



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
Can be light or/and 4c suit		Lead	In Partner's Suit				
	Suit	1, 3, 5	same				
Over a nebulous 1♣-opening we play SysOn.	NT	Same	same		Category:	Red	
	Subsequent	same	same		NCBO:	Sweden	
	Other :	ALL agreements may be overridden if it seems necessary!			Event:	Swedish Open Teams Championship 2017	
		King vs 5lvl=ask for length. All rules n/a in trumpleads.			Players:	Thomas Andersson – David Probert	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
15-18	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
12-14 in 4 th seat (12-16 over 1♠)	Ace	AKx	same		Strong 1♣ (17+) with nebulous 1♦ (11-16, 0+♦) and 5c M.		
	King	KQx, AK, AKJT			14-16NT may have any 5422/6322, 4414/5431 has occurred		
	Queen	QJx, KQ, KQT9			2m is natural, 11-16		
	Jack	JT, JTx			2M is a classic weak 2		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, Tx, 3rd			2NT shows both minors (55+) and 11-16		
2M = 11-16 4M and 5+minor	9	9x, 3rd			3x is 10-13 and decent 7c suit		
2NT = 55+, both lowest unbid, weak or strong	Hi-x	xx					
	Lo-x	xxx					
	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)-2m = 55+ Majors, (1M)-2M = 55+ oM+♣,	Suit: 1 st	Low = enc	Low = even	Low = enc	1♦-1♥ is natural OR FG relay		
(1M)-3♣ = 55+ oM+♦, all 2-suiters weak or strong except	2 nd	Low = even	sp	Low = even	1♠-2♦ shows (0)6+HCP with 5+♥ (6+♥ if (0)6-10HCP)		
(1♦)-3♣ = 55+ ♠+♣, 11-16. Jump cuebid ask for stopper.	3 rd	sp			1♥-2♦ and 1♠-2♥ is strong raise while 1M-2M is weak raise		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	same	same	same	1M-1NT is FG relay		
D = 15+	2 nd				1♥-1♠ and 1♠-2♣ is (0)6-12 ~ as forcing 1NT (1♠ may or may not contain 4♠)		
2♣ = stayman, usually, but not certainly, at least 43/34 M's	3 rd				2NT opening shows 55+ minors		
2♦ = multi (weak M)	Signals (Trumps): high = ruff			In competitive bidding, we often use transfers instead of			
2M = constructive overcall	No smith signal (oddball)			our normal system (including D/RD)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
4x = 2-suiters	TAKE-OUT DOUBLES (Style; Responses; Reopening)			1♣ - (1x) - pass = 0-4 or PEN 1x. However opener may			
	Most doubles are for takeout, and does not promise extra strength			pass out 1x if he can see Re' has no pen (i.e. Op' has length			
	(1M)-D-(pass)-1NT = weak or 8-11NT			in overcaller's suit himself)			
VS. ARTIFICIAL STRONG OPENINGS							
D=clubs							
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	In comp bidding, we use D/RD as transfer on the 1-level						
OVER OPPONENTS' TAKE-OUT DOUBLE				Psychics: It happens			
Transfers on the 1-level, including RD							

OPENING BID DESCRIPTIONS								
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding	
1♣	X	0		17+ any distribution	1♦=0-7, all higher bids are 8+ (FG) 2♦=6+♣ / 4♥5+♣ 1♥=NT or 5m332 or 5+♠ 2♥=4♠ and 5+♣ 1♠=5+♦ or 4♦5+♣ 2♠/2NT=8-12 / 13+ (4441) 1NT=5+♥ (6+♥/4+♣/4+♠) 3♣=5♣ (440) 2♣=5+♥ (5332/5440/4+♦) 3♦♥♠=5♦ (440)	I♣-I♦: 1♥=unbal with ♥/m's/bal 1♠=17-23 4+♠ 1NT=any onesuiter 2m=17-19 (4)5+m & 4♥ 2M=FG 5+/4♠	I♣-other: Often relaybidding. Jump to 3x is usually setting the suit.	
1♦	X	0		(a) 11-13NT (including 5M332) (b) 11-16 any (4441) / 5m(440) (c) 11-16 5+♦ and 4M (d) 11-16 4♦ and 5+♣ (0-1♦ only if 4414/4405)	1♥=natural OR FG relay 2NT=GI, no 4cM 1♠=natural 3m=GI, strong suit 1NT=7-12, no 4cM 3♥=FG, 11(65) 2m=FG, 5+suit 3♠=FG, transfer to 3NT 2M=4-8, 6+M	I♦-I♥: 1♠=4♠ or 5♠332 2♥=4♥ or 5♥332 1NT=NT/(2254) no M 2♠=14-16, 4♥(441/450) 2♣=5+♣ and 4♦ 2NT=0346 2♦=5+♦ and 4♥ 3m=4450/=0454 I♦-I♠-2♥ = 14-16, 3♠	1♦-1♥=natural 1♦-1♥-2♦=14-16, 3♥	
1♥		5		11-16, 5+♥, rarely 5332	1♠=0-12, as F1NT may have 4♠ 2M=8-11 3+supp 1NT=FG relay 2♠=4-8, 6+♠ 2♣=9+, 5+♠ 2NT=GI+, supp 2♦=weak raise (~ 3-7) 3m=10-12, 6+m 3M=7-9, 4+supp	I♥-I♠: 1NT = bal/semibal 2♣=any 4+m 2♦=6+♥ 2M=min/max, 4♠5+♥ I♥-2♣: 2♦=any 4+m (5332)	I♥-1NT: 2♣=4+♦/5332/5440 2♦=6+♥ 2♥=4+♠ 2♠+=4+♣ I♥-2NT: see below under 1♠	1♠/1NT/2♣=nat
1♠		5		11-16, 5+♠, rarely 5332	1NT=FG relay 2♥=weak raise (~ 3-7) 2♣=0-12, as F1NT Higher = as after 1♥ 2♦=(0)6-10, 6+♥ or 11+, 5+♥	I♠-1NT: 2♣=4+♦/5332/5440 2♦=4+♥ 2♥=6+♠ 2♠+=4+♣	I♠-2♣: 2♦=any 4+m I♠-2NT: 3♣=FG 3♦=min 3M/NT = 4+corr m/oM	1NT/2♣=nat
1NT				14-16, 5422/6322 possible and even 4441/5431 has occurred	2♣=ask for M 3♣=signoff 2red=transfer, 4+M 3♦=FG, 4441/4414 2♠=54+m's/6+♦/GI bal 3♥=FG, 1444 2NT=ask for weak xx 3♠=FG, 4144	2♦: 2♠=max+3c supp 2NT=max+4c supp 2♥: 2NT=max+4c supp		
2♣		5		11-16, 5+♣ (6+♣ or with 4M)	2♦=GI+, relay 2NT=GI+, 3+supp 2M=GI+, 5+M 3♣=mildly inv (6-9)	2♦: 2NT=FG, 6+♣ 3♣=min, 6+♣		
2♦		5		11-16, 5+♦ (6+♦ or with 4♣)	2♥=GI+, relay 3♣=GI+, 6+♣ 2♠=GI+, 5+♥ 3♦=mildly inv (6-9) 2NT=GI+, 5+♠	2♥: 2♠=4♣ 2NT=min, 6+♦ 3♣+=max, 6+♦	2M=7-10, 5+suit 2NT = 8-10	
2♥		6		6-10, 6+♥	2NT=GI+, supp			
2♠		6		6-10, 6+♠	2NT=GI+, supp			
2NT	X			11-16, 55+ minors	3♣=GI+ most hands 3M=GI, 6+M 3♦=signoff 4m=pre/signoff			
3♣♦ 3♥♠		7		10-13, decent 7+suit	4♣ = slamtry, 4♦ = RKC in opener's suit			
3NT	X			Seat ½: pre in a minor, ¾: to play	Seat ½: 4♣ = POC			
4♣	X			Seat ½: solid corr M, ¾: pre	Seat ½: relay = slamtry			
4♦	X							
4♥		6		pre				
4♠		6		pre				
4NT				Ask for specific aces		HIGH LEVEL BIDDING		
5x						RKC, splinter, PODI, PEDO, PORI, cuebids, denialcuebids, optional rkc,		
5NT						relaybidding, all depending on current situation		