS			
2C =majors	3rd	S/P	S/P		2) NV vs NV: 5S,4+m 4-10 HCP				
2D= 1 major Sig	Signals (including Trumps): Lavinthal in trumpsuit possible					3) NV vs. VULN 5+ S, 0-8 HCP			
2H/S = that major and 4+m	SMITH SIGNAL NT					2NT 1) NV vs VULN weak with 5+C/5+D 2-9 HCP			
X= vs weak NT> penalty, else 5+m,4M 8-15 HCP (or pen.)	SMITH SIGNAL sometimes vs suit					2) 20-2	2) 20-22 balanced (any other vulnerability)		
DC	DOUBLES								
TA	TAKEOUT DOUBLES (Style; Responses; Reopening)					When we bid	When we bid 1 minor - 1 major= promise OTHER MAJOR!		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Almost every double = T/O					When we bid 1 minor-2D it is weak in a major			
TO doubles, the higher the preempt the more optional	Basic(95-100) Double before the bidder is T/O anyway					(or GF in a minor)			
are the doubles	1S-X-Pass-1NT= positive (8-10)					SPECIAL FORCING PASS SEQUENCES			
(Non) leaping Michaels extended	1S-X-Pass-2x= Less than 8					When we vulnerable against NV bid a game it is			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					forcing pass s	forcing pass situations. In other situations there must		
Vs.strong C/D: X= Majors, 1NT =minors, weak jumps	1C-(1D)-DBL: 4+H						have been a strong bid to make it forcing		
Vs 1C promise 11-13 balanced we treat as PASS	1m-(1H)-DBL: 4+S						MPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS Polish club like systems after 1C*we NV they VUL)	1m-1H-1S: denies 4+ spades						In High-level competition doubles (in direct position) show		
1NT = 5+ minor, 4 Major	1D-2C-X: 4+S, possibly 4H					usually intere	usually interest to bid on		
OVER OPPONENTS' TAKE OUT DOUBLE	1D-2C-2D: 4+H,less then 4S								
"TRUSCOTT 2NT"	1x-1M-3x(weak)-X = invitational for 4M					Psychics:			
New suit=NF at 1level, F at 2level	In most High-level doubles we play that X = invitational					1			
1S-X-2H= good spade raise; 1H-X-2D= good heart raise to	to bid on. Pass is however NF!					LEADS AND	LEADS AND SIGNALS		
1M-X-2m=NF									

OPENING BID DESCRIPTIONS											
Opening	Artificial	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding				
1C	X	0		1) 11-14 bal.not 5 D/H/S	1D=relay or nat.; 1H= S; 1S=H 1 NT = 8-10(11) bal.		No inversions (H=S and S=H)				
				2) natural C, 16+ HCP	2K-GF natural; 2D= 1) or 4-8 6 H/S or GF D;						
		1		3) Any strong (18+ HCP or tricks)	2 H= 6+H 8-11 HCP; 2S=6+S 8-11 HCP;3x=Preempt						
1D		5(4)		10+ natural	1H= S; 1S=H ; 3 HS=preempt		No inversions (H=S and S=H)				
				5D or 4441 or 4D+5C	2C=4+D 9+HCP,2D= or 4-8 6M or GF C,3C 6+C 8-11 HCP						
					2 H= Flannery,7-10 HCP; 2S= 6+S 8-11HCP,3M=Preempt						
1H		5(4)		10-19 natural	1NT=F1R, 2C=relay , 2D=GF, 2S=6+S 7-11HCP,2H=8-10 3H		1NT= NF,2C=drury				
					2NT= invite (or alittle better) in H, 3C/D=nat. invite, 3H=weak						
					3S = weak , 3NT= splinter S, 4C/D=splinter						
1S		5(4)		10-19 natural	1NT=F1R, 2C=relay , 2D/H=GF, 2S=8-10 3(+)S		1NT= NF,2C=drury				
					2NT= invite+ in S, 3C/D/H= 6+ C/D/H 8-11HCP						
		1			3S = weak , 3NT= splinter H, 4C/D=splinter						
1NT				(14)15-17 bal.,4M5m OK, 6m OK	2C =relay, 2D/2H= jacoby, 2S= 1/2 minors weak/strong						
		t	1		2NT=NAT., 3C=xH,3D=xS,3H=GF 5+S, 3S= GF 5+H						
2C		5	1	Natural 10-15, NOT 5C and bal.	2D=relay, 2NT=relay, 2H/S=NF, 3D/H/S =GF	relaysequences					
			1	6+C or 5+C and 4MAJOR							
2D	X	0-6		1) Vuln,weak 5-10 HCP	2NT=relay, 2M=NF, 3C=F, 3M=invitational						
				2) NV, weak in H or S, 4-10 HCP	2NT =relay, 2M=P/C; 3m=F,3M=P/C,4C/D= trans/bid suit						
2H	X	4		1) Vuln, weak in H, 4-10 HCP	2NT=relay,3m=F,3S=invitational						
				2) NV, weak in H+S, 4-10 HCP	2NT=Relay, 3C=GF relay						
2S		5		1) Vuln, weak in S, 4-10 HCP	2NT=relay,3m=F,3H=invitational						
				2) NV vs NV, 5S,4+m, 4-10 HCP	2NT=Weak with m or GF, 3C=invite both m,3D=invite 4S						
				3) NV vs VULn 5+ S, 0-8 HCP	2NT=relay; rest natural and NF!						
2NT				1) 20-22 bal. ,4M5m OK, 6m OK	3C=puppet, 3D/H=transfer, 3S=transfer to 3NT (or CCC)						
					4C=DD, 4D=HH,4H=SS, 4S/5C=trsf,4NT=quanti						
				2) NV vs VULN, weak C+D							
3C		6		Natural, NV vs. Vuln: aggressive	3D=Major suit ask						
3D		6		Natural, NV vs. Vuln: aggressive	natural						
3H		6		Natural, NV vs. Vuln: aggressive	natural						
3S		6		Natural, NV vs. Vuln: aggressive	natural						
3NT		1	1	Solid minor, no side A/K, 3rd/4t to play	4C=P/C, 4D=forcing relay						
4C		6		Natural							
4D		6		Natural							
4H		6		Natural							
4S		6		Natural							
4NT				Asking specific Aces	5C=no, 5x= that ace, 5NT= 2 aces, 6C=the ace						
HIGH LEVEL	BIDDING					<u> </u>					
RKCB, exclus	on blackwood	d,mixed cu	ebids,								
rolling 4NT, DOPI(below trumpsuit/DEPO(above trumpsuit)											
n High-level competition doubles (in direct position) show											
usually interest to bid on											