DEFENSIVE AND COMPETITIVE BIDDING
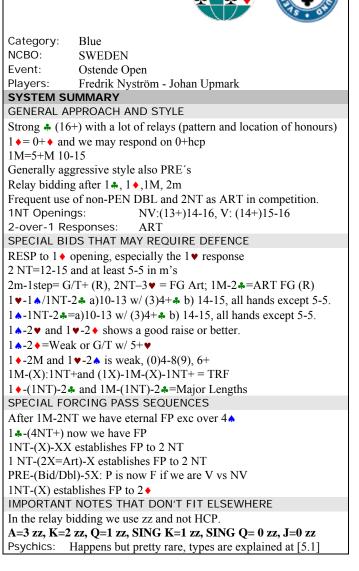
OVERCALLS (Style; Responses; 1/2 Level; Reopening)

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

2-Suiter: 2NT = 5-5 in 2 lowest unbid suits, 3♣ over M is oM+♦

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 ♠+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, 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=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

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/LOW	Same
NT	4th, high from bad holdings	3rd/LOW
Subsequent	2nd-4th/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+, 3rd	Same
9	9x, or 3rd	9xx,9x or 3rd
Hi-x	Sx, xxSx, xxSxxx	Sxx, SSxx+, 4th from H.
Lo-x	xxS, xxxxS	HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

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

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♠-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

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							Sweden Fredrik Nyström – Johan Upmark
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+ hcp 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♠-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♥	NV: (13+)14-16 V: (14+)15-16 4th 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	4♦	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	4♥	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 **3♠**=Nat NF, **4m**=PRE	2NT-3♥: [1.10]	DBL=PEN,Contested:[2.5]
3♣		6		PRE, can be very aggressive 1st NV	**3♦**=PUPP to 3♥, **3♠**=Nat NF	"NAT", bid by opener is feature	DBL = PEN
3♦		6		PRE, can be very aggressive 1st NV	**3♥**=PUPP to 3♠, **3♠**=Nat Forcing	"NAT", bid by opener is feature	DBL = PEN
3 M		6		PRE, can be very aggressive 1st 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
4 m		7		PRE, can be very aggressive 1st NV	**4♦**=RKCB, **4NT**=To Play, 5♣=Optional RKCB over 4♦		DBL = PEN
4 M		6		PRE, can be very aggressive 1st 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=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
      3♣=I want to play a game, maybe there is a slam?
      3♦=Art G/T, often interested in NT but not to declare the hand

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♠=Good Max w/ 3♥
      2NT=Min w/ 4♥, not mandatory
      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.

Contested bidding

2.1 1♣

    1♣-(DBL)

        P=Not enough to force to game
        RDBL=GF, prefers to bid nat, often reluctant to bid ART NT reply.
        1♦=FG with less then 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 then 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
        Many TRF GF bids
        NT-bid=Often showing a long M
        Cue="perfect T/O" promises 4 in all unbid M's, 0-1 in ES.
        Jump to 3 Ns shows 5-7 and a 6+suit.

    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 then 2 steps higher then last bid. If we can save space thanks to this we do so. If they bid more then 2 steps relay is out and we bid NAT.

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 then 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♦/♥= TRF
	2♠=Minors
	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♦-(2♠)	DBL=T/O usually BAL
	2♠=NF
	2NT= Nat G/T
	3♣/♦=G/T+ in ♦/♥
	3♥=FG w/ 5+♣, denies 4♥
	3♠=FG w/ 5+♣ and 4♥, no ♠-stopper
	3NT=FG w/ 5+♣ and 4♥ and ♠-stopper
	4m=GF w/ 5+♥ and 5+m

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.

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 (exception 1♠-(1NT); now 2♦ shows ♥ and 2♥ is a good raise)

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-(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♣-2♦, 2♦-2♥, 2NT-3♥ we keep our step responses if we can. That is if they don't bid more then 2 steps. Otherwise we bid nat.

More about overcalls and responses to overcalls

3.1   (1m)-P-(2m)

2NT=Nat

3m=M's

4m=M's

(1♥)-p-(2♥)

2NT=minors

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.

More about our leads

4.1 In Cash-Out situations we lead K from AK and KQ. They are the following:

Against NT: 3NT gambling, 3X-3N and similar situations such as one have shown a long solid suit in the bidding.
Here K asks for attitude for Q (we may have a problem if leading from KQ since we can't signal positive for the J). A for attitude for the K.

Against Suit:
1. 3X preemptor or higher
2. Declarer has shown 10+cards in 2 suits
3. Always on 5+level contracts.
Here we give attitude for the K if we lead the A and count if we lead the K.

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 standardized 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 Johan Upmark