OVERCALLS (Style: Responses: 1/2 Level; Reopening) 1 level might be light (7-17), (4)5+ card 2 level: medium to sound (10-17)	OPENING		LEADS AND SIGNALS			W B F CONVENTION CARD	
	OI EMINO	OPENING LEADS STYLE			CATEGORY: GREEN		
level: medium to sound (10-17)		Lead		In Partner	r's Suit	NCBO: Netherlands	
2 10 (O1. 1110d) till to 30d) till (10 1/)	Suit	1/3/5				PLAYERS: Rene van Dijk & Rob Wijman	
(1X) P (1Y) D = 4+ in both unbid suits	NT	1/3/5	1/3/5			EVENT: 2025 Senior Championship	
(1X) P (1Y) 1NT = 5 + lower suit, 4 + higher suit	Subsequent	Low enc	Low enc			71	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 nd = 15-18, responses: System On	Lead	Vs. Suit	Vs. Suit				
4 th = 10-14, (after (1♠): 11-16, responses: System On	Ace	AK+	AK+			GENERAL APPROACH AND STYLE	
	King	AK, KQ+	AK, KQ+		AKJ10+	5533	
					10+, AQJ+	2-over-1 GF, with possible exception of 1♥/♠ 2♣	
	Jack	J10+, AJ1	10+, KJ10+	1/3/5	-	1NT = 14-16	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Q109+, 1	Q109+, 109+, 10x			2♣ = weak 6card ♦ or GF ♣/♥/♠ or 21-22NT	
weak, depending on vulnerability and position;	9	9x		9x		2♦ = weak 6card ♥/♠ or GF ♦ or 23+NT	
2NT = lowest 2 unbid suits (or, after (1X) P (1Y) 2NT, 2 unbid suits, at least 5/5)	Hi-X	1/3/5		1/3/5		$2 \checkmark = \text{weak}, 4/5 \checkmark + 4/5 + 4$	
Reopen: intermediate, 12-15, 6+cd	Lo-X	1/3/5		1/3/5		2♠ weak, 5♠ + 4+♣/♦	
	Note we lead		1/3/5 however highest		al series		
			F PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	4 L	tner's Lead	Declarer's I		iscarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(1X) 2NT = lowest 2 unbid suits	Suit 1 Lo	v = enc			ow = enc	2♣ = weak with ♦ or GF ♣/♥/♠ or 21-22NT	
1		v = even			ow = even	2♦ = weak 2♥/♠ or GF ♦ or 23+NT	
\$-3\$=\$+♥, 1\$-3\$=\$+♥, 1♥-3\$=\$+♦, 1\$-3\$=♥+♦		3 Lavinthal		L	avinthal	2♥ weak both M's	
		v = enc	Lavinthal Low = even		ow = enc	2♠ weak, 5cd ♠ and 4+cd m	
		v = even	Low = enc		ow = even		
VS. NT (vs. Strong/Weak; Reopening; PH)		inthal	Lavinthal	La	avinthal		
Against strong NT Lionel: $D = 4$ and 2^{nd} suit, $24 = 4 + 7$, $24 $	Signals (incl	uding Trumps					
Against weak NT (max. 14) Landy and $D = 14 + hcp - further bidding as if we had opened 1NT$		Odd Ball (high card in 2 nd trick means lead was fine) Trump echo when needed					
Against "gambling" 3NT (or 3♠) opening Multi-Landy			DOUBLES	3			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	TAKEOUT DOUBLES (Style; Responses; Reopening)				SPECIAL FORCING PASS SEQUENCES	
D = 13-15(-) bal. or 18+ with transfer lebensohl	Normal				in most GF situations		
2NT: natural 15-18, system on	1						
NT: two suits, 5+/5+							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠							
After strong 1♣ opening 2♣ is NAT	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					IMPORTANT NOTES	
	Support D and RD as long as we can play 2M						
OVER OPPONENTS' TAKEOUT DOUBLE	Negative D up to 4♥						
Responsive D up to 4♥					PSYCHICS: rare		

íĞ	IF). OF	L				
OPENING TICK IF ARTIFICIAL MIN. NO. OF CARDS NEG.DBL THRU		DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
14		3	4♥	11-22, 3+♣	Natural bidding, no (transfer) Walsh Inverted minor (also after interference) Jump 2◆/▼/♠ = weak, 6+ card 1♣ 3♣ = 7-10, 1♣ 2NT = weak	Two-way checkback 1m 2m 3SA = 17-18 1♣-1♦-1SA=12-13 may have 4card Major 4 th suit GF 4 th suit on 1-level RF, 3 rd suit GF	Negative Free Bid; 2-in-suit- lower-than-suit-opened = 10+, RF After interference, bid in suit opponents is often fit, invite+
1 •		3	4♥	11-22, 3+◆	Inverted minor (also after interference) 1 ♦ 3 ♦ = 7-10, 1 ♦ 2SA = weak Jump 2 ✓/ ♣ = weak	Two-way Checkback	
1♥/ 1♣		5	4♥	11-22, 5+♥/♠	1NT = 6-11, semi-forcing; 1 ✓ /2 ★ weak 2 ★ natural and GF with ★ or 3cd fit in M with 10-11p 2NT = 10-11, 4+cd support or 16+ 3 ★/♦ invite met ★/♦ 3NT = 12-15, 4cd support, no splinter 1 ▼ 3 ★/4 ★/4 ♦ 9-12 splinters 1 ★ 3 ▼/4 ★/4 ♦ 9-12 splinters	Two-way checkback 2♣ NAT / GF or 10+ with 3card fit M 2♠/2♥ 5+, GF	
1NT			3♠	(14)-15-17 NT 5♥/♠ possible	2♣ = stayman; 2♦/2♥/2♠/2NT= transfer ♥/♠/♣/♦ 3♣/♦ = natural, slem interest 3♥/3♠ = singleton; 4♦/4♥ transfer to 4♥/4♠ 4♠ = both minors Smolen / Minor suit ask		After 1NT (D) depends on meaning of D; After 1NT (2X) D = penalty, and transfer lebensohl 1NT (3X) D = take-out, transfer/switch bids
2♣	Х	0	4♥	weak ♦ or GF ♣/♥/♠ or 21-22NT	2•/2NT= NF/F relay 2♥/2•/3•/3• NF	After 2NT: $3 \stackrel{\bullet}{\bullet} = \max \stackrel{\bullet}{\bullet} / 3 \stackrel{\bullet}{\bullet} = \min \stackrel{\bullet}{\bullet} / 3NT = AHVxxx in \stackrel{\bullet}{\bullet}$	
2•		0		weak 2♥/♠ or GF ♦ or 23+NT	2NT = F relay; 2♥/2♠/3♠/3♦ NF; 3♥ = pass or convert		2♦ (D) RD = bid your suit 2♦ (2M) D = pass or convert 4♣/♦ = same after interference
2♥		4		Weak, 5♥+4+♠	2NT = F relay, 3♣/♦ = to play, 3♥/3♠ = weak. 2NT: 3♠ min, 3♦ min 5-5; 3♥ max ♠,3♠ max ♥, 3SA=max 5-5		
2♠		5		Weak, 5♠+4+m	2NT = F relay; 3♣ = pass or convert, 3•i= invite, 3♥ invite for 4♥		
2NT			3♠	19-20 NT	$3 \clubsuit$ = Puppet Stayman; $3 ♦ / 3 \blacktriangledown$ = transfer to $3 \blacktriangledown / 3 \clubsuit$ = transfer \clubsuit , $4 \clubsuit$ transfer to $4 \blacktriangledown / 4 \clubsuit$ and $4 \clubsuit$ transfer to $4 \blacktriangledown / 4 \clubsuit$ 3NT = to play, $4 \clubsuit$ = both minors, Minor suit ask		2NT (3X) D = take-out, transfer/switch bids
3♣		6		Preempt	New suit RF, unless bid = game	HIGH LEVEL BIDDING	
3♦		6		Preempt	-	RKCB ($5 \triangleq 1/4$, $5 \triangleq 0/3$, $5 = 2$ without Q of trumps, $5 \triangleq 2 + Q$ of trumps)	
3♥		6		Preempt		Exclusion Blackwood (1/4, 0/3, 2 without, 2 with T Queen)	
3♠		6		Preempt		Cuebids: 1 st or 2 nd round control; DIPO, RIPO, DEPO	
3NT/4NT				3NT = gambling	4NT opening = 6+/5+ minors, 4/5 losers	5NT: King asking or pick a slam	