

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive on 1-level, 6-16, may be on a 4 card suit (seldom)
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 nd /4 th Live; Responses; Reopening)
Direct:15-18, continuation as after 1NT opening
Reopen: 11-14, same continuation
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suiter: weak jump shifts, may be 5 card suit in green, usually 6
2-Suiter: 2NT shows at least 5-5 in 2 lowest unbid suits, 2♦ over 1♣ that can be short=5-5 in M's and const. 3♣ over M is oM+♦
Reopen: 2NT=19-21, Resp: 3♣=PUP to 3♦, 3♦=STAY, 3M=5+ FG
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+ asking
Jump Cue = Asking for stopper, normally a 7+ solid suit somewhere
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=♠+ another, 2m=5+/4+ in m+♥
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT=15-18, D=T/O, after (2♦-♠)-D(?): LEB if possible
(2m)-3m=5+♠ and 5+ other unbid suit, (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
On the 1-level if is NAT but can be very weak.
2-level: Bid in a suit shows that suit or the 2 above, destructive.
NT-bids shows pointed or rounded, also destructive
OVER OPPONENTS' TAKEOUT DOUBLE
RD shows the A or K of the overcallers suit, usually on doubleton.
After 1M-(D) we use from 1NT to 2 just under opening suit as TRF
1X=F1, 2 new suit =NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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 with ATT thru declarer	Same	
Other:	[4.1] russiow 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, xxxS	HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
Suit:	1 st Partner's Lead	Declarer's Lead	Discarding
	2 nd LOW=ENCRG	LOW=EVEN	LOW=ENCRG
	3 rd 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)			
S/P in trumps: 3 rd lowest means: next two will be S/P			
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			
(3♣)-D-(P)-3♦=0-7(8) any, 3M=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: Bermuda Bowl- 2005
Players: Fredrik Nyström - Peter Bertheau
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong ♣ (16+) with a lot of relays (pattern and location of honors)
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, 2NT
Frequent use of non-PEN DBL and 2NT as ART in competition.
1NT Openings: 1 st -3 rd NV vs V:10-12, else:14-16, 4 th 15-16
2-over-1 Responses: ART
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
RESP to 1♦ opening, especially the 1♥ response
1 NT 1 st -3 rd 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 (R); 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♦ show a good raise or better.
1♠-2♦=♥.
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
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	7♥	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	7♥	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=FG hand, wants to play 3NT 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	7♦	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♥=5-8(9) w/ ♥-supp, 2♠=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	7♥	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			7♥	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	7♥	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	7♥	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	
3 M		6		PRE, can be very aggressive 1 st NV	New suit = NAT F1 exc. 4♣ = ask for Max/Min+aces			DBL = PEN	
3NT				1 st 2 nd seat Gambling, 7+ suit usually m	After 3NT 1 st and 2 nd .4♣=To play in your suit			DBL = PEN	
4 m		7		PRE, can be very aggressive 1 st NV	4NT=RKCB			DBL = PEN	
4 M		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 2 NT. RKCB 1430. Splinters. CUE=1 st or 2 nd 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)
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 Min w/ 3♥
2♠=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 ♥ not good Max
4♣+=SPL ♥ and good max

1.11 Detailed discription of opening bid 2♥

If it is a weak 2 in ♥ it is always about 5-9 and a 6-card suit 95% of the time. NV it could be a very good 5-card suit and V it could be a weak 7-card suit.

If it is a weak 2 in ♠ it could be very weak NV vs V. As little as 0 hcp on a 6-card suit or maybe something like Jxxxx and out with a little bit of distribution, it tends to be a little better then that in 2nd seat. If we are VUL then it is always a 6-card suit, the quality of the suit depends on the shape, we may have a weak 7-card suit. V vs NV it tends to be a weak 7-card suit.

With what hands will responder pass the opening bid? If he is long in ♠ and believes opener has ♥. If he thinks opponents may make game we pass or increase the PRE. Generally if we think playing 2♥ not doubled is good for our side we may very well pass.

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.

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♦-(1M) DBL=T/O or FG
 1♠=5+♠, F1
 1NT/2m=Nat
 2M=FG, not suitable for X, usually either bal w/o OM or minors
 3X=Good 6+ suit, GF
- 1♦-(1NT) DBL=PEN
 2♣=Stayman, at least one M
 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 or G/T in higher suit
 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. 2NT as Good-Bad.

2.3 1M

1♥-(1♠/2m) DBL=T/O or FG
 New suit=NF
 2NT=G/T+ with support
 OPPT suit=Split

 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

2.4 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♥=♠+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.

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