

**DEFENSIVE AND COMPETITIVE BIDDING**

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

Aggressive on 1-level, 6-16, may be on a 4 card suit (rare)

Sound on 2-level, 10-16 and 5+ suit

2 NT after 1-level M-overcall shows support and is G/T+

Cue shows a good raise+

New suit is NAT F1 but we may have to lie because we have no better alternative (cf. CUE), it could even be on a 2 card suit!

1NT-2 under M=TRF after negative DBL of 1M overcall

For further overcalls and responses: [3.1]

1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

Direct: 15-18, continuation as after 1NT opening

Reopen: 11-14 (m)/11-16(M)

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suiter: 2M NV is weak, V it shows 10-13

2-Suiter: 2NT over M = oM+♦ 5-5, over m = two lowest unbid

3♣ over M is 2 lowest unbid suits, over ♦ = ♣ + ♠

Reopen: 2NT=19-21, Resp: Stayman and transfers

DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)

Direct Cue = over m it is M's, over M it is oM+♣

Responses: 2NT=G/T NF over M's, Leb over OM+♣

Jump Cue = Over M: Strong hand with both minors

Over m: strong with ♠+om

Same when reopen

VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)

2♠ = At least (43) in M's, if only (43) then usually 5+♦

2♦ = Weak or very strong overcall in one M, it may be 2-suited!

2♦-2M is P/C, 2NT=F1

2M= Intermediate strength, something like 11+-15

2NT=minors

D=PEN oriented, if BAL then at least about opener's max

Paced hand: D=M's unless NV vs V (Max PH then), 2m=m+M

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

2NT=15-18, D=T/O, after (2♦-♠)-D-(?): LEB if possible

(2♦)-3♦=M's, (2♠)-3♠=♦+M, (2♠)-3♦=M's, (2m)-4m=M's, (2M)-

3M=minors, (2M)-4m=5+m and 5+oM NF, (2M)-4M=FG with

highest unbid+1, (3M)-4m=5+m and 4+OM

4NT overcalls are 2-suited

Over 2♦ multi DBL shows 13-15 NT or any 17+,

After (2♦=multi)-DBL-2M:DBL=Takeoutish, promising values

VS. ARTIFICIAL STRONG OPENINGS

On strong hands we usually pass at first

All bid are nat exc NT which is the minors.

DBL usually shows M's, Also after 1♣ Strong - (P)- 1♦ Neg

OVER OPPONENTS' TAKEOUT DOUBLE

Over 1 M overcall RD shows the A or K of the overcallers suit, usually on doubleton.

After 1M-(D) 1NT-2 Under opening suit as TRF

1X=F1, 2 new suit =NF

**OPENING BID DESCRIPTIONS****LEADS AND SIGNALS**

OPENING LEADS STYLE

Suit	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /LOW	Same
NT	4 <sup>th</sup> , high from bad holdings	3 <sup>rd</sup> /LOW
Subsequent	2 <sup>nd</sup> .4 <sup>th</sup> /ATT thru declarer	Same
Other:	K from AK in cash-out situations [4.1]	

LEADS

	Vs. Suit	Vs. NT
Ace	Ax, AKx+, AKQ+	Same, *unless [4.1]
King	Kx, AK, KQ+, KQJ+	Kx, AKQ+, AKJT+, KQx+ *unless [4.1]
Queen	Qx, QJ+, AQJ+	Qx, QJ+, KQJx, KQT9+, AQJ+
Jack	Jx, JT+, AQJ+	Same
10	Tx, T9+, 3 <sup>rd</sup>	Same
9	9x, or 3 <sup>rd</sup>	9xx,9x or 3 <sup>rd</sup>
Hi-x	Sx, xxSx, xxSxxx	Sxx, SSxx+, 4 <sup>th</sup> from H.
Lo-x	xxS, xxxS	HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>st</sup>	LOW=ENCRG	LOW=EVEN	LOW=ENCRG
2 <sup>nd</sup>	LOW=EVEN	S/P	LOW=EVEN
3 <sup>rd</sup>	S/P		S/P
NT: 1 <sup>st</sup>	LOW=ENCRG	LOW=EVEN	LOW=ENCRG
2 <sup>nd</sup>	LOW=EVEN	S/P	LOW=EVEN
3 <sup>rd</sup>	S/P		S/P

OTHER SIGNALS (INCLUDING TRUMPS)

**DOUBLES**

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape.

(1/2M)-X can be ELC with 4OM and 5+♦ (rebid ♦ over partner's ♣)

(1X)-D-(2X):2NT+=LEB, (2♦-♠)-X-(Bid or P): 2NT=LEB

A CUE on 2-level is G/T+ and F1

If XX then P is penalty unless 1♣-1♥ and we sit under the suit

RESP DBL to 4♦

SPECIAL, ARTIFICIAL AND COMPETITIVE

DOUBLES/REDOUBLES

Lightner DBL (Of 3NT, on high level and when pre-emptor doubles).

We also DBL 3NT on strength.

PEN DBL may be somewhat speculative

INV DBL (Only when there is no other invitational bid)

Support DBL and RDBL (after 1♦-1M: 1♥-1M-(Bid under 2M))

WBF and SBF Convention Card



Category: Red

NCBO: SWEDEN

Event: All

Players: Fredrik Nyström - Johan Upmark

**SYSTEM SUMMARY**

GENERAL APPROACH AND STYLE

Strong ♣ (16+) with a lot of relays (pattern and location of honours)

1♦ = 0+♦ and we may respond on 0+hcp

1M=5+M 10-15

Generally aggressive style also PRE's

Relay bidding after 1♣, 1♦, 1M, 2m

Frequent use of non-PEN DBL and 2NT as ART in competition.

1NT Openings: NV:(13+)14-16, V:(14+)15-16

2-over-1 Responses: ART

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

RESP to 1♦ opening, especially the 1♥ response

2 NT=12-15 and at least 5-5 in m's

2m-1step= G/T+ (R), 2NT-3♥ = FG Art; 1M-2♣=ART FG (R)

1♥-1♠/1NT-2♣ a)10-13 w/ (3)4+♣ b) 14-15, all hands except 5-5.

1♠-2♥ and 1♥-2♦ shows a good raise or better.

1♠-2♦=Weak or G/T w/ 5+♥

1♦-2M and 1♥-2♠ is weak, (0)4-8(9), 6+

1M-(X):1NT+and (1X)-1M-(X)-1NT+ = TRF

1♦-(1NT)-2♣ and 1M-(1NT)-2♣=Major Lengths

SPECIAL FORCING PASS SEQUENCES

After 1M-2NT we have eternal FP exc over 4♠

1♣-(4NT+) now we have FP

1NT-(X)-XX establishes FP to 2 NT

1 NT-(2X=Art)-X establishes FP to 2 NT

PRE-(Bid/Dbl)-5X: P is now F if we are V vs NV

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

In the relay bidding we use zz and not HCP.

A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 zz, J=0 zz

**Psychics** Happens but pretty rare, types are explained at [5.1]

OP	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction	PH bidding and when contested
1♣	√	0	4♥	16+ All hands except a) 16 BAL b) 16 (4441)	1♦ 0-4 zz (may be FG strength!) 1♥ 5+zz most hands w/o SPL 1♠ 5-7 zz w/ a SPL (compare 1NT) 1NT 5+zz a) 5+♥ no SPL, b) 5+♠ w/ SPL (cf. 2♥) 2♣ 8+zz 4+♦ w/ SPL, 2♦ 8+zz 5+♥ w/ SPL 2♥ 8+zz 4+♠ w/ SPL, 2♠+ 8+zz 5+♣ w/ SPL	1♣-1♦; 1♥=any 20+ or 5+♥ 16-19 1♣-1♥; 1NT+ = same as 1♣-1NT+ by RESP but 9-13 zz. Else 1 step by opener is always (R) and 2+ step show hand w/ SPL.	PH: We may FG on 4 zz, else same. Contested: [2.1]
1♦	√	0	4♥	a) BAL V:(11+)12-14 NV:11-13. b) (10)11-15 4M and 5+m c) 12-16 any 4441	1♥ a) 4+♥ and 5+ b) Any FG hand that wants or must use (R) c) (0-5) and 3+♥, you don't want to pass 1♦ d)"BAL" G/T vs. NT-hand w/ 2-3♥ and 2-3♠ 1♠ a) 4+♠ and 5+ b) (0-5) and 3+♠, you don't want to pass 1♦ 1NT=Nat NF, 2♣=FG 5+♣, UNBAL or G/T w/ both m, 2♦=FG 5+♦, UNBAL, 2M=(0) 4-8p, 6+suit 2NT=5+5 in m's and less than G/T 3m=G/T 3M=PRE	1♦-1♥:1♠=11-15, 5+m and 4♠, 1NT=BAL, not 4♥, 2♣=4♥ not BAL, 2♦=Max, 4♠ 3♥+SPL, 2♥=BAL 4♥, 2♠=12-16, 4144, 2NT=Max, 6♦4♥, 3♣=Max, 6♣ 4♥ 1♦-1♠: [1.1]	PH: 2m= Nat 6+ suit NF Contested: [2.2]
1♥		5	4♦	10-15, 5+suit, usually not 10 hcp and 5332	1♠=Nat, 1NT=7-12(13) NF, 2♣=FG (R), 2♦=Good raise+ in ♥, 2♥=5-9 w/ ♥-supp, 2♠=(0)5-9 w/ 6+♠, 2NT=FG w/ support and promises a SPL, normally 12-16p, 3m=G/T w/ good 6+ suit 3♥=4+♥ and (3)4-7, 3♠=9-12/16+ Any Void, 3NT=Void ♠ 13-15, 4m=Void	1♥-1♠/1NT:2♣=a)10-13 w/ (3)4+♣ b) 14-15 hcp all except 5-5. 1♥-2♦: [1.2] 1♥-2♣: [1.3]	PH: 2♣=Nat NF Contested: [2.3]
1♠		5	4♥	Same as 1♥	Same as after 1♥ but 2♦=Weak w/ 6+♥ or G/T w/ 5+♥, 2♥=as 2♦ after 1♥, 3NT=9-12/16+ Any Void, 4X=Void and 13-15	1♠-2♥: [1.2] 1♠-2♦: 2♥= may be 0♥	PH: 2♣=Nat NF Contested: [2.3]
1NT			4♥	NV: (13+)14-16 V: (14+)15-16 4 <sup>th</sup> always (14+)15-16	2♣=Stayman, doesn't promise a M, 2♦=G/T w/ 4♥ or 5+♥, 2♥=G/T w/ 4♠ or 5+♠, 2♠=Strong w/ both minors or G/T w/ 6+m, 3♣=Pupp Stay, 3♦=FG w/ 44(41), 3M=FG w/ 4441, 4♦♥=TRF, 4♣=M's	1NT-2♣: [1.4] 1NT-2♦: [1.5]	Contested: [2.4]
2♣		5	4♥	11-15, 5♣4♦ or 6+♣, no 4M	2♦=G/T+ (R), 2M=Nat F1. 2NT=F1 w/ 5+♦, 3♦♥♠=GF, Good suit, 4♣=PRE	2♣-2♦: [1.6]	Contested: [2.5]
2♦		5	4♥	11-15, 5♦4♣ or 6+♦, no 4M	2♥=G/T+ (R), 2♠=F1, 2NT=F1 5+♥, 3♣=F1, 3M=GF Good suit, 4♦=PRE	2♦-2♥: [1.7]	Contested: [2.5]
2♥		(5)6		5-9 and 6-suit, freer in 3rd	2NT=G/T+ (R), 3X=Nat F, Raise=PRE, 4m=SPL, 4♠ to play	2♥-2NT: [1.8]	DBL=PEN
2♠		(5)6		5-9 and 6-suit, freer in 3rd	2NT=G/T+ (R), 3X=Nat F, Raise=PRE, 4m=SPL, 4♥ to play	2♠-2NT: [1.9]	DBL=PEN
2NT	√			12-15, at least 5-5 in the minors	3m=To play, 3♥=ART GF =Nat NF, 4m=PRE	2NT-3♥: [1.10]	DBL=PEN, Contested:[2.5]
3♣		6		PRE, can be very aggressive 1 <sup>st</sup> NV	3♦=PUPP to 3♥, 3♠=Nat NF	"NAT", bid by opener is feature	DBL = PEN
3♦		6		PRE, can be very aggressive 1 <sup>st</sup> NV	3♥=PUPP to 3♠, 3♠=Nat Forcing	"NAT", bid by opener is feature	DBL = PEN
3M		6		PRE, can be very aggressive 1 <sup>st</sup> NV	New suit = NAT F1 exc. 4♣ = ask for Max/Min+aces		DBL = PEN
3NT				Solid M, at the most 1 q on the side	4♣ asks for shortness, 4♦ asks for length, 4M=P/C		DBL = PEN
4m		7		PRE, can be very aggressive 1 <sup>st</sup> NV	4♦=RKCB, 4NT=To Play, 5♣=Optional RKCB over 4♦		DBL = PEN
4M		6		PRE, can be very aggressive 1 <sup>st</sup> NV	4NT=RKCB, 4♠=To Play, 5m=Q-bid		DBL = PEN
4NT	√			At least 56/65 in m's and PRE	5♥=RKCB for ♣, 5♠=RKCB for ♦		
5m				NAT PRE	1 step = RKCB		

**HIGH LEVEL BIDDING** Relay bidding after these opening bids: 1♣-1♠, 2m. RKCB 1430. Splinters. CUE=1<sup>st</sup> or 2<sup>nd</sup> round control.