OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)  Aggressive at 1-level: (6)8-17 hcp, 5+cards (good suit if min)  Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp  RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit  cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14  After 2-lvl: new suit = forcing	OPENING LEADS S	Lead			
Constructive at 2-level, but NV can be just a good suit, (9)10-17 hcp  RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit  cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14	Suit	Lead			
RESP: new suit = NF, jump new suit = weak; 3x = PRE with 4-fit cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14	Suit	Lead In Partner			CATEGORY: Green
cuebid = 10+ with fit or strong hands; 1NT 8-11, 2NT 12-14		Attitude			NCBO: The Netherlands U16 team
	NT	Attitude			PLAYERS:
After 2-lvl: new suit = forcing	Subseq	Attitude			Karlijn Visser
6	Other:				Partner
NIT OVER CALL (and the line of the line)	LEADS				CVCTFM CLIMMADY
iNT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	I		I	SYSTEM SUMMARY
15-17(18) hcp, stopper; RESP as 1NT-opening	Lead Vs. Suit			Vs. NT	
	Ace			AK+	GENERAL APPROACH AND STYLE
	King AK bare; KQ+			KQ+	Natural with 5-card Majors; 1♣ = 2+ (only if 4=4=3=2)
	Queen	QJ+		Q۱+	15-17 NT
	Jack	JT+, KJT+		JT+, KJT+, AJT+	2-over-1 GF
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, T9+, HT9+		Tx, T9+, HT9+	Weak 2-openings
Jump= (5)6+cards, 6-9 hcp (NV could be weaker)	9	9x		9x, 98+	Weak jumps in competition
Double jump = 6-9 hcp, (6)7+ cards	Hi-X	Xx, Xxx, XXxx	, XXxxx	Xx, Xxx, XXxx, X	Weak jump response in new suit (1C - 2H = 6+H, up to 7 HCP)
	Lo-X	HxX, HxxX, H	xxxX	HxX, HxxX, Hxxx	
Reopen: 2NT = 18-19	SIGNALS IN ORDE	R OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead Declarer's Lead		Discardi	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m (2m) = 5/5 Majors; 1M (2M) = 50M + 5 minor	1 Low = enc		Low = even	Low = er	2♣-opening always strong
Unusual NT (5/5 lowest suits)	Suit 2				2♦ / 2♥ / 2♠ = weak-2 (usually 6+, but can be 5 if NV)
	3				
	1 Low =	enc	Low = even	Low = er	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2				
DBL = penalty	3				
2♣ = Majors (5+4+)> 2♦ asks longer	Signals (including	Trumps): Low	= enc		
2•/2•/2• = natural, 5+cards	Lavinthal in other against trump) if		. when giving a ru	ingleton IMPORTANT NOTES	
2NT = minors (5+5+)					4 <sup>th</sup> suit = GF
			DOUBLES		2-way checkback after 1x-1y-1NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBL	ES (Style; Resp	onses; Reopening		
DBL = take-out	Standard. 3 other				
2X – 2NT = 15-18 → as 2NT-opening	RESP: non-jump: 0		*	e	
	Cuebid = 10+ (force			. ,	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣or 2♣	SPECIAL, ART				
OVER OPPONENTS' TAKEOUT DOUBLE	Penalty if we show				
RDBL = 10+ hcp, system on in general, but jumps are weak		<u> </u>	<u> </u>	, , ,	
Penalty doubles after RDBL					

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	2 3♣ Natural, 11-21 hcp Jump = 0-7 hcp, 6+ card; double ju		Jump = 0-7 hcp, 6+ card; double jump = weak, 7+ crd	1x - 1y - 3NT = 6+x, 18+ hcp	1♣ - 1♦ - dbl = 4♥ + 4♠		
_				2♣ only if 4=4=3=2	2♣ = 6-9 5+♣; 3♣ = INV 5+♣	1m - 1M // double jump = splinter;	1m - 1♥ - dbl = 4 ♠ and 1♠ = 5+
1♦		4	3♠	Natural, 11-21 hcp	2* = 6-9+ 4+*; 3* = INV, 4+*	4M = 18-19 BAL, 4-fit	1x - 1y - 2y = 10+ with fit
1♥		5	3♠	Natural, (10)11-21 hcp	1M-1NT= 4-11, not forcing; 2/1 GF 2♥ = 6-9; 2NT = [9]10-14 3+ fit; 3♥ = 3+ fit, INV; 4♥ (4)5+ fit, 4-9 hcp Jump new suit = 0-7, 6+card 3♠ / 4♠ / 4♦ - 11-14, 4+fit, singleton/void ♠ / ♠ / ♦		
14		5	3♥	Natural, (10)11-21 hcp	1M-1NT= 6-9 2♠ = 6-9; 3♠ = 3+ fit, INV; 4♠ (4)5+ fit, 4-9 hcp Jump new suit = 0-7, 6+card 4♠ / 4♦ / 4♥ = 11-14, 4+ fit, singleton/void ♠ / ♦ / ♥		
1NT			3♠	15-17 hcp	2♣ stayman, can be weak; 2♦/♥/ ♠/3♣ transfer	2 ♦/♥ - 2 NT = max + fit	1NT (2x) 2lvl = NF, 3lvl = F
				Can have 5M, 6m, 5m4x	2♠ = 6+♣; 2NT = inv; 3♣ = 6+♦ wk/str; 3♦ = inv 6+♦		DBL negative
2♣	X			GF or 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors		
2♦		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF	2x – 2NT: 3X = minimum	
2♥		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♥ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF	3NT = max, no short suit 3 new suit = max, short in new suit	
2 🏟		(5)6		Weak-2, 4-9hcp NV could be 5crd	3♠ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit = NF		
2NT				20-22 BAL	3♣ = stayman; 3♦/♥ = transfer		
3.		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♦		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♥		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♠		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3NT							
4♣♦♥♠		[7]/8		PRE			
4NT 5♣♦♥♠				PRE		HIGH LEVEL BIDDING  Mixed controls (A / K / singleton / void)  RKC 14/30	