



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF & SBF Convention card		
OVERCALLS (Style / Responses / 1/2-Level / Reopening)		OPENING LEADS STYLE					
Aggressive, light and/or 4-cards frequent			Lead	Partner's suit			
Transfer responses from cuebid up to the raise		Suit	1 st / 3 rd / 5 th	Same			
Transfer rebids if partner replies 1NT		NT	4 th , Hxx, 9/above = 1 st /3 rd	Same			
Jacoby 2NT		Subseq	Same		Category:	Red (SkinnetKlöver v13.2)	
		Other:	Honor calls for unblocking if partner has the promised card, i.e. Q from KQT9 calls for unblock of J.		NCBO:	Sweden (Överums BK)	
					Event:	Any	
					Players:	Thomas Andersson/SWE15537 - Johan Bennet/SWE93	
1NT OVERCALL (2 nd / 4 th Live / Responses / Reopening)		LEADS			SYSTEM SUMMARY		
15-18 (11-14)			Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Syson, however 44M's with MIN is possible, hence 2♣ slightly tuned		Ace	AKxx, Ax	Same	5542 w/ transfers. 1♣ = (10)11-14(16) NT or (16)18-20(21)NT or 4+♣		
		King	AK, KQxx, Kx		1NT ~ (14)15-17(18)		
		Queen	KQT9, QJxx, Qx		We are frequently up- and downgrading our hands, HCP range is highly approximate, thus the 1NT-range is overlapping the 1♣-range for NT-hands.		
JUMP OVERCALLS (Style / Responses / Unusual NT)		Jack	JT9, QJ98, Jx		We try to avoid opening 1NT if it has a feature we do not like, like a weak doubleton.		
(1♣) - 2♦ = 4+♠ and 5+♥		10	T98, Tx	HHT	We are generally aggressive		
2M = 10-15, 4*M and 5+m		9	98xx, 9x	HH9	Bids showing 2/1 are FG unless rebid, or 2M preference bid.		
2NT = 55		Hi-x	Xx	Xx, Xxx			
3x = preemptive but see "vs premps"		Lo-x	xxX, xxXx, xxXxX	xxxX			
DIRECT AND JUMP CUEBIDS (Style / Responses / Reopening)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
(1♣) - 2♣ = 55 ♠+red			Partner's lead	Declarer's lead	Discarding		
(1♦) - 2♦ = 4+♠ and 5+♥		Suit:	1 st Strength	Length	Strength	1♣ as described above	
(1♠) - 2♠ = 4+♥ and longer m // (1♥) - 2♥ = 5-5 ♠ + 1♠			2 nd Length	Suit pref	Length	2♦ = 0-9, 5+M	
(2♠) - 3♠ = 4+♥ and a 6+m			3 rd Suit pref			2♥ = 10-13, 5+♠ and 4+♥	
(2♥) - 3♥ = 55 ♠+m		NT:	1 st As above...				
VS NT (Vs. Strong/Weak / Reopening / Passed Hand)			2 nd				
D = strength, 2♣ = stayman, 2♦ = weak M, 2M = constructive M			3 rd				
Passed hand: D = ♣+ M, 2♣ = stayman, 2♦ = ♦+M, 2M = as above		OTHER SIGNALS (INCLUDING TRUMP)					
		We try to signal what we think partner needs, skipping signals we believe to be redundant. The table above is merely guidelines.					
		UDCA					
VS PREEMPTS (Doubles / Cuebids / Jumps / NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
(2/3♣) - D - (pass) - 2/3♦ = weak, "lebensohl"		TAKEOUT DOUBLES (Style / Responses / Reopening)					
Leaping michaels, both on 3- and 4-level		Most doubles are for takeout, one way or another.					
(2x = weak or multi) - 3M = 4*M and 5+m if jumping		Responses to (1x) - D - (pass) : 2x++ (3 bids from 2x up) = transfer w/ 11+hcp			PSYCHICS		
(2/3m) - 4m = 55 M's, (2/3m) - 4om = 5+om and a 4+M (6-4 or 5-5)					Fairly frequent (more often than "seldom")		
(2/3M) - 4m = 5+m and 4+oM (6-4 or 5-5), (2/3M) - 4M = very strong 1/2-suiter							
VS ARTIFICIAL STRONG OPENINGS					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Natural, with 1NT as (a) any 5+suit or (b) unknown 44+							
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
		Support doubles (not mandatorial)					
		In competitive actions, double/redouble often functions as transfer-bid.					
OVER OPPONENTS' TAKEOUT DOUBLE		Doubling a tangent-bid below ours is usually bad raise while raise is full value unless the Double is needed as T/O.					
Usually transfers		RD of doubled ART = xx(xx), including doubled slamish cuebid.			We use lots of transfers, especially in competitive bidding. RD is rarely for money, it is usually transfer (or other meaning).		
		D of 3+♣ = a) "we open 1♣" b) 18+					

OPENING BID DESCRIPTIONS (Thomas Andersson - Johan Bennet, Överums BK)

Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	*	(1)2	5♠	(a) 10-23 4+♣ (b) (10)11-14(16) NT, any 5332/5422 poss (c) (16)18-20(21) NT, any 5332/422 poss Normally 2+ but singleton may occur if the hand resembles a weak NT, basically anything that resembles a weak NT may be opened 1♣ regardless of suit lengths, like 5-3-1-4.	1♦=(3)4+♥, [1] 1♥=(3)4+♠, [1] 1♠=a) 5-11/14+hcp NT w/o M b) 5+♦ c) weak 5+♣, INT=11-13NT, 2♣=a) 8+hcp 6+♣ b) 11+hcp 4+♣, 2♦=a) 10-12 6+M b) 11+hcp 5♣4♦, 2M=FG 6+M, 2NT=FG NAT, 3♣=7-10 5♣4♦, 3♦=9-11 6♦4♣, 3M=FG SPL 5♣5♦	1♣-1♦/♥;1♥/♠=a) 11-14NT b) 2-3M unbal min [3], INT=18-20NT [3] poss supp 2♦=a) 14-16 3*M b) 18+hcp 3*M 6+♣ c) Reverse oM, 2M=wk NT MAX w/4+M, 2oM=16+hcp xx45, 2NT=a) 18+hcp 4*M b) 16+hcp 6+♣ <3M [4], 3♣=15-17 3*M 6+♣, 3♦=19-20NT 4*M, 3M=15-17 4*M 1♣-1♠;INT=11-14NT, 2♦=a) 18-19NT b) 11-14 5M332 c) 16+hcp xx45, 2♥=16+hcp 5+♣ w/o 4*M, 2♠=16+hcp 5+♣ w/ 4*M, 2NT = 19-20NT 1♣-1NT;structure is NTish with transfers and stayman 1♣-2♣;2♦=11-14NT
1♦		4	5♠	10-23, 4+♦ often UNBAL, but not necessarily May be weaker 3 rd hand	1M=(3)4+M [2], INT=6-12 w/o M, 2♣=a)11+hcp 4+♣ b) 6-10 3+♦, 2♦=a) 4-7 6+M b) 11+hcp 4+♦ w/o M, 2M/3♣=FG 5/6+suit, 2NT=14-16 NT, 3♦=7-10 4+♦, 3M=11+hcp SPL	1♦-1M;INT=a) 11-15 6+♦ (or x45x after 1♠) b) 14+hcp at most 3*supp, 2♦=11-14 3*M, 2M=11-14 4*M, 2NT=a) 18+hcp 4*M b) 16+hcp 6+♦ <3M [4], 3♦=15-17 3*M+6♦, 3M=15-17 4*M 1♦-1NT;2♣=a) 11-15 5+♦ b) 16+ xx54, 2♦=11-15 xx54, 2NT=16+hcp 6+♦ 1♦-2♣;2♦=MIN, 2M=seminatural
1♥		5	5♠	10-23, 5+♥ often UNBAL, but not necessarily May be weaker 3 rd hand	1♠=(3)4+♠ [2], INT=5-11, 2♣=a) 11+NT or 3+♥ b) 5+♣, 2♦=a) 4-7 3+♥ b) 5+♦, 2♥=8-10 3+♥, 2♠=FG 5+♠, 2NT=INV+ 4+♥, 3m=INV+ SPL, 3♥=Mix raise	1♥-1♠;INT=a) 11-16 6+ b) 15+ 0-3♠, 2♥=11-14 3*♠, 2♠=11-14 4*♠, 2NT=a) 18+hcp 4*♠ b) 16+hcp 6+♥ <3♠ [4], 3♥=15-17 6♥3♠, 3♠=15-17 4♠ 1♥-1NT;2♣=a) 16+hcp most hands b) 14-16 6+♥ c) 11-16 5♥4♣, 2♥=11-13 6+♥, 2NT=16+hcp 6♥+4m 1♥-2♣;2♦=a) MIN b) FG seminatur, Other=FG NAT 1♥-2♦;2♥=MIN, 2♠=Neutral INV+ vs supp, Other=NAT INV+ vs supp
1♠		5	5♥	10-23, 5+♠ often UNBAL, but not necessarily May be weaker 3 rd hand	As above, but 2♦=5+♦ and 2♥=(a) 4-7 3+♠ (b) 5+♥	1♠-1NT;2♣=a) 16+hcp most hands b) 14-16 6+♠ c) 14-16 5♠3♥, 2♥=14-16 5♠4♥, 2♠=11-16 5♠4♣ <3♥, 2NT=16+hcp 6♠+4m 1♠-2♣;2♦=a) MIN b) FG seminatur, 2♥=3+♥, Other=FG NAT 1♠-2♥;2♠=MIN, 2NT=Neutral INV+ vs sup, Other=NAT INV+ vs supp
1NT			5♠	(14)15-17(18)NT, 5422/6322 possible Not minimum hand with 4-4 Majors	2♣=asking M (does not promise a M), 2♦=a) 5+♥ b) FG 5♠4♥, [5] 2♥=5+♠, 2♠=a) INV NT b) 54+ m's c) weak 6+♦, 2NT=a) any weak xx b) weak 6+♣, 3♣=FG w/ strong dblton, 3♦=FG 4441/5440 SPL m, 3M=FG 4441/5440 spl oM	1NT-2♣;2♦=no M, 2M=4-5M, 2NT=44 M's MAX [cont after 1NT-2♣;2x=trf] 1NT-2♦;2♥=a) MIN b) 2*♥, 2♠=MAX 3+♥, 2NT=6*m, 3m=4*♥ w/ dblton 1NT-2♥; Analog with after 1NT-2♦ except 3*♠ is not shown 1NT-2♠;2NT=MIN, 3m=MAX longest m (3♣ with equal) 1NT-2NT;pass=weak 6+♣, other=weak xx
2♣	*	0	5♠	21-22NT or FG ANY	2♦=a) xx ♥ b) 4+♥ c) FG 5+m d) FG 55, 2♥=a) xx ♠ b) 4+♠ c) FG 55, 2♠=a) weak no 4+M b) FG at least Qx in both ♥ and ♠ c) FG 54+ m's, 2NT= FG 55, 3♣=FG 54+ M's, 3♦=FG 6+M, 3M=1M444	2♣-2♦;2♥=21-22NT, 2♠/3m=NAT, 2NT=FG, 3♥=NF, 3♠=55 ♠♣, 3NT=55 ♠♦ 2♣-2♥;2♠=21-22NT, 2NT=FG, 3m=5+m, 3♥=5+♥, 3♠=NF 4+♠, 3NT=55 ♥♦ 2♣-2♠;2NT=21-22NT, 3♣=a) 25+NT b) unbidable hand, 3♦♥♠=5+suit
2♦	*	0	4♠	0-9, 5+M	2M=PoC, 2NT=INV+, 3M=NAT INV (but 3♥ PoC if opp has bid something), 4♣=Ask Op to transfer his suit, 4♦=Ask Op to bid his suit	2♦-2♥;2NT=6♥4m, 3m=NAT any M // 2♦-2♠;2NT=5+♥, Other=5+♠ NAT 2♦-2NT;3m=good/bad corresponding M, 3M=NAT intermediate
2♥	*	4		10-13, 5+♠ and 4+♥	2NT=INV+, 3m=FG NAT, 3M=mildly INV	2♥-2NT;3♣=MIN, 3♦=55/64, 3♥=SPL ♣, 3♠=SPL ♦, 3NT=5422, 4m=void 5440
2♠		6		10-13, 6+♠ not 4♥	2NT=INV+, 3x=NAT, 3♠=Pre, 4x=void	2♠-2NT;3♣=Any SPL, 3♦=Any 4*m, 3♥=3*♥, 3♠=MIN, 3NT=MAX, NT-ish
2NT				23-24NT Muppet style	3♣=Asking 4/5M, 3♦/♥=5+♥/♠, 3♠=44+ m's, 4m=6+m, 4M=ST	2NT-3♣;3♦=4cM or 44, 3♥=no M, 3♠=5*♠, 3NT=5*♥
3♣♦ 3♥♠		6		Pre	Natural	
3NT				Solid Major, not severe side-strength	4♥=PoC	
4♣♦ 4♥♠		6		Pre	Natural	
4NT				Asking specific aces	5♣=0 aces, 5♦♥♠=That ace, 5NT=♣ ace, 6♣=Two aces	
5♣♦ 5♥♠		6		Pre	Natural	

HIGH LEVEL BIDDING

RKC, cuebids, splinter, voidwood at 5-lvl

Supplementary sheet

Thomas Andersson (SWE15537) - Johan Bennet (SWE93), Överums BK

General approach

In general, we are very aggressive in style and overcalls. For instance, overcalling 1♠ with QJxxx in a 5-3-3-2 shape is fully accepted, and even worse hands are bid in favourable position/vulnerability.

Our methods include lots of transfer bids in competitive auctions, including X/XX, except where a T/O is needed. The general approach is that the RAISE is a fully valued raise, while the tangent bid below is either a competitive raise, or a forcing raise (good/bad principle).

[1]

Responder's first bid at 1-level is normally 4-card, but **we occasionally transfer to our 3-card suit in Major**. A typical hand for doing so might be 3-1-5-4 where the plan can be to transfer to 1♠ and follow up with a checkback transfer to 2♦ where we might pass out the bidding.

[2]

Like [1], we occasionally bid a 3-card suit at the 1-level. A 1♠ reply to 1♥ with 3-1-5-4 would be possible as Opener can distinguish between a 3-card raise and a 4-card raise with his next bid.

[3]

The 1M rebid (weak NT) and 1NT rebid (18-20 balanced) may have minimum values with 4-5 card support. A direct raise into 2M shows a maximum weak NT, while a maximum 18-20NT with support bids 3♦.

[4]

1x - 1y ; 2NT is either (a) 18+ with 4-card support or (b) 16+ with a 6-card suit and at most 2-card support
Responder's 3x and 3y are signoffs while other bids are FG.

[5]

Over 1NT, GF values with 54/45 in Majors are bid with 2♦ + 2♠. Op' may relay for information with 2NT into:

3♣ 5♥ [3♦ relays for shape symmetrically]

3♦ 5-5

3♥ Short ♣

3♠ Short ♦

3NT 5-4-2-2