



SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru _____
 Responsive : thru _____ Maximal
 Support: Dbl. thru 2♠ Redbl
 Card-showing Min. Offshape T/O

NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on
 Conv. _____
 Balancing: 11 to 15
 Jump to 2NT: Minors 2 Lowest
 Conv. _____

NAMES Bauke Muller - Simon de Wijs

GENERAL APPROACH

Strong ♣, variable NT: 15-17/ 10-12/10-14, ART responses to 1M, 1M (10-11-15)
 Two Over One: Game Forcing Game Forcing Except When Suit Rebid
 VERY LIGHT: Openings 3rd Hand Overcalls Preempts
 FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other _____

SIMPLE OVERCALL

1 level 7 to 15 HCP (usually)
 often 4 cards very light style
 Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

DEFENSE VS NOTRUMP

vs:
 2♣ Majors _____
 2♦ 1 Major _____
 2♥ ♥ +m _____
 2♠ ♠ +m _____
 Dbl: good hand _____
 Other _____

NOTRUMP OPENING BIDS

1NT
 a) 15 to 17 3♣ a) ♦ b) nat TP _____
 b) 10 to 12 (14) 3♦ a) SPL b) nat TP _____
 5-card Major common 3♥ a) SPL b) nat TP _____
 System on over _____ 3♠ a) SPL b) nat TP _____
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (___ denies) _____
 2♠ a) art inv b) TP Neg. Double _____
 2NT a) ♣ b) minors Other: TRF Lebensohl _____

2NT 20 to 21
 Puppet Stayman
 Transfer Responses:
 Jacoby Texas
 3♠ minors _____

3NT _____ to _____
 solid minor no other A/K
 Conventional NT Openings
 2NT minors 5-10
 nv vs vul _____

JUMP OVERCALL

Strong Intermediate Weak

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other 1♦ dbl -> trf

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. 4♣ ST or KC ask

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input type="checkbox"/>

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splitter
 Other: _____

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	<input type="checkbox"/>	<input type="checkbox"/>
Strong T/O	<input type="checkbox"/>	<input type="checkbox"/>
Michaels	<input type="checkbox"/>	<input type="checkbox"/>
1♣ 2♣ nat 2♦ majors	<input type="checkbox"/>	<input type="checkbox"/>

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

Optional Blackwood if minor is trump suit

4♣ often is ST for major

vs Interference: DOPI DEPO Level: _____ DOPE _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits	versus Notrump
x x x x (x) x x x (x) x x x	x x (x) x x x (x) x x
x x x x x x (x) x (x) x x x (x) x x	x (x) x x x (x) x x x
(A) K x T 9 x (A) K J x A Q J x	A Q J x A Q J x
K Q x K J T x A J T 9 A T 9 x	A T 9 x A T 9 x
Q J x K T 9 x (K) Q J x (K) Q T 9	(K) Q T 9 (K) Q T 9
J T 9 Q T 9 x Q J T x Q T 9 x	Q T 9 x Q T 9 x
K Q T 9 J T 9 x T 9 x x	J T 9 x T 9 x x

DEFENSIVE CARDING

Standard:	vs SUITS	vs NT
Except <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Upside-Down:		
count	<input type="checkbox"/>	<input type="checkbox"/>
attitude	<input type="checkbox"/>	<input type="checkbox"/>

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING SP

Smith Echore
 Trump Suit Pref.
 Foster Echo

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING

PLEASE ASK

DESCRIBE RESPONSES/REBIDS

DESCRIBE	RESPONSES/REBIDS
2♣ <u>10</u> to <u>15</u> HCP Strong <input type="checkbox"/> Other <input type="checkbox"/> 6+ ♣ 2♦ Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>	2♦ art inv+
2♦ <u>11</u> to <u>15</u> HCP short ♦ Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>3</u> to <u>10</u> HCP 6 crd, fav 5+ crd Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>3</u> to <u>10</u> HCP 6 crd, fav 5+ crd Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing 2-Way NMF

Weak Jump Shifts: In Comp. Not in Comp.

4th Suit Forcing: 1 Rd. Game

XYZ 2♣ puppet to 2♦, 2♦ gf