

## DEFENSIVE BIDDING

<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	
Sound to aggressive opposite unpassed partner, aggressive when partner has passed [1], 4-card suit = rare oppt unpassed partner	
<b>RESP to 1x:</b> 2♣=ART F1 [2], 2♦ after (1m)-1♠ = 5+♥ [3]	
2 under overcalled M = INV w/ 6+m, see also [4]	
<b>RESP to 2x:</b> New suit = F1, cue = F, often w/ support	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
NAT, 15-18	<b>RESP = As</b> after opening 1NT
<b>In 4th hand Live:</b> NAT, 15-18   <b>RESP = As</b> after opening 1NT	
<b>Reopening:</b> NAT, 11-14 vs 1m & 11-16 vs 1M	
<b>RESP:</b> 2♣ = asks range and M else = SYS ON	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1-Suit:</b> 3♦ & higher = PRE	
<b>2-Suit:</b> 2M after 1x = 4-card M & longer m CONST	
3♣ = 5-5 in highest [7], 2♦ = 5-5 in M's	
(1m)-2NT=55 ♥+om [5], (1M)-2NT = 55 m's [5]	
5-5 bids are normally either weak or strong [5]	
<b>Reopen:</b> same	
<b>DIRECT and JUMP CUE BID (Style; Responses; Unusual NT)</b>	
2X = 5-5 hi+lo [6]	
5-5 bids are normally either weak or strong [5]	
3♦ OR 3M = asks stopper with solid suit	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	
ACTIONS	RESPONSES
D = Strong	2♣ = weak T/O, 2X = 5+suit, 2NT = FG
2♣ = ♥ + other	2♦ = P/C, 2NT = F1
2♦ = ♠ + other	2M = P/C, 2NT = F1
2M = NAT	2NT = F1
2NT = 55 m's or FG w/ 5-5 in M+m	
3X = PRE	
NOTE: w/ both M's we start by showing shortest M	
see also [9]	
<b>VS. PREEMPTS</b>	
X = T/O, cue = 5-5, jump to 4m = 5-5, 4m over 3M = 5+m&4+OM	
see also [10] 2NT = LEB after X of a weak 2-bid [11]	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
D = shows suit/lead, 1NT = both M's, 2♣ = nat, 2♦ = MULTI,	
2M = 5-5 in M + ♣ or oM + ♦, 2NT = 55 in rminors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
RD = strong (10+) and Transfer after 1♣ = 4+♦	

## LEADS AND SIGNALS

<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
<b>Suit</b>	3rd/5th, standard honor leads	3rd/5th	
<b>NT</b>	3rd/5th (K = asks count/unblock)	3rd/5th	
<b>Subseq</b>	3rd/5th	same	
<b>Other:</b>	K vs 5-level contracts or higher = asks for count		
	Sometimes aggressive short suit leads vs NT		
<b>LEADS</b>			
<b>Lead</b>	Vs. SUIT	Vs. NT	
<b>Ace</b>	AKx(+), AQx(+), Ax(+)		
<b>King</b>	KQx(+), AK, Kx	<b>Strong CT/UB</b>	
<b>Queen</b>	QJx(+), KQ, Qx	<b>KQ(+), QJ(+)</b>	
<b>Jack</b>	KJT, J10(+), QJ, Jx		
<b>10</b>	109(+), Q109, K109, AJT		
<b>9</b>	AT9(+), J98(+), 98(+),		
<b>Hi-x</b>	1st/3rd/5th	<b>1st/3rd/5th</b>	
<b>Lo-x</b>	1st/3rd/5th	<b>1st/3rd/5th</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarers Lead	Discarding
<b>1</b>	Hi=DISCRG	Hi/lo=odd	Hi=DISCRG
<b>Suit 2</b>	Hi/lo=odd	Suit preference	Hi/lo=odd
<b>3</b>	Suit preference	Suit preference	Suit preference
<b>1</b>	as above	as above	as above
<b>NT 2</b>			
<b>3</b>			
<b>Signals (including Trumps):</b> Hi/lo=odd, sometimes Suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening values, tendency to promise 4OM unless 16+, may be off-shape vs 1m if 43/44 in M's.			
1NT by Advancer after a T/O X of 1♠ is NEG [8]			
CUE = F to S/A, RESP DOUBLES, LEB-type after 2M X [11]			
Reopening X may be made on less (about 2 hcp) w/ same RESP			
<b>SPECIAL DOUBLES</b>			
Initial X are often T/O, Responsive X, Neg X, Support X, MAX, Leaddirecting X, Later X are often for PEN			
See also [13] and [14]			

## WBF Convention Card

**CATEGORY: RED**

**NCBO: SWEDEN**

**EVENT: OLYMPIAD 2004**

**PLAYERS: MAGNUS LINDKVIST**

**PETER FREDIN**

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Three-way 1♣ 11-13 BAL or any 17+ (may also be short ♦ and 11-16 w/ 3415, 4315, 4414, 4405), 1♦ -opening is NAT 11-16 and not BAL (may be longer ♣), 5-card M's 11-16, 2♥ shows 4-card ♥ and longer ♣ w/ 11-16, Multi 2♦ 2NT = 5-5 in minors

**1NT Opening:** 14-16

**2 Over 1 Response:** ART

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ 11-13 BAL or any 17+ (11-16 w/ short ♦ and no 5+M/6+♣),  
 RESPONSES: 1♦ = NEG, 1♥ = 8+ w 4+♠ OR 12+ BAL,  
 1♠ = 8+, 4+♥, 2m = 8-12 5+m, 2M = ART FG  
 1♦ RESP: 1NT = FG(R), 2♣ = NF, 2♦ = 9-12, 2♥ = 6-10 w/ 55  
 in M's, 2♠ = weak, 2NT = ART, 3♣ = INV, 3♦ = 3-9  
 1♥ RESP: 2♣ = FG(R), 2♦ = 11-13 w/ support, 2♠ = weak,  
 2NT/3m = ART raises, 3♥ = 3-7 4+support  
 1♠ RESP: 2♣ = FG(R), 2♦ = 5+♥ 6-12, 2♥ = 11-14 w/ support,  
 2NT/3m = ART raises, 3♠ = 3-7 4+support  
 2♣ 11-16, 5+♣ AND 4-card ♠ OR 6+♣ RESP: 2♦ = (R)  
 2♦ Weak 2M OR 25+ BAL. RESP: 2M = P/C, 2NT = F1  
 2♥ RESP: 2♠ = FG(R), 2NT = Lebensohl

2NT = Weak w 5-5 in minors: 3♥=F1

3NT PRE in either m RESP: 4♣ = P/C, 4♦ = ART slamtry

4m strong PRE in corr M RESP: 1 step = strong (R)

(1X) - 2M jump overcall = 4-card M & 5+m, CONST

(1X) - 3♣ = 5-5 in highest unbid

Special after OPPT NAT 1NT-overcall [12]

### SPECIAL FORCING PASS SEQUENCES

When interference is below forced level. Sometimes when V vs NV OR after a PEN X OR after a strong RDBL OR cardshowing X

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Special vs Multiopenings [12] and short m-openings, 2NT in competition is seldom NAT [11], Special after OPPT X of 4SF or stopper-rask [13]

**PSYCHICS:** Occasional (1NT in 3rd hand NV)

OPENING	TICK IF ARTIFICIAL	MINI No OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	AFTER INTERFERENCE
PASS				0-11/12			
1 ♣	✓		4♦	11-13 NT OR any 17+	1♦ = 0-7, 1♥ = 8+ 4+♠ OR 12+ BAL, 1♠ = 8+ 4+♥, not BAL, INT = 8-12 BAL not 4♠, 2♣ = 5+♣ F1, 2♦ = 5+♦ no M NF, 2♥ = FG w/ 5+♦ and 4+♣, 2♠ = FG w/ 6+♦, 2NT = 8-11 1354 or 3154, 3m = INV, higher see [15]	1♣-1♦ : 1M = 11-13 3+M or strong w/ 4+M (11-16 w/4-card M), 1NT=17-20, 2♣=ART FG, 2♦=17-21 UNBAL no M, 2M=FG w/ 5+M, 2NT=20-22, higher see [16]	Transfers FG opposite 17+ See also [32]
				Also hands with short ♦ (4414/4405/4315/3415) AND 11-16 are opened 1♣.		Continuations see [17-31]	
1 ♦		4	4♥	11-16, UNBAL, may have longer ♣	1NT = FG (R) (NAT by passed hand) 2♣ = NF, 2♦ = 9-12 raise, 2♥ = 6-10 5-5 in M's, 2♠ = 5-9 6+♠, 2NT = 9+ 4+♦, 3♣ = INV 6+♣, 3♦ = 3-8, 3M = 4+♦ SPL M, 3NT = 4+♦ SPL ♣, 4♣ = Splinter with void	1♦ - 1M: see [33] 1♦ - 1NT : see [68+70] 1♦ - 2m : NAT 1♦ - 2♥ : see [36] 1♦ - 2♠ : see [37] 1♦ - 2NT : see [38] 1♦ - 3m : NAT	Transfers from 1NT See also [41]
1 ♥		5	4♦	11-16, 5+♥	1NT = 6-12 SemiF, 2♣ = FG (R) (NAT by passed hand), 2♦ = 11-13 w/ SUPP, 2♥ = 8-10, 2♠ = 5-9 6+♠, 2NT and higher = 4+ support (2NT = 11-13, 3♣ = 8-10, 3♦ = any VOID and 12-15, 3♥ = 3-7, 3♠/4m = VOID and 9-11, 3NT = RKC	1♥ - 1♠ : see [42] 1♥ - 1NT: see [43] 1♥ - 2♣ : OP shows distribution and strength [69+70] 1♥ - 2♦ : see [44] 1♥ - 2♥ : see [46] 1♥ - 2♠ : NAT+2NT see [67] 1♥ - 2NT : see [67] 1♥ - 3♣ : see [48] 1♥ - 3♦ and higher: see [49-51]	Transfers from 1NT cue/2NT = 4+support, See also [52]
1 ♠		5	4♥	11-16, 5+♠	1NT = 6-12 SemiF, 2♣ = FG (R) (NAT by passed hand), 2♦ = a) 6-12 6+♥ b) 10-12 5♥, 2♥ = 11-13 w/ SUPP, 2♠ = 8-10, 2NT and higher = 4+ support (2NT = 11-13, 3♣ = 8-10, 3♦/3♥/3NT/4m = see above [49+50], 3♠ = 3-7)	1♠ - 1NT: see [43] 1♠ - 2♣ : see [69+70] 1♠ - 2♦ : see [45] 1♠ - 2♥ : see [44] 1♠ - 2NT : see [67] 1♠ - 3♣ : see [48] 1♠ - 3♦ and higher: see [49-51]	
1NT			4♥	14-16 (5M332/5m422/6m322 possible)	2♣ = asks M (may be INV with 5-card M), 2♦/♥ = puppets (may be weak w/ suit above OR INV w/ suit above OR ART FG), 2♠ = asks m (weak w/ long m OR both m's OR FG w/ 5M AND SPL oM), 2NT = INV, 3X = INV w/ 6+suit, 4m = transfer to corr M See also [53-58]	1NT-2♣: see [53] 1NT-2♦: see [54] 1NT-2♥: see [55] 1NT-2♠: see [56] 1NT-4m: see [57]	New suit NF on 2-lvl 2NT/3m = transfers 3♥ = take-out, 3♠ = 5-5 lowest See also [58]
2 ♣		5	3♠	11-16, 5+♣ either w/ 4-card ♠ OR 6+♣	2♦ = (R), 2M = F1, 2NT = F1, 3♣ = 7-9, 3X = splinter	2♣ - 2♦: see [59 + 72] 2♣ - 2M: see [60] 2♣ - 2NT: see [61]	New suit NF on 2-lvl See also [62]
2 ♦	✓			MULTI a) Weak 2M (5-card suit possible) b) 25+ BAL	2M = P/C, 2NT = F1, 3M = P/C, 4♣ = asks OP to TRF to his M, 4♦ = asks OP to bid his M.	2♦ - 2M: see [63] 2♦ - 2NT: 3m = minimum weak 2 in corr M, 3M = maximum weak 2 in OM, 3NT = 25+ BAL	
2 ♥				11-16, 4♥ and longer ♣, not 3-4-1-5/4-4-0-5	2♠ = strong (R), 2NT = puppet to 3♣, 3X = INV	2♥ - 2♠: see [64 + 72], 2♥ - 2NT - 3♣: pass/3X = weak	New suit NF on 2-lvl
2 ♠	✓			10-13, 6+♠	2NT = F1, 3new = F1, 3♠ = to play	2♠ - 2NT: 3♣ = minimum, higher = maximum (3♦ = no SHO, 3M = SHO corr m, 3NT = SHO ♥)	
2NT	✓			5-10, 5-5 in minors	Xm = to play, 3♥ = F1, 3♠ = F1	2NT - 3♥: 3S = SHO ♠, 3NT = SHO ♥	
3m		7		Undisciplined in 1/3rd hand NV, else CONST	New suit = F1, 4om = RKC, jumps = asking bids See also [66]	HIGH LEVEL BIDDING	
3M		7		Undisciplined in 1/3rd hand NV, else CONST	New suit = F1, 4♣ = RKC, jumps = asking bids See also [66]	CUE = 1st + 2nd round equally, 4NT = RKC (Roman PODI, Roman PODI, PODE), 4NT w/ special answers if RE is limited. Last Train and Logical Cue-Bids Jumps to 5-lvl may be void + RKC. Special methods in relay-sequences: 4♦ = demands	
3NT	✓			PRE in either m	4♣/5♣ = P/C, 4♦ = slamtry asking for suit	4♥, Control asking bids, ART bids setting trumps and asking for min/max and key-cards, Later relayer can ask for honours. In some sequences: Asking bids in specific suits, 5M=asks or shows good M (asks for control in OPPT suit) Splinterbids, Jump to 5NT = trump ASK or RKCB if no 4NT-bid available. Also see [71+74]	
4 ♣	✓			strong PRE in ♥, S-SOL/SOL suit	4♦ = slamtry, 4♥ = to play		
4 ♦	✓			strong PRE in ♠, S-SOL/SOL suit	4♥ = slamtry, 4♠ = to play		
4NT	✓			ace-asking	5♣ = no ace, 5x or 5NT = 1 ace (NT=♣), 6♣ = 2 aces		

**[1-4] OVERCALLS**

**[1] STYLE:** OPPT passed hand we may overcall on very little. 2-level overcalls are constructive opposite an unpassed hand. The maximum for an overcall is normally 16 hcp.

**[2] 2♣ after 1M-overcall:** This shows either a good raise (9+) or a strong hand. Overcaller bids 2♦ with a normal overcall "11-16" and then new suits are F1, while 2M is NF. Overcaller bids 2M with a bad overcall and then only a cue is F1. 2NT by overcaller shows a 6-4-hand and limited strength while 3NEW is FG with 5-5.

**[3] 1♠-Overcall - 2♦:** Advancer shows 5+♥, normally inv-values but may be less with 6+suit. Overcaller may show support with 2NT or make natural bids. Often opener bids 2♥. After other bids than 2♥ the bidding is natural. When opener bids 2♥ RESP may bid: pass with long ♥ and a weak hand, 2♠/2NT/3X as natural and INV (2♠ normally only doubleton and 3m promises 5-5). All these bids are NF, CUE = only F.

**[4] 1M-overcall - jumps:** We use the same bids as after opening 1M. See note [47-51]

**[5-7] TWO-SUITED BIDS**

**[5] 2NT:** Shows 5-5 in lowest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: CUE = F1, else = NAT.

**[6] CUE-BIDS:** Shows 5-5 in highest and lowest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: 2NT = F1, else = NAT.

**[7] JUMP OVERCALL to 3♣ after 1X:** Shows 5-5 in highest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: CUE = F1, else = NAT.

**[8] AFTER A T/O DOUBLE**

**AFTER A T/O X of 1♠ then 1NT NEG w/ 0-7 hcp (may also be NAT):** Doubler may pass or bid 2♣ with a normal T/O X, and then a new suit by Advancer is weak. If Advancer responds with something else than 1 step he promises some values (normally 8-10, but may be less with a long suit or good distribution.

**[9] VS 1NT**

ASPTRO: D = Strong, 2♣ shows ♥+other, 2♦ shows ♠+other, 2M = nat, 2NT = minors, 3X = PRE.

**After D:** W/ a weak hand Advancer may pass, bid 2♦, 2M as a 5+suit or 2♣ as either NAT or no 5+suit.

**After 2♣:** pass = long ♣ or thinks partner has ♣, 2♦ = P/C w/o a heart fit, 2♥ = 3+suit, 2♠ = Nat and NF, 2NT is strong and asks for 2nd suit, 3X are natural and INV, 3♥ is a mild INV.

**After 2♦:** pass = long ♦ or thinks partner has ♦, 2♥ = P/C w/o a spade fit, 2♠ = 3+suit, 2NT is strong and asks for 2nd suit, 3X are natural and INV, 3♠ is a mild INV.

**After 2M:** 2NT = strong and F1, 3X = nat and NF, raise = mild INV

**[10] VS PREEMPTS**

After 3M-opening 4m is almost F and shows bid m + OM. After a weak 2M, a cuebid is 5-5 in m's, while jumps to 4m shows 5-5 in m+OM. After a weak 2♦/3m a bid of 4♣ shows 5-5 in M+om while 4♦ shows 5-5 in M's.

4NT is a 2-suited T/O vs 4M, but may also be a slamtry w/ long hearts (Overcaller follows up w/ 5♥ over 5m). Therefore a direct 5♥-overcall is weaker.

**[11] USE OF 2NT IN COMPETITIVE BIDDING**

Seldom NAT, but after a T/O X of 2X (except after a 1NT-opening) it's LEB asking doubler to bid 3♣ unless he has extra values. Then the 2NT-bidder may pass or bid 3lower to play. A cue-bid or a bid over OPPT's suit is FG. Immediate bids at the 3-level are INV, while a CUE is F w/o stopper.

We also use 2NT as "GOOD-BAD" after opening 1♦/1M - 1M/1NT-overcall. OP then shows an unbal hand and minimum values for competing. Bids at the 3-level are constructive w/ maximum. RE will bid 3♣ as P/C, make a preference or rebid his suit. A CUE is the only F.

When we make an overcall and then bids 2NT after partner has passed we show a 2-suiter.

**[12] SPECIAL DEFENCES**

**VS Multi-bids:** X = cards (later X are for T/O by both players), else = natural except 4m which shows 2-suiters.

**VS transfers:** X = shows the suit (lead-directing), X + X = T/O with transfersuit, pass + X = T/O, "cuebid" = 4+OM and 5+m

**VS natural 1NT-overcalls over 1♣:** D = PEN, else normal NT-defence

**VS natural 1NT-overcalls over 1♦:** D = PEN, 2♣ = asking for M

**VS natural 1NT-overcalls over 1M:** D = PEN, 2m = m+ OM, 2M = natural, 2NT and higher = as without interference

**VS 1-over-1:** D = T/O, 1NT = 15-18, low cue = T/O with 5-5, high cue = natural

**VS 3-level jump overcalls after 1m:** 4♣ = 5-5 in ♣+M, 4♦ = 5-5 in M's

**VS 3-level jump overcalls after 1M:** 4♣ = support without control, 4♦ = support with control

**[13] SPECIAL DOUBLES/REDOUBLES**

**Support X:** Used after 1m-1M and 1♥-1♠ when 4th hand makes an overcall. Doubler shows 3-card support.

**Support RDBL:** Used after 1♦ - 1♠/1NT and 1♥-1♠ when 4th hand makes a T/O X. Redoubler shows 3-card support.

**Responsive X:** Used after a T/O X when openers raises.

**Re-negative X:** Used after a negative X when the overcall is raised.

**Maximum overcall X:** Used when we have supported a M and the opponents raise with the suit immediately below our M.

**Splinter X:** NV it suggests a sacrifice, while V it asks for a lead in the highest unbid suit.

**Cue-bid X:** Doubler invites further bidding (T/O).

**OPPTs double a CUE or 4th suit:** pass = stopper or half-stopper (Q-x/J-x-x/T-x-x-x). Now partner may RD to ask for a full stopper. RD = two or more small cards (J-x), bid = singleton or void in doubled suit, NT = at least 1,5 stoppers.

**[14] LEAD-DIRECTING DOUBLES**

**Doubles of 4th suit/ART-bids:** Lead-directing

**Doubles after own preempt:** If partner is on lead: a void, if doubler is on lead: Good offensive/defensive hand.

**Doubles of stopper asking cue-bids:** By overcaller/opener: asking for other lead, by partner: Lead-directing

**Doubles of 3NT:** Asking for shortest M (♠), dummy's M if he has asked for M. Asking for lead in dummy's suit (first bid if two).

**Doubles of games/slams:** priority order: dummies first suit, other void, ♠ against 6/7 NT (if impossible then ♥)

**[15-32] OPENING 1♣**

[15] 1♣-3M: 4-7, 7+M. 1♣-3NT: 14-18, normally no 4+M. 1♣-4m: 9-13, at least SS 7+ corresponding M, 1♣-4M: = 4-7, 8+M.

[16] 1♣-1♦-3m: 17-20, 6+m, no 3+M. 1♣-1♦-3♥: INV 5-5 in M's. 1♣-1♦-3♠: FG 5-5 in m's.

[17] 1♣-1♦-1M: RESP may pass, but will bid w/ 5-7 (1♠ = 0-7). All bids are NAT, except 2NT which is a strong raise with 5+support and VOID, 3M promises 5+suit and a singleton. 2M is F if OPENER has 17+.

[18] 1♣-1♦-1♥-1♠: pass = all 11-13, 2♣ shows 5+♥ or 3-card ♠, while 2♦/♥ (for ♣) shows longer minor.

[19] 1♣-1♦-1M-1NT: 2♣ shows 5+M, while 2♦/♥ (for ♣) shows longer minor. 2♠ after 1♥ shows 1-4-4-4

[20] 1♣-1♦-1NT: We use our normal NT-system

[21] 1♣-1♦-2♣: 2♦ is NEG or waiting, 2M = 4-7, 5+suit, 2NT/3♣ are transfers and shows either 6+m or 5-5 in m + higher suit.

3♦ = 5-5 in M's, 3♥ = K-Q-J-x-x in any suit, 3♠ = 0-3 w/ 5-5 in m's, 3NT = 0-3, 5-5 in M's

1♣-1♦-2♣-2♦: 2M = 4-card suit, 2NT=23-24, 3m = 6+suit, 3M = short OM w/ at least 5-4 in m's

1♣-1♦-2♣-2NT: 3♣ = (R) and RESP bids new suit w/ 5-5 and 3NT w/ 6+♣

1♣-1♦-2♣-3♣: 3♦ = (R) and RESP bids 3M w/ 5-5 and 3NT w/ 6+♦

[22] 1♣-1♦-2♦: 2♥ = (R), 2♠ = 4-7 5+♠, 2NT = 4-7 5+♥, 3m = 4-7 6+m, 3M = weak w/ 7+M.

1♣-1♦-2♦-2♥: 2♠ = both m's, 2NT = max with 6+m (RE may bid 3♣ as P/C), 3m = min.

[23] 1♣-1♦-2M: 1 step = weak or BAL w/o support, 2NT = 4-7 5+♠, 3new = 4-7 5+suit, raise = 4-7, jump = splinter

[24] 1♣-1♦-2NT: Normal 2NT-system (see note 65).

[25] A) 1♣-1♥: With an 11-13NT OPENER bids 1NT or 2♦ (4-card ♠). When OPENER holds 11-16 w/ SHO ♦ he bids 2♣.

Holding 17+ OPENER often relays w/ 1♠ (see note 73) OR bids naturally.

1♣-1♥-1NT: RE may bid 2♣ as a puppet to 2♦ (either weak w/ 5+♦ or INV). 2♦ is an ART FG(R), while 2M/3m is NF.

1♣-1♥-2♣: 2♦ is a ART FG(R) and OPENER shows his distribution. 2♥ = ART INV, 2♠ = NF, 2NT/3♣=INV w/o 4-card ♠

1♣-1♥-2♦: 2♥ = ART INV, 2♠ = weak. 1♣-1♥-2♠: RE may show shortness

B) 1♣-1♠: With an 11-13NT OPENER may bid 2♣ w/o 4-card ♥, 2♦ w/ max and 3-4-card ♥ and 2♥ with 4-card ♥ and BAL.

Holding 17+ OPENER relays with 1NT (see note 73) OR bids natural bids. With 14-16 and SHO ♦ OPENER bids

3♣ with 3-card ♥ and 3♦ with 4-card ♥

1♣-1♠-2♣: pass (5+♣)/2♦/2♥ = weak, 2NT/3♥ = INV, else = seminatural. F1

1♣-1♠-2♦: 2♥ = NF, 2♠ = FGR (OPENER shows distribution), 3m = 4-6, INV

1♣-1♠-2♥: RE may show shortness

[26] 1♣-1NT: pass = 11-13, 2♣ = FG(R) (see note 73), 2♦ = OPENER wants to show a SHO, 2M = 5+suit, 2NT = 14-16 with SHO ♦, 3X = slamtry w/ 6+suit, 4♣ = Gerber.

1♣-1NT-2♣-2♦: 2♥ = (R) then: 2♠ = 41/14 in M's (possibly 31/13 with a 6+m), 2NT = 51/15 in M's, 3m = 4+m SHO om, 3M = both m's SHO OM.

[27] 1♣-2♦: pass = 11-13, 1 step = FGR, 2NT = 14-16 SHO ♦, raise = 11-13, jump = splinter

1♣-2♣: 2♦ = FGR, 2♥ = 11-13 NT, 2♠ = 11-16 SHO ♦

[28] 1♣-2♥: 2♠ = FGR

[29] 1♣-2♠: 2NT = FGR

[30] 1♣-2NT: 3m = NF, 3♥ = FGR

[31] 1♣-3X: New suits are FG, raise to 4m = F, 4X = ART as after own PRE (see note 66).

## SUPPLEMENTARY SHEET

PAGE 3

NCBO: SWEDEN

PLAYERS: PETER FREDIN - MAGNUS LINDKVIST

[32] **1♣-INTERFERENCE:** After X: RDBL = 4+♦, 1♦ = 4+♥, 1♥ = 4+♠, 1♠ = TRF to NT 8+, 1NT = 5+♣ 8+, 2M = 4M+longer m 8-11, 2NT and higher = PRE in suit above, 2m = 3-7 6-card M

After 1-LVL overcalls: X = TRF, new suits up to 2Under = TRF 8+, 2 new M = 4M+longer m 8-11, TRF to OPPTs suit = 2m = 3-7 6-card M, Cue = FG 3-suiter SHO in OPPTs suit, 1NT and higher = PRE in suit above. After 1NT: X = PEN, else normal NT-defence After 2-LVL and higher overcalls: X = T/O, new suit = 8-12 5+suit NF (INV if 3-over-2), 2NT/3m = TRF, 3♥ = T/O, 3♠ = 5-5 lowest, 4m as defence vs PRE.

**[33-41] OPENING 1♦**

[33] **1♦-1M:** 1NT = TRF to ♣, 2♣ TRF to ♦, 2♦ = INV 6+♦ after 1♥ and 4♥ and 5+♦ after 1♠, raise = often 3-card, 2NT = max w/ support, 3♣ = max w/ 6-4 in m's, 3♦ = max w/ solid ♦, 3M = good min w/ 4-card support

1♦-1♠-2♥: 2♠ is F1, 2NT is LEB, 3X = FG (3♣ is 4th suit)

1♦-1M-2NT: we use our 1M-2NT system (see 47 and 67)

[34] **1♦-2♣:** natural continuation w/ 2NT as 15-16 w/ "4-4-4-1".

[35] **1♦-2♦:** natural continuation, new suits may be stoppers, jumps show support and shortness

[36] **1♦-2♥:** Opener may make a preference between the M's, bid 2NT as a strong (R) or make an INV-bid at the 3-level.

[37] **1♦-2♠:** 2NT = support and maximum, 3♠ = mild INV

[38] **1♦-2NT:** 3♣ is a strong R, while 3♦ is weak. After either of these bids RE shows his void.

[39] **1♦-3♣:** natural continuation

[40] **1♦-3♦:** natural continuation

[41] **1♦-INTERFERENCE:**

After X: RDBL = 10+, 1M = NF (often 5+suit), 1NT = TRF to ♣, 2♣ = supp 4-7/11+, 2♦ = 8-10

After 1M: X = OM, 1NT = TRF to ♣, 2♣ = supp 4-7/11+, 2♦ = 8-10 after 1♥ (5+♥ after 1♠), 2♥ = 9-11, 6♥

After 1NT: 2♣ = asks M

After 2X: X = T/O, 2new = NF, 2NT = support 10+, 3new = F1, CUE of 2♣ = 5-5 in M's

**[42-52] OPENING 1M**

[42] **1♥-1♠:** 1NT = TRF to ♣ (3+), 2♣ = TRF to ♦ (4+ maybe 3), raise = often 3-card, 2♦ = 6+♥ min/max, 2♥ = 6+♥ medium, 2NT = max w/ ♠-support (continuation see 47 and 67), 3m = max w/ 6-4, 3♥ = max w/ good 6+♥, 3♠ = good min w/ 4-card support.

[43] After 1M-1NT: 2m may be 3-cards (2♣ after 1♥-1NT possibly 4-5-2-2), 2NT = 5-5 and max (any suits), 3X = max w/ 6-4.

[44] **1M-2under opened M:** RESP shows a strong M-raise w/ 11-13 hcp (may be slightly less with 4+support). OP bids: 2M w/ min: other bids shows invitational values: 2♠ = ART, 2NT = no SHO, new suit = SHO, 3M = asks for good trumps. If OP shows minimum RESP may bid again: 2NT = no SHO, new suit = SHO.

[45] **1♠-2♦:** RESP shows 5+♥, normally inv-values but may be less with 6+suit. Opener may show support w/ 3♥ (min) or 2NT (max), other bids are nat. Often opener bids 2♥. After other bids than 2♥ and 2NT the bidding is natural. When opener bids 2♥ RESP may bid: pass with long ♥ and a weak hand, 2♠ is ART FG, 2NT/3x as natural and INV (3m promises 5-5).

[46] **1M-2M:** RESP shows a constructive M-raise w/ 8-10 hcp (may be slightly less with 4+support). OP may invite game: 2♠ = ART, 2NT = no SHO, new suit = SHO, 3M = asks for good trumps.

[47] **1M-2NT:** RESP shows 4+support and 11-14. 3♣ = min (3♦ = ART re-invitation), else = max: 3♦ = no SHO, 3♥ = SHO ♣, 3♠ = SHO ♦, 3NT = SHO OM. 4X = slamtry w/ VOID. OP may also bid 4M to play.

[48] **1M-3♣:** RESP shows 4+support and 8-10. 3♦ = ART re-invitation, 3M = min, else = slamtry w/ VOID).

[49] **1M-3♦:** RESP shows 4+support, any VOID and 12-15. 3♥ = Asks for the VOID

[50] **1M-3oM/4m:** RESP shows 4+support, VOID and 9-11 or 16+. Cue-bids and RKC follows.

[51] **1M-3NT:** RKC w/ OPENERs M as trumps

[52] **1M-INTERFERENCE:**

After X: RDBL = 10+, 1M = NF (often 5+suit), 1NT = TRF to ♣, 2♣ = TRF to ♦, 2♦ = TRF to ♥, 2under = supp 4-7/11+, 2M = 8-10, 2NT = as w/o interference

After 1♠: X = T/O, 1NT = TRF to ♣, 2♣ = TRF to ♦, 2under = supp 4-7/11+, 2♥ = 8-10, 2NT = as w/o interference

After 1NT: 2m = m + OM NF, 2M = nat, 2NT = 4+support

After 2X: X = T/O, 2new = NF, 2NT = support 10+, 3new = F1, CUE = 3-card support and 11+

After cue-bid showing 2-suiter: X = 8-11 raise (or stronger 3-card raise), 2NT = support 10+, new suit = F, pass + X = PEN

After 2NT showing 2-suiter: X = 8-11 raise (or stronger 3-card raise), low cue = 5+oM strong, high cue = support 10+, 3M = 8-10 4+ support, 3NT = FG w support and SPL in either m, jump = void, pass + X = PEN After 3X: X = T/O, 3X = F

**[53-58] OPENING 1NT**

**[53] 1NT-2♣:** OP shows major (2♥ w/ 4-4). RE's 2M/2NT/3m and raise = INV, 3 new M = FG, After 2♠ RE's 2NT = 5-card ♥

**[54] 1NT-2♦:** OPENER must bid 2♥, then: pass = weak w/ 5+♥, 2♠ = FG w/ 4-1 or 1-4 in M's (or 5-5 in m's), 2NT = INV w/ 4-card ♥, 3m = FG w/ 4+m and SHO om, 3M = FG w/ both m's and SHO OM, 3NT = choose game w/ 5♥, 4m/4♥ = 6+♥ and VOID (4♥ = ♠)

**1NT-2♦-2♥-2♠:** OP bids 2NT: 3m = 5+m (OP may ask for M with relay), 3M = 4-card M and 3-suiter, 3NT = 5-5 in m's

**1NT-2♦-2♥-3m/3M/3NT:** natural continuation

**[55] 1NT-2♥:** OPENER must bid 2♠, then: pass = weak w/ 5+♠, 2♠ = BAL slamtry, 3m = 6+ corresponding M and slamtry,

3M = 6+ corresponding m and slamtry, 3NT = choose game w/ 5♠, 4new = 6+♠ and VOID

**1NT-2♥-2♠-2NT:** 3♣ = min, else = natural w/ max. After 3♣ RESP shows his suits naturally

**1NT-2♥-2♠-3m:** (R) = no support, 3M = support. RESP may show SHO.

**1NT-2♥-2♠-3M:** 3NT = negative, 4m = positive.

**[56] 1NT-2♠:** OPENER bids 2NT or 3♣ with 2-cards better in ♣, then: pass/3m = weak, 3M = 5-card M and SHO oM.

**1NT-2♥-2♠-2NT:** 3♣ = min, else = natural w/ max. After 3♣ RESP shows his suits naturally

**1NT-2♥-2♠-3m:** (R) = no support, 3M = support. RESP may show SHO.

**1NT-2♥-2♠-3M:** 3NT = negative, 4m = positive.

**[57] 1NT-4m:** OPENER may transfer back with 1 step.

**[58] 1NT-INTERFERENCE:**

After X: RDBL = strong, 2♣ = nat or 4-4 in red/pointed or M's, 2♦ = ♦ or M's, 2M = to play.

After overcall: X = T/O, 2NT = LEB, 3 new = INV, cue = FG w/ 5+M

**[59-62] OPENING 2♣**

**[59] 2♣-2♦ = (R):** 2♥ = 4-card ♠, 2♠ = 6+♣ 1-suiter, 2NT = 6+♣ and 5-card red, 3♣ = 6+♣ and 4-card ♦ min,

3♦ = 6+♣ and 4-card ♦ max (no VOID), 3M = 6+♣ and 4-card ♦ max and VOID M

RESP may continue w/ (R), bid 3 in shown suit as INV or bid 3♦ as NAT and FG. The relays look like this:

**2♣-2♦-2♥-2♠ = (R):** 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, 3♦ and higher = SHO highest;

3♦ = 5431, 3♥ = 6421, 3♠ = 6430, 3NT = 6520, 4♣ = 7420

**2♣-2♦-2♠-2NT = (R):** 3♣ = 7+♣, 3♦ = 6322, 3♥ = 6331 (SHO ♦), 3♠ = 6313 (SHO ♥), 3NT = 6133 (SHO ♠)

**2♣-2♦-2NT-3♣ = (R):** 3♦ = 5-card ♥, higher = 5-card ♦ and side-distribution in steps (1-1/2-0/0-2)

**2♣-2♦-3m-3♥ = (R):** 3♠ = 2-1, 3NT = 1-2, 4♣ = 3-0, 4♦ = 0-3

**[60] 2♣-2M:** 2♠ = 4-card ♠, 2NT/3m = nat, raise = F, jump = splinter

**[61] 2♣-2NT:** 3♣ = min, 3♦ = max w/o SHO, 3M = max and SHO M, 3NT = max w/ SHO ♦

**[62] 2♣-INTERFERENCE:**

After X: RD = 10+, 2M = NF, 2NT = support 10+

After 2X: D = T/O or strong, 2M = NF, 2NT = F1, 3 new = F, cue = support, FG

**[63] OPENING 2♦**

**[63] 2♦-2♥ = (P/C):** 2♠ = weak 2♠, 2NT = 25+ BAL 2♦-2♠ = (P/C): 2NT = 25+ BAL, 3m = max weak 2♥, 3♥ = minimum

**[64] OPENING 2♥**

**[64] 2♥-2♠ = (R):** same continuation as after 2♣-2♦-2♥ (see note 59)

**[65] 2NT-system**

**[65] 3♣ = puppet to 3♦** (OP may break w max and fit for ♦), 3♦/♥ = transfer, 3♠ = both m's, 4m = slamtry with 6+m

**[66] OPENING 3X**

**[66] 4♣ = RKC w/ the following steps:** 1=0, 2=1, 3=1+ trump Q, 4= 2, 5=2+trump Q, 4♦ = slamtry w/ bad support,

jump = ASK w/ the following responses: 1 step = no control, 2 steps = 2nd round control, 3 steps = 1st round control

**[67] JACOBY MODULE**

**[67] Used after:** 1♦-1M-2NT, 1♦-2♠, 1♥-2♠, 1M-2NT, 1♠-2♦-2NT, 2♣-2NT, 2♠-2NT,

when OPPTs interfere after 1♦/1M/2♣/2♠ and after 1M-overcall.

**Continuation:** 3♣ = min (then 3♦ = (R) for SHO), higher bids shows max: 3♦ = no SHO, 3M = SHO M or corresponding m depending on opening, 3NT = SHO om or OM depending on opening, 4X = VOID.

**[68-72] RELAY AUCTIONS**

**[68] 1♦-1NT:** RESP forces to game and starts relays:

2♣ = 4-card ♦ and 5-card ♣ or any 4441, then 2♦ = (R): 2♥ = 4♦ and 5♣, 2♠ = 4-4-4-1, 2NT = 4-1-4-4, 3♣ = 1-4-4-4

2♦ = 5332/5440/4+♣, then 2♥ = (R): 2♠ = 5332/5440, 2NT and higher = 4+♣ in steps as w/ 4+♥ (see below)

2♥ = 4+♥, then 2♠ = (R): 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, (then 3♥ = 2-2, 3♠ = 6511,

3NT = 7411) 3♦ and higher = SHO highest; 3♦ = 5431, 3♥ = 5521, 3♠ = 5530, 3NT = 6421, 4♣ = 6430, 4♦ = 6520, 4♥ = 7420

2♠ = 1-suiter, then 2NT = (R): 3♣ = 7+suit, 3♦ = 6322, 3♥ = 6331 (SHO ♣), 3♠ = 6313 (SHO ♦), 3NT = 6133 (SHO OM)

2NT and higher = 4+♠ in steps as w/ 4+♥ (see above)

**[69] 1M-2♣:** RESP forces to game and starts relaying:

2♦ = 5332/5440/4+♣, then 2♥ = (R): 2♠ = 5332/5440, 2NT and higher = 4+♣ in steps as w/ 4+♦ (see below)

2♥ = 4+♦, then 2♠ = (R): 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, 3♦ and higher = SHO highest; 3♦ = 5431, 3♥ = 5521, 3♠ = 5530, 3NT = 6421, 4♣ = 6430, 4♦ = 6520, 4♥ = 7420

2♠ = 1-suiter, then 2NT = (R): 3♣ = 7+M, 3♦ = 6322, 3♥ = 6331 (SHO ♣), 3♠ = 6313 (SHO ♦), 3NT = 6133 (SHO OM)

2NT and higher = 4+OM in steps as w/ 4+♦ (see above)

**[70] Special relay sequences**

**1♦-1NT-2♣-2♦-2♥:** 2♠ = (R), 2NT = SHO ♥ (then after 3♣-relay as w/ SHO ♠), 3♣ = 2-2-4-5,

3♦ = 5431 (SHO ♠), 3♥ = 5440 (SHO ♠)

**1♦-1NT-2♠-2NT-3♣:** 3♦ = (R), 3♥ = 7222, 3♠ = 7321 (SHO ♣), 3NT = 7321 (SHO ♥), 4♣ = 7321 (SHO ♠)

**1♦-1NT-2♦-2♥-2♠-2NT-3♣:** 3♦ = (R), 3♥ = 5332 (SHO ♣), 3♠ = 5332 (SHO ♥), 3NT = 5332 (SHO ♠)

**1M-2♣-2♦-2♥-2♠-2NT-3♣:** 3♦ = (R), 3♥ = 5332 (SHO ♣), 3♠ = 5332 (SHO ♦), 3NT = 5332 (SHO OM)

**1M-2♣-2♦-2♠-2NT-3♣:** 3♦ = (R), 3♥ = 7222, 3♠ = 7321 (SHO ♣), 3NT = 7321 (SHO ♦), 4♣ = 7321 (SHO OM)

When a distribution is impossible (like 5-5 in majors after opening 1♥) the steps showing 5-5 are replaced by the higher steps.

When OPENER shows 5332 RESP may ASK for strength w/ 3♥. OPENER bids: 1 step = 11-12, 2 steps = 13-14, 3 steps = 15-16

When OPENER shows 6322 RESP may ASK for distribution w/ 3♥. OPENER shows his 3-card suit in steps.

**[71] Continuations in relay auctions**

When OPENER'S distribution is known RESP may set trumps in steps (1st step sets longest (lowest of two equal), 2nd step sets 2nd longest and so forth). 3NT is always to play while 4♦ demands 4♥ and RESP may then pass, bid 4♠/5m to play or make a natural INV with 4NT.

If RESP sets a trump suit OPENER bids 1 step w/ minimum, while higher steps are responses to RKC. If OPENER shows minimum RESP may ask for aces with a new relay (except 3NT when a minor is set as trumps) and OPENER shows aces.

After OPENER has shown his aces RESP may continue to relay and ask for specific kings, queens and sometimes even jacks.

**[72] Relays after 2♣/2♥**

After these two openings a relay isn't FG, but RESP may continue to relay and then use the principles above (see note 71).

**[73] Relays after 1♣-1M and 1♣-1NT**

**1♣-1♥-1♠ =FG(R).** RELAY CONT: 1NT = BAL, 2♣ = 4-card ♠ UNBAL, 2♦ and higher = at least 5-card ♠ (see note 69).

**1♣-1♥-1♠-1NT-2♣:** 2♦ = 8-11 w/ 4-card ♠, 2M = 12+ 4-cards, 2NT = 12+ no M, 3♣ = 12+ 5♣332, 3♦/M = 12+ 5♦332.

**1♣-1♥-1♠-2♣-2♦:** 2♥ = 5+♣ (see note 68), 2♠ = 4441/5440, 2NT and higher = 5+♦ (see note 68).

In all these sequences OPENER may relay for full distribution and later for strength/key cards and specific honours (see note 71).

**1♣-1♠-1NT =FG(R).** RELAY CONT: 2♣ = 4-card ♥ UNBAL, 2♦ and higher = at least 5-card ♥ (see note 69).

**1♣-1♠-1NT-2♣-2♦:** 2♥ = 5+♣ (see note 68), 2♠ = 4441/5440, 2NT and higher = 5+♦ (see note 68).

In all these sequences OPENER may relay for full distribution and later for strength/key cards and specific honours (see note 71).

**1♣-1NT-2♣ =FG(R).** RELAY CONT: 2♦ = 4-card ♥, 2♥ = 4+♣ (then as with ♦), 2S = 4-4 in m's, 2NT = 4♦333,

3♣/♦/♥ = 5♦332

OPENER may then relay for full distribution and later for strength/key cards and specific honours (see note 71).

**[74] SPECIAL SLAM AUCTIONS**

In some situations we may use "Last Train" – a bid under game with slam interest, no control in the bid suit and not strength to bid above game.

In BAL slam auctions 4NT shows minimum (or no fit) while 5-level bids are responses to RKC w/ the last naturally bid suit as trumps.

If we are preempted from using 4NT as RKC we may use 5NT instead.

When one hand is known to be BAL he may jump to show a fit and nothing in the bid suit.

In some situations a weak hand may use 4NT to show a positive hand for a minor suit slam.