

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 (2nd/4th 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: Only a few, most jump shifts are 2-suited.

2-Suiter: 2NT = 5-5 in 2 lowest unbid suits, 3♣ over M is oM+♦, 2M=4M and (5)6+min. Other over short/non natural openings.

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: Asking for stopper, normally a 7+ solid suit somewhere. Over m: strong with ♠+other min

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, 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

Passed hand: D=Maj's, 2m=m+M

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

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

(2m)-3m=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.

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

LEADS AND SIGNALS**OPENING LEADS STYLE**

Suit	Lead	In Partner's Suit
Suit	3 rd /LOW	Same
NT	4 th , high from bad holdings	3 rd /LOW
Subsequent	2 nd -4 th /ATT thru declarer	Same
Other:	[4.1] russiaow H's on 5 lever or higher	

LEADS

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

SIGNALS IN ORDER OF PRIORITY

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

(1♠)-D-(P):1NT=0-7 any, 2Y=8-11

(2♣)-D-(P)-2♦=0-7(8) any, 2M=8-10

(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: Blue

NCBO: SWEDEN

Event: European Championships - 2010

Players: Fredrik Nyström - Peter Bertheau

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

Variable NT opening

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: 1st-3rd NV vs V:10-12, else:14-16, 4th 15-16

2-over-1 Responses: ART

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

RESP to 1♦ opening, especially the 1♥ response

1 NT 1st-3rd NV vs V is 10-12

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

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

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

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♣=STAY

SPECIAL FORCING PASS SEQUENCES

After 1M-2NT we have eternal FP

1♣-(4NT+) now we have FP

1NT (14-16)-(X)-XX establishes FP to 2 NT

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

1NT-(X) establishes FP to 2♦

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]

OPENING BID DESCRIPTIONS							
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 VUL b) 16 BAL NV vs NV 1st-3 rd . c) 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 1 st -3 rd NV vs V:13-15 Else :11-13. 4 th :11-14 b) (10)11-15(16) 4M and 5+m or (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 then 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 5+ suit w/ max strength. 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♠=Void, 3NT=Void ♦, 4♣=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=Void ♥, 4m=Void in m	1♠-1NT/2♣: Same as 1♥-2♣ 1♠-2♥: [1.2] 1♠-2♦: 2♥= may be 0♥	PH: 2♣=Nat NF Contested: [2.3]
1NT			4♥	1 st -3 rd NV vs V: 10-12 Else : 14-16 4 th always 15-16	2♣=Stayman but doesn't promise a M, 2♦=G/T w/ 4♥ or 5+♥, 2♥=G/T w/ 4♠ or 5+♠, 2♠=Weak or strong both minors or G/T w/ ♦, 3♣=G/T, 3♦=FG w/ 44(41), 3M=FG w/ 4441, 4m=Texas TRF	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♦♥♠=SPL, 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/4♣=SPL, 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♥=FG (R), 3♠=Nat NF, 4m=PRE	2NT-3♥: [1.10]	DBL=PEN,Contested:[2.5]
3♣		6		PRE, can be very aggressive 1 st NV	New suit = NAT F1 exc. 4♦ = ask for Max/Min+aces	"NAT", bid by opener is feature	DBL = PEN
3♦		6		PRE, can be very aggressive 1 st NV	New suit = NAT F1 exc. 4♣ = ask for Max/Min+aces	"NAT", bid by opener is feature	DBL = PEN
3M		6		PRE, can be very aggressive 1 st 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 st NV	4♦=RKCB over 4♣, 4NT=RKCB over 4♦		DBL = PEN
4M		6		PRE, can be very aggressive 1 st NV	4NT=RKCB		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 and 2NT. RKCB 1430. Splinters. CUE=1st or 2nd round control.

Supplementary Sheets

More Subsequent bidding

1.1 1♦-1♠

1NT=BAL w/o 4♠ or 1444
2m= 5+suit w/ 4♥ and 0-2♠
2♥=4♠ any hand
2♠=11-14, 4♥ 3♠ + SPL
2NT=Good Max w/ SPL and 3♠
3♣=Max 6+suit w/ 4♥
3♦=Max 6+suit w/ 4♥

1.2 1♥-2♦ and 1♠-2♥

2M=Min
2M+1=G/T without a SPL that you want to show, responder denies/shows SPL in the same way, 1 step=no, 2-4 steps shown logically (i.e. normally NAT if possible)
May also be a F/G hands that is looking for 3N.
2M+2=I want to bid game, do you think there is a slam?
2M+3-5=G/T w/ SPL, not shown NAT or stepwise but logically!

1.3 1♥-2♣

2♦=5-7 zz w/ SPL
2♥=5-7 zz no SPL
2♠=as 2♥ but 8-10 zz
2NT+=8-10 zz w/ SPL

1.4 1NT-2♣

2NT=4-4 in majors and Min
3♣=4-4 in majors and Max

1.5 1NT-2♦

2♥=2♥ or non goog max w/ 3♥
2♠=Good Max w/ 3♥
2NT=Min w/ 4♥
3♣=Max w/ 4♥

1.6 2♣-2♦

2♥=4♦
2♠=6+♣, not 4♦, Min
2NT+=as 2♠ but Max

1.7 2♦-2♥

2♠=4♦
2NT=6+♦, not 4♣, Min
3♣+=as 2NT but Max

1.8 2♥-2NT

3♣=Min

3♦=Max no SPL

3M and NT= Max w/ SPL

1.9 2♠-2NT

3♣=Min

3♦=Max no SPL

3M and NT= Max w/ SPL

1.10 2NT-3♥

3♠=SPL ♠

3NT=SPL ♥

4m=6m5om 11

4M=Good max and Void in M, usually 65.

Supplementary sheets for Fredrik Nyström and Peter Bertheau

Contested bidding

2.1 1♣

1♣-(DBL)

P=Not enough to force to game
RDBL=willingness to penalize opponents, FP to 2NT
1♦=FG with less than 5 zz
1♥+=As uncontested but switch 5-7 and 8+zz

1♣-(1♦)

P=Not enough to force to game
DBL=FG with less than 5 zz
1♥+=As uncontested but switch 5-7 and 8+zz

1♣-(1♥)

P=As a 1♦ response to 1♣
DBL=As a 1♥ response to 1♣
1♠+=As uncontested but switch 5-7 and 8+zz

1♣-(Higher)

Pass=Not enough to force to game or PEN Pass.
DBL=FG, type of T/O, normally balanced/semibalanced
New suit=Game forcing and 5+suit
NT-bid=Nat
Cue="perfect T/O" promises 4 in all unbid M's, 0-1 in ES.
Jump to 3 Ns shows 5-7 and a 7+suit.

Exception:

1♣-(1♠) And 1♣-(2♠)

Here nearest suit and NT-bid as transefers, NT is FG w/ 5+♣ and stopper in Es while a transfer to Es is FG w/ 5+♣ and no stopper in Es.

1♣-1NT(m's) 2♣ =M's 5-7 hcp, 2♦/2♥ = Trf, GF 2♠ = 6+ and about 5-7 hcp.

If you open 1♣ and partner passed after overcall or he responded 1♦ and RHO overcalls we play our defensive methods with the exception that 1♣-(1M)-p-(2M)-2NT=Nat about 18-21.

If OPPT contest after 1♣-(Bid)-1♥+ or 1♣-(p)-1♥+ directly or later in the bidding we still keep our relays if we can. That is if OPP's don't bid more than 2 steps higher than last bid. If we can save space thanks to this we do so. If they bid more than 2 steps relay is out and we bid NAT.

Supplementary sheets for Fredrik Nyström and Peter Bertheau

2.2 1♦

- 1♦-(DBL) RDBL=10+hcp, 2+♦, FP to 2♦
1M=4+M, 5+hcp
1NT/2m=Nat NF
2M=As uncontested
2NT=both minors
3X=Good 6+ suit, GF
- 1♦-(1♥) DBL=4+♠
1♠=Less than 4♠, F1
1NT/2m=Nat NF
2♥=FG, 5+♠
2♠=As uncontested
2N=G/T
3X=Good 6+ suit, GF
3♥=Transfer to 3N
- 1♦-(1♠) DBL=T/O or FG
2X=NF
2♠=FG, 5+♥ cf 3♥
2NT=G/T
3m/♥=Good 6+ suit, GF
3X Jump=Good 6+ suit, GF
3♠=Transfer to 3N
- 1♦-(1NT) DBL=PEN
2♣=M's
2♦=5+♦ and a 4+M
2M=NF
2NT=Any 2-suited hand G/T+
- 1♦-(2m) DBL=T/O or FG
2X=NF
2NT=G/T
3m=FG, perfect T/O, 4-4-(41/50)
3X Jump=Good 6+ suit, GF

1♦-(2M) DBL=T/O usually BAL
2♠=NF
2NT=LEB, weak in ♣ or G/T in higher suit
3m=Nat G/F
3M= FG, perfect T/O, 4OM-(441/5m31)

If OPPT contest higher: X of NT = general strength, X of suit bids = T/O.

1♦-(P)-1♥-(DBL)
P=Bal <4♥, unsuitable for NT/RDBL
RDBL=SUPP RDBL
Else=As uncontested

1♦-(P)-1♥-(PEN DBL)
RDBL=nat, P=no stop in ♥, else = as uncontested w/ stopper

1♦-(P)-1♥-(1♠)
P= a) Bal w/ 2-3♥, unsuitable for NT/DBL b) 1/2♠-rebid
DBL=Supp DBL
1NT+=As uncontested

After higher bids we play NAT, DBL=SUPP up to 2♥, otherwise T/O.

Supplementary sheets for Fredrik Nyström and Peter Bertheau

2.3 1M

1♥-(1♠/2m) DBL=T/O or FG
 New suit=NF
 2NT=F/G+ with 4+support
 OPPT suit=G/T+ and supp (not 4+ and GF)

1♥-(1NT) DBL=PEN
 2♣=5+♠ and 2+♥
 2♦=Good raise
 2NT=Strong G/T+ with support

1♥-(2NT=minors) 3♣=G/T+ w/ ♥ support
 3♦=G/T+ w/ 5+♠
 3M=Competitive

Same after 1♠ opening but w/ logical changes

2.4 1NT

1NT(14-16) -(DBL)
 RDBL=strong, FP to 2NT
 2♣=weak w/ ♣ or weak with ♦♥/♣♥/♥♠
 2♦=weak w/ ♦ or weak with ♥♠ and longer ♠
 2M=Nat weak
 2NT=G/T+any 5+-5+

1NT(10-12) -(DBL)
 Pass=Asks for RDBL
 Pass=To Play
 2♣=♣+M
 2♦=♦+♠
 2♥=M's with longer ♠, 2♠=Nat and G/T
 RDBL=Puppet to 2♣ with a suit of your own to play
 2♣=♣+♦
 2♦=♦+♥
 2♥=♥+♠ not longer ♠
 2♠=Competitive values
 2NT=G/T+any 5+-5+

1NT-(2X=ART)
 X=At least G/T values, FP to 2NT

1NT-(2♦-♠)

Leb:
 2 X To play
 2 NT=PUP to 3♣
 3 Y under OPPT suit To play
 3 Cue 4 OM, no stopper, F3NT/4m
 3 Y over OPPT suit Nat FG, 5+ suit
 3 NT 4 OM, promises stopper
 4 m Nat FG, sets trump
 4 M Nat S/T
 3 Y Nat G/T
 3 Cue No M, no stopper, F3NT/4m or F hand w/ 4+m
 3 NT Nat promises stopper
 4 m Nat G/T, distributional hand
 4 M To play

2.5 2m/2NT

If OPPT bid after $2\clubsuit-2\diamond$, $2\diamond-2♥$, $2NT-3♥$ we keep our step responses if we can. That is if they don't bid more than 2 steps. Otherwise we bid nat

Supplementary sheets for Fredrik Nyström and Peter Bertheau

More about overcalls and responses to overcalls

- 3.1 (1m)-P-(2m)
2NT=Nat
3m=♠+another
4m=Majors
- (1♥)-p-(2♥)
2NT=minors
3♥=4♠+6+m
4m=55 m+♠
- (1♠)-p-(2♠)
2NT=5♥5m
3♠=minors
4m=5m5♥
- (1♠)-2♥-(2♠)
2NT=G/T+ w/ support

- 3.2 (1M)
2M=5+OM and 5+♣, opening strength+ or good distribution.
Bid in M is forcing with support for OM.
2NT=ART G/T+ see [3.3]
2NT= m's, opening strength+ or good dist.
3M=ART FG

For all 2-suit showing bids we have no requirements for good suits. If we have a largely distributional hand we can of course be slightly weaker.

- 3.3 (1M=Nat)-2M-(p)-2NT
3♣ Min
3♦ Max with something in ♦
3Cue=Max with stopper in Cue suit
3oM=6+
3NT=Max w/ bad suits
4New S=6+suit

Supplementary sheets for Fredrik Nyström and Peter Bertheau

More about our leads against NT

- 4.1 After 3NT gambling and situations similar to gambling (cashing situations). Then we lead our spot cards as normal but T-A according to Rusinow. Examples are, 3NT opening (gambling), 3m-3NT. We also lead russinow H's on the 5 level and higher but spot cards as normal for us.

More about our psychics

- 5.1 We do not psych often but it comes up every now and then. We have no agreement when or how we psyche or not (i.e. no standardised positions). However the times it has happened there are usually been a fairly low gamble psych from our side. Usually we had somewhere to run, either long support for one of partner's suits or a long suit of our own.

Supplementary sheets for Fredrik Nyström and Peter Bertheau