



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WB and SB Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
Aggressive on 1-level may be 4c suit but rare		Lead	In Partner's Suit				
TRF responses after 1♠ overcall but 1NT is natural	Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>				
New suit NAT F1	NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>		Category:	Blue	
Sound on 2-level, 10-16 and 5+ suit	Subsequent	2 <sup>nd</sup> -4 <sup>th</sup> with ATT thru declarer	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>		NCBO:	SWEDEN	
	Other :				Event:	All	
For further overcalls and responses: [3.1]					Players:	Johan Upmark – Per-Ola Cullin	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				<b>SYSTEM SUMMARY</b>		
15-18 (11-14 over m and 11-16 over M 4 <sup>th</sup> seat)	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
System on	Ace	AKx(x)		AKx(x)	1♣=16+ hcp any, w/ relay sequences		
	King	AK, KQx(x)		AK, KQx(x), AKJ10(x)	1♦=A. 11-13 NT(4-4-1-4) B. Natural ♦ (longer ♣ possible)		
	Queen	Qx, QJx(x)		Qx, QJx(x), KQ109(x)	1M= 5+ 10-15 hcp		
	Jack	Jx, J10x(x)		Jx, J10x(x)	2♦= Multi and 2M= 10-13 6 card suit		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KJ10, 109(x), 10x		KJ10, 109(x), 10x	2NT=12-16hcp 5-5 minors		
1-Suiter: weak jump shifts, may be 5 usually 6card	9	1st/3rd/5th		1st/3rd/5th			
2-Suiter: 2NT 5-5 2 lowest unbid suits	Hi-x	1st/3rd/5th		1st/3rd/5th	We use ZZ- points in relay sequences, where A= 3, K=2 and		
2♦ over 1♣ that can be short=5-5 in M's and const	Lo-x	1st/3rd/5th		1st/3rd/5th	Q= 1.		
Reopen: 2NT=19-21	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1M- 2♣= Conventional GF		
(1X) – 2X = 5-5 highest+ unbid, good hand	Suit: 1 <sup>st</sup>	Low=enc.	Low-High= even	Low= enc.	1M- 1♠/NT; 2♣ (with unpassed partner)= 14-15 Any		
1X - 3X = Asking for stopper	2 <sup>nd</sup>	Low-high=even	S/P	Low-high=eve	2M=5M and 4+♣ 10-13 hcp		
	3 <sup>rd</sup>	S/P		S/P	2♦= Multi, weak either M 5-9 hcp		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 <sup>st</sup>	As above	As above	As above	2M= 10-13 6(7) M		
2♣= Both MA, usually 54+	2 <sup>nd</sup>				2NT= 11-16 hcp 5-5 minors		
2♦= Weak 6(5)c MA/ or strong one suiter m	3 <sup>rd</sup>				1♠-2♥ and 1♥-2♦ show a good raise or better.		
2M= Constructive 5c+	Signals (Trumps):				1♠-2♦= 3-12 hcp 5+ ♥ (6+ if weak 3-9 hcp)		
<b>Passed hand:</b> D=M's, 2m=5+/4+ in m+M							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	<b>DOUBLES</b>				SPECIAL FORCING PASS SEQUENCES		
2NT=15-18, D=T/O, after (2♦-♠)-D(?): LEB if pass	TAKE-OUT DOUBLES (Style; Responses; Reopening )				1X- (D) – RD, F2X		
(2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=M's	Light on ideal shape				1♣-(4NT+) now we have FP		
(2M)-3M=minors, (2M)-4m=5+m and 5+oM NF	Aggressive when balancing				1NT (14-16)-(X)-XX establishes FP to 2 NT		
VS. ARTIFICIAL STRONG OPENINGS	(1/2M)-X can be ELC with 4OM and 5+♦ (bid ♦ over partner's ♣)				1 NT-(2X=Art)-X establishes FP to 2 NT		
On strong hands we usually pass at first							
D= Majors NT= Minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Support doubles and redoubles, not mandatory				In the relay bidding we use zz and not HCP.		
OVER OPPONENTS' TAKE-OUT DOUBLE	INV DBL (Only when there is no other invitational bid)				A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0		
RD sets forcing pass to 2M					Psychics:Happens but pretty rare, types are explained at [4.1]		

# Supplementary Sheets

Johan Upmark Per-Ola Cullin

## More Subsequent bidding

### 1.1 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)

2M+2=I want to bid game, do you think there can be a slam?

2M+3-5=G/T w/ SPL, not shown NAT or stepwise but logically

### 1.2 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

### 1.3 1NT-2♣

2NT=4-4 in majors and Min

3♣=4-4 in majors and Max

### 1.4 2M-2NT

3♣=Min

3♦=Max no SPL

3M and NT= Max w/ SPL

### 1.5 2NT-3♥

3♠=SPL ♠

3NT=SPL ♥ not good Max

4♣+=SPL ♥ and good max

## 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♣-(1♠)	Pass=Not enough to force to game or PEN Pass. DBL=FG, type of T/O, normally balanced/semibalanced 1NT= Natural Game forcing 2♣= GF 5+♦ 2♦= GF 5+♥ 2♥= GF 5+♣ not 4c♥ 2♠= GF 5+♣ and 4c♥ 2NT= about 5-7hcp 6+♥ 3m= about 5-7hcp 6+ suit 3♥= about 5-7hcp, 5-5 minors (4m NF) 3♠= Any solid 7+ suit 4m= 5+m and 5+♥
1♣-(1NT) (minors)	2♣= about 4-7 54+M 2♦= GF 5+♥ 2♥= GF 5+♠
1♣-(Higher)	All bids are Natural GF D is TO
1♣-(2♠)	2NT=Natural GF 3♣= GF 5+♦ 3♦= GF 5+♥ 3♥= GF 5+♣ not 4♥ 3♠= GF 5+♣ and 4♥ 4m= GF 5+m and 5+♥

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.



2.2 1M

- 1♥-(1♠/2m) DBL=T/O or FG  
New suit=NF  
2NT=FG with support  
OPPT suit=Limit raise
- 1♥-(1NT) DBL=PEN  
2♣=5+♠ and 2+♥  
2NT=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

2.3 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-(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

## More about overcalls and responses to overcalls

- 3.1 (1m)-P-(2m)  
2NT=Not  
3m=Majors  
4m=♠+om  
4om=♥+om
- (1♥)-p-(2♥)  
2NT=both m  
3♥=♠+m
- (1♠)-p-(2♠)  
2NT=4♥ and 5♣ or 5♥ and 4♦  
3♠=minors  
4m=5m5♥
- (1♠)-2♥-(2♠)  
2NT=G/T+ w/ support

## More about our psychics

- 4.1 We do not psych often but it comes up every now and then. We have no agreement when or how we psyche or not (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.

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	-	4♠	17+bal/16+ unbal any distribution, unbal 15 w/ 11ZZ is opened 1♣.  ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦=0-4ZZ (maybe GF strength), 1♥=5+ZZ no shortness, 1♠=as 2♣- w/ 5-7ZZ, 1NT=5+ZZ w/ 5c+♥ no sho or 5c+♠ any sho, 2♣=8+ZZ w/ 5c+♦ any sho or 4441 w/ 4c♦, 2♦=8+ZZ w/ 5c+♥ any sho, 2♥=8+ZZ w/ 5c+♠ two suiter or 4-4-1-4, 2♠=-8+ZZ w/5c+♣ any sho	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 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.	Responder may F to game with 4+ ZZ.  Contested bidding: [2.1]
1♦	X	1	4♠	11-13bal/10-15 5(4)c+♦/ 10-16 4441	2♣= Natural FG, 2MA=5-9 6c, 3mi=INV3NT, 3M=Pre-emptive	1♦-2m; 2M (Bal w/ 4cM)	2♣=Natural NF
1♥		5	4♠	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♦=Good Raise+, 2♠=5-9 6c, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV.	1♥-1♠/NT; 2♣ (with unpassed partner)=14-15 Any. 2M=5M and 4+♣ 10-13 hcp 1♥-2♦: [1.1] 1♥-2♣: [1.2]	2♣=Natural NF  Contested bidding: [2.2]
1♠		5	4♥	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♦=6c+♥ S/O / 5c+♥ INV+, 2♥=Good Raise+, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV, 3♥=weak but constructive ♠-raise.	1♠-NT; 2♣ (with unpassed partner)=14-15 Any. 2M=5M and 4+♣ 10-13 hcp 1♠-2♦: 2♥= may be 0♥ 1♠-2♥: [1.1] 1♠-2♣: [1.2]	2♣=Natural NF  Contested bidding: [2.2]
1NT		-	3♦	14-16	Stayman but doesn't promise a M, 4-way Transfers w. 2♠ as 6+♣ or(weak 5-5m) and 2NT as 6+♦. 3♣= FG 54+m 3♦= INV w. any 6cM 3M=SPL 3c OM F 4m	1NT-2♣ [1.3]	Contested bidding: [2.3]
2♣	X	5	4♠	10-16	2♦=INV+ asking, 2MA=Nat NF, 2NT=Inv+ w/♣ support 3♦♥♠=GF good 6+ suit		
2♦	X	-	-	Multi, weak either M 5-9 hcp	2NT=F1, 4♣ TRF to your M, 4♦ Bid you M, 4M Nat	2-2NT; 3♣= any maximum, 3♦=min w/♥, 3♥=min w/♠	
2♥		6	-	10-13 6+ suit	2NT=Inv+ w. support	2♥-2NT= [1.4]	
2♠		6	-	10-13 6+ suit	As above	2♠-2NT= [1.4]	
2NT	X	-	-	12-16 5-5mi	3♥=FG ask, 3♠=Nat INV, 4mi=Weak	2NT-3♥= [1.5]	
3♣		6	-	Pre-emptive	4♦= Min/Max RKCB		
3♦		6	-	Pre-emptive	4♣= Min/Max RKCB		
3♥		6	-	Pre-emptive	4♣= Min/Max RKCB		
3♠		6	-	Pre-emptive	4♣= Min/Max RKCB		
3NT	X	-	-	1 <sup>st</sup> /2 <sup>nd</sup> Solid minor 3 <sup>rd</sup> /4 <sup>th</sup> To play	4/5 mi= P/C		
4♣		6	-	Pre-emptive			
4♦		6	-	Pre-emptive			
4♥		6	-	Pre-emptive			
4♠		6	-	Pre-emptive			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
RKCB 1430, 3♠/NT-serious, Cuebids up the line							
Voidwood if jump to five level uncontested							
