DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16 aggressive at 1-level

Responses: new suit F1

2NT = Nat inv

Cuebid = Good raise

Jump cue = about 8+ 4+ supp

Sound on 2-level 5+suit

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 sys on

4 th live 15-18 sys on

Reopen: 11-14 sys on or 11-16 sys off (11-16 vs 1m)

JUMP OVERCALLS (Style; Responses; Unusual NT)
2M = preemptive (Exceptions: (1♣ neb) – 2♦ = 5/5M)

(1M) – 3♣ = 5/5 oM+♦

2NT = 5-5 two lowest unbid

Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M = 5-5 oM+♣

(1m) – 2m = 5-5 M´s

(2M) – 3M = ♣+♦

(1m neb) – 2m = nat

VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = strength; 2♣ = MM; 2♦= a) weak M b) strong M+m

2M = Nat (better than 2♦) 2NT = both m´ s

By PH: dbl= ♠+any suit; 2m = m+♥; 2M = nat

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM (Exception after 3♠)

Vs 3 ♠ : 4 ♣ = ♦ + ♥, 4 ♦ = ♥, 4 ♥/♠ = ♥ + ♣ NF/F

(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5 M

2♦ multi: dbl =13-15 bal/17+; 2NT–16-19; 4m = 5-5 m+♥

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong 1♣: dbl = strong hand; 1X = Nat

1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits

Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits

OVER OPPONENTS' TAKEOUT DOUBLE
New suit is F1

TRF after 1M - (dbl) starts with 1NT showing 5+suit

Rdbl = strength

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	3/5	3/5
Subseq	3/5 (always in p suit)	3/5

2/4 through declarer in untouched suits

Other: K asks for count against 5-level and higher

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+ AKx+ Ax	AKx+ Ax
King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+
Jack	JT9+ JT+ Jx	JT9+ JT+ Jx
10	HJT Tx	HJT+ T9x
9	HT9+ KJ9+ 9x	HT9+ 9x
Hi-X	Xx, xxXx xxXxxx	Xx, xxXx xxXxxx
Lo-X	xxX xxXx xxxxX	xxX, xxXx, xxxxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low = enc	Low = even	Low = enc
	2	Low = even	S/P	Low = even
	3	S/P		S/P
NT	1	Low = enc	Low = even	Low = enc
	2	Low = even	S/P	Low = even
	3	S/P		S/P

Signals (including Trumps): Lavintahl

High-low = Discouraging or odd. Low-high = Encouraging or even

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light with good distribution

Dbl is almost always take-out

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1 NT (dbl(pen)) rdbl shows a weak one-suiter

Maximal doubles when no other bid available

1♣-(1♠)-dbl = Take-out (very often 4♥)

No support dbls

W B F CONVENTION CARD

CATEGORY: 🟢

NCBO: SWEDEN

PLAYERS: Simon Hult Adam Stokka

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Generally sound openings, preempts may be (very) light

1♦ = 3+ (with 44 in m)

1M = 11+ 5+M

1NT = 14-16bal (10-13 green vs red in 1st/2nd/3rd seat)

2♣ = 17-18NT

2♦ = Any FG/22-24NT

2M = 4-9, (5)6+suit

2NT = 19-21

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ 17-18NT

2♦ Any FG/22-24NT

1♣-2♦ = 5+♣, G/T+

1NT = (9)10-13 green vs red in 1st/2nd/3rd seat

(may be 6331,5431, 4441)

SPECIAL FORCING PASS SEQUENCES

In game force situations

After we rdbl for strength to 2S

IMPORTANT NOTES

Psychics: rare

May choose to show single A/K as no single

Not strict about hcp ranges

3rd hand openings may be light

1NT-(dbl(pen))-pass forces rdbl

1NT-(dbl(pen))-rdbl forces 2C

OPENING	TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	OPENING BID DESCRIPTIONS **Adam Stokka- Simon Hult**		SWEDEN U26
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣	X	3	4♠	a) (11) 12-13(14)bal b) 11-23nat	1♦ may be 3 if less than bal inv. 1♥/♠ = nat; 1NT = G/T to 3NT; 2♣ = 5+ ♣ 5-10; 2♦=5+♣, G/T+; 2M = 6+M 3-8; 2NT = 55+m's NF vs 12-14NT; 3♣ = Preemptive; 3♦/M = 5+♣, splinter	1♣ - 1x – 1M = 5+♣, 4+M 1♣ - 1x – 1NT = (11)12-13(14)NT (may contain 4M) 1♣ - 1M – 3M= Typically min 5•4M(31) or 4•4M(41)
1♦		3	4♠	Only 3 if 4432	1M = 4+M F1; 1NT = Nat (0)3-11; 2♣ = 4+♣ FG; 2♦ = 4+♦ 0-9; 2♥ = 5+♦, GF; 2NT = bal inv; 3♣ = 4+♦ 10-12; 3♦ = PRE; 3M = Void SPL	1♦-1♥: 1♠=4+♠ F1; 1NT= (11) 12-13NT, may have 4sp; 2♣=Nat; 2♦= Nat; 2♥=Nat; 2♠=6+♦ 17+; 2NT= 4♥ 16+ 18+; 3♣ = 5/5m's, FG 1♣-1♠: 1NT = nat bal; 2♥=Nat; 2♠=Nat; 2NT= 4+♠ 16+ 3♣ = 5/5m's, FG; 3♥= 4+♠ 16+ 1♦-1NT: 2♣ = Nat F1; 3♣ = Nat NF
1♥		5	4♠	5+♥ 11-23 May have 4♥ in 3rd/4th	1♠ = 4+♠ F1; 1NT = Nat (0)3-11; 2♣ = (3)4+♣ FG/10-12 3-cards support; 2♦ = 4+♦ FG; 2♥ = 6-9 3-4♥; 2♠ = 6+♠ 3-8; 2NT=4+♥ INV+; 3m=Nat INV; 3♥=0-8; 3♠= Any void 12-14	1M-1X: 2♣ = 11-15(nat) or 16+ any; 2NT = 6+M 4+m 15+; 3m = 5/5 13-15; 3♥ = 5/5 13-15; 3M=7+M mild invite 1M-2NT: 3♣=Min any; 3♦= No SPL; 3♥/ ♠/3NT=SPL ♣/♦/oM
1♠		5		Same as above	Same as above (2♥ = 5+♥ FG; 2♠ = 6-9 3-4♠)	
INT			4♠	14-16bal/10-13 non vul vs vul May have 5M or 6m	2♣ = Stayman; 2♦/2♥/2♠/2NT = TRF; 3♣ = FG both m's 3♦ = 6+M INV; 3M = 0-1M(54mm) FG; 4♣/♦ = TRF to 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦
2♣	X	0		17-18 Bal	2♦/♥/♠ = TRF; 2NT = 6+♣, 3♣ = 6+♦ we always take transfer. Can jump to 3M. 3♦= 55+mm GF	
2♦	X	0	4♠	Any GF / 22-24 bal	2♥=relay Other= Nat strong suit	
2♥		5		4-9	V: 2♠ = 5+♠ F1; NV: 2S not forcing 2NT = INV+ ask; NV 3m = Not forcing; V 3m=Nat F1 3♥ = PRE	
2♠		5		4-9	2NT = INV+ ask; V3♣/♦/♥ = Nat F1; 3♠ = PRE NV 3m= not forcing	
2NT			4♠	19-21 Bal	3♣ = Mod Puppet; 3♦/3♥/3♠/4♣/4♦ = TRF 3NT=nat	2NT-3♣: 3♦=one or both 4cM; 3♥=no M; 3♠ = 5+♠; 3NT = 5+♥
3♣		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♦ = S/T w supp	
3♦		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♣ = S/T w supp	
3♥		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♣ = S/T w supp	
3♠		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♣ = S/T w supp	
3NT	X			Solid minor	4♣ = P/C; 4M = Nat	
4♣		6		PRE aggressive 1st NV, 3rd free	4♦ = Nat FG; 4M = to play	
4♦		6		PRE aggressive 1st NV, 3rd free	4M = to play; 4NT = RKCB; 5♣ = S/T w supp	
4♥		6		PRE aggressive 1st NV, 3rd free	4♠ = to play(NV); 4NT = RKCB	
4♠		6		PRE aggressive 1st NV, 3rd free	4NT = RKCB	
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♠ = that Ace; 5NT=♣ Ace; 6X=2Aces	

HIGH LEVEL BIDDING
1430 (5NT = odd + void, 6X = even + void)
Voidwood, DOPI, DEPO
Cue bids up the line 1st or 2nd
4NT often 2 places to play, 5NT often pick a slam
When FP pass and pull is S/T