DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Agressive Style
New Suit = F1R at same Level
Cuebid = Fit
Jump = Preemptive in competition
2NT = Good-Bad / Unusual / Scrambling / Nat
< Note 13, 18, 19 >

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

Responses as over 1NT Opening
Reopen 1NT = 14-16
Escape 1NT-[X]: Transfers; Rdbl = C or Two- / Threesuiter;
  2NT = FG Twosuiter;

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak
2-Suit: [1C/D]-2D = 5H & 4+S; [1X]-2NT = Lowest Suits;
  Twosuiters are Weak or Strong
Reopen: 2NT = 20-21; Suit = Good Intermediate;

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

[1C]-2C = Nat
[1M]-2M = 5oM & 5m, Weak or Strong
Jump Cue asks Stop

VS. NT (vs. Strong / Weak; Reopening; PH)

Dbl = 5m & 4M, 9-13 / Penalty
2C = 4+H & 4+S
2D = H / S
2M = 5M & 4+m
Against Weak NT: Dbl = P
Passed Hand: 2X = Nat
<Note 17>

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Dbl = Take Out
2NT = 16-18
[2X]-3Y = Preemptive
< Note 14 >

VS. ARTIFICIAL STRONG OPENINGS

Dbl = S & H
1NT = C & D
[1D] - 2D = Nat
[1D] - 2NT = Minors or Majors, Weak or Strong

OVER OPPONENTS' TAKE OUT DOUBLE

1m-[X]: 2X = NF; 2NT = Weak Raise; 3m = Inv;
1M-[X]: 1NT/2X = NF; 4m = Fitbid;

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 / 3 / 5 (Attitude)	1 / 3 / 5
NT	As above	As above
Subseq		
Other:	4th if 3rd is expensive	

Vs NT: K,Q,J asks Attitude / Unblocking
Vs Trumps: K asks Count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, Ax(+)	AKx(+)
King	AKx, KQ(J/10)x(+)	AKJ10(+), KQx
Queen	QJx(+)	A(K)QJx, KQ109(+), QJx(+)
Jack	J10x	QJ98(+), J10x
10	HJ10x(+), 109x	HJ10x(+), 109x
9	H109x(+), 98x	H109x(+), 98x
Hi-x	Sx, Sxx, SSxx(x)	Sx, Sxx, SSxx(x)
Lo-x	HxS(x), xxS(x), xxxxS	HxS(x), xxS(x), xxxxS

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Hi / Low = Odd	Hi / Low = Odd	Hi / Low = Odd
2nd	Hi / Low = Disc		
3rd			
NT: 1st			
2nd			
3rd			

Signals (including Trumps) Lavinthal
Remainder Count: Original Count
Trumps: Hi-Low = Odd
Smith Signal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

may be Light
Cuebid = Forcing to Suit Agreement, except [1m]-X
< Note 20 >

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1C-[1D]-X = 4+H & 4+S
1m-[1H]-X = 4S or FG (om)
Support (R)Dbl thru 1S
Dbl of Spl = Lead directing in Lower Ranking Suit
Dbl of Cuebid = Bad Suit, except after 1m => Values
Rdbl of Partners Suit = Tophonnor
Rdbl of 4-Suit/Cuebid = no Half Stop (Pass = Half Stop or better)
< Note 16 >

SYSTEM SUMMARY

Category:	Natural - GREEN
Country:	Netherlands
Event:	1 March 2000
Players:	Huub Bertens - Bart Nab

GENERAL APPROACH AND STYLE

Forcing 1C (2+C, 18-19NT possible)
5-card Major

Leads: 1 / 3 / 5
Signals: High / Low = Odd / Discouraging

1NT Openings: 14+-17
2 OVER 1 Responses: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1C-1D= 0-6 / Natural / Relay
Weak Jumpshifts at Twolevel

2C = Weak H & S / FG Onesuiter / Strong NT
2D = Weak H / FG Twosuiter / Strong NT
2H = Weak S / FG Threesuiter / Strong NT
2S = Weak, 5S & 4+m
2NT = Minors, Weak or FG
3NT = Gambling C/D
4C/D = Namyats H/S

SPECIAL FORCING PASS SEQUENCES

< Note 15 >

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Seldom

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		2	4D	a) Nat, 4+C, 11+	1D = 0-6 / Nat / R; 1M = 7+ (4+D possible);	1C-1D: 1H = Nat / 12-14NT; 1NT = 18-19NT;	
1C				b) 12-14NT	1NT = 8-10; 2X = Weak; 3X = Inv;	1C -1D-1H: 1S = R < Note 1, 2 >	
1C				c) 18-19 NT		1C -1D-1H-1S: 1NT = 12-14NT; 2C = 5/4;	Note#20
1D		4	4C	May be 4D & 4+C	1D-2C = FG < Note 4 >		2C = 5+-card, NF
1H		5	4D	May be 4-card in 3rd	1NT = Almost F; 2H = 8-10, 3H;	1H-1NT-2m = 3+m	1NT = NF; 2H = 3H, 6-10; 2NT= Nat;
1H					2NT = 4H, Inv+; 3H = 3-8, 4H;	< Note 3 >	2-Drury: 2C = 3H; 2D = 4H;
1H					3NT = 12-14, 4H; 4m= Spl, 11-14;		1H-2C/D: See 1H-2H
1S		5	4H		4H = To Play	1S-1NT-3C = ?#H; 1S-1NT-3H = 4+C, FG;	3H = 5H,3S,Inv
1NT				14+-17	2C = R (no 4M pos.); 2D/H/S/NT= Transfers;	< Note 5 >	
1NT				5M / 6m / 5422 possible	3C= 55m, Inv; 3D= 55m, FG; 3M= x/-M, 54m;		
1NT					4C = R. Gerber; 4D/H = H/S Bal, ST;		
2C	Yes	0	2D	a) 4+H & 4+S, 3-10	2D = R; 2H/S = Pref; 2NT = FG; 3C/D = NF;	< Note 6, 11 >	
2C				b) FG Onesuiter	3M = Pre;		Note#1698966388
2C				c) 20-21 / 26-27NT			
2D	Yes	0		a) (5)6H, 3-10	2H = R, NF; 2NT = R; 2S/3C/3D = NF;	< Note 7 >	
2D				b) FG Twosuiter	3H = Pre; 3S = FG; 4m = Spl;		Note#8987520
2D				c) 22-23 / 28-29NT			Note#995395592
2H	Yes	0		a) (5)6S, 3-10	2S = R, NF; 2NT = R; 3C/D = NF; 3H = F;	< Note 8 >	
2H				b) FG Threesuiter	3S= Pre;		
2H				c) 24-25 / 30-31NT			Note#9013256
2S	No	5		5S & 4+m, 3-10, 55 Vul	2NT = R; 3C = P/C; 3D = NF; 3H = F;	< Note 9 >	
2S					3S= Pre; 4m = Spl;		Note#639668256
2NT	Yes			5C & 5D, Weak / FG	3C/D = Pref; 3H = C, Inv+; 3S = D, Inv+;	< Note 10 >	
2NT					4m = Pre; 4M = To Play;		Note#20
3C		6		6+C, 3- 10	3X = F; 4C = Pre; 4D = ST C;		
3D					4C = ST D		
3H							
3S					4H = Nat		
3NT	Yes			Gambling C/D, No A/K	4C = P/C; 4D = ST;	3NT-4D: 4M = Cue; 4NT = 7222;	
4C	Yes			Namyats(H, 8S / 7S+A / 8+A)	4D = ST	4C-4D: 4H = 8S; 4NT = RKC; 4/5X = 8S, -X;	
4D	Yes			Namyats(S, S = Solid Suit)	4H = ST		
4H					4S = Cue		
4S							
4NT	Yes			Specific Aces	5C = No Ace; 5X = Ace; 5NT = C Ace;		
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

Mixed Cuebids

Roman Keycard Blackwood (4130)

Dope

< Note 12 >