



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Sound but NV: Aggressive 1-level	Lead	In Partner's Suit		
New suit=F1(jumps INV), JUMPS 4m if 3rd hands bid=fitsh	Suit	5th, 3rd, 1th	Same	
owing, TRANSFER ADVANCES(O/S+)	NT	as above		Category: Artificial RED
Single jump LHO suit as response: 4+support INV	Subseq	2nd/4th thru declarer	as above	
Jump RAISE=PRE; (1x)-1M-(T/O)-1NT/2•/•/(•) is TRF.	Other: In NT we may lead K from AKJT and Q from KQT9			NCBO: Sweden
About one K less in reopening.	for unblock. King lead vs 5+level asks count.			Event: TEAMS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			Players: Lars Albertssn Hans Gothe
15-18 (12-16 4th, No STOP guarantee)	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
Responses as 1NT-opening [1]	Ace	AKx+	AKx+	GENERAL APPROACH AND STYLE
	King	AK, KQ+	KQ+, AKJ(T)+, AK+ if part	MAGIC •== Strong 1• (17+) except 17 BAL. TRF RESP.
	Queen	DJ+	QJ+, KQT(9)+, KQJx+	1• 1/2nd:12-16 unBAL/15-17NT; 3/4th hand 12-15NT or
	Jack	JT+, Jx	JT(+)	5+1M/2m 1st/2nd hand NAT Wk (8-11) - 3/4th hand 11-16(1
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9+, KJT+	A/HJ10x(+), 109(+)	7)2M:6-12 (5+5+) any M+m. 2NT=6-12 Ms/ms(5+5+) 12-16 3r
1-Suit: WEAK (except (1•)-3•)	9	98xx,9x,KT9(+),QT9(+)	9x,98xx(+),H109(+),(98x)	d/4th if ms. Open major w 4+ MAJ and (4)5+ m.TRF RES
2-Suit: (1x)-2NT: 55+ 2low constructive, New suit=NAT N	Hi-x	Even. xxSxxSx	Even. Sx(xx),Sxs, xxSxxx	P.Frequent non-PEN DBL. Fast Arrival. PRE:Light/Classic
F. (1m=0-2+suit)-2NT=55+ without •: 3• R to clarify.	Lo-x	Odd.	Odd. Maybe low from HT82	1NT Openings: 12-14, TRF. 16-18 3/4th.
Reopen: 2NT NAT 19-21. Suit = 11-13 1-suit	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
(1m)-2m:•+• 55+ constructive; (1M)-2M:OM+• 55+ d:o;	Suit:1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG
(1m)-3m:•+om 55+ strong; (1M)-3M:OM+• 55+ strong, then	2nd	Hi/lo=O	S/P	Hi/lo=O
jumps in known suits limit and new suit NF. (1x)-p-(p)	3rd	S/P		S/P
-2x:55+ any, 2NT to clarify. (2•)-3•:55+ Ms, 3• NAT.	NT: 1st	Hi=DISCRG	High=Like lead*	Hi=DISCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=O	Hi/lo=O
2•:•+x, 2•:•+x. x might be longer. With •+• we show	3rd		S/P	S/P
shorter first; if 55 show • with weak or strong, else •	Signals (including Trump; Trump:Hi-lo shows O number			3rd/4th 12-16 if ms in 3rd/4th
After 2•/• 2NT ASK: 3m=4+F1,OM=5+ F1, 3M=5+4(+m NF.	Discarding or following with high (less Q) in a ki			3NT Preempt equivalent to 4• or 4•
On (1NT)-2m-(D): RD=length in high suit, 2new=own suit	5+suit: O is preference to higher suit and E to lo			4m Strong preempt in a M, • for • and • for •
and pass show 3+. Neg DBL on 2/3-level.	DOUBLES			-----Transfer-bids in many situations:
	TAKEOUT DOUBLES (Style; Responses; Reopening)			1M-1NT/2•/(2•) may be from 0 points, but unlimited.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light (10+) with classic shape (8+ R/O)			(Transfer to opening suit=strong raise)
Vs 3m/3M-pass: DBL =T/O; VS 3M: DBL OPT, 4• =T/O NF,	(1x)-DBL-(1y)-2y=NAT if x=3+, X=PEN			TRF after 1•, 1M-(D), our overcalls, 1•-overcall-bid
4• = T/O w/ much better • than • NF; VS 4level: DBL=	(1•)-DBL-(P)-1NT (even R/O) is wk; (1M)-p-(p)-D:(p)-Rel			(1X)-2X/2NT/3X show specific 55+ hands.
OPT -> T/O; Higher D OPT; Cue-bid/4NT 2-suiters.	ay is WK; CUE-BID promises rebid except R/O (then 2NT F			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After game force or by 1• opener on 6+responses
Strong •/•: DBL=suit bid, overcalls/jumpovercalls weak	NEG DBL, then new suit=F if direct suit NF else NF 3lev			After accepted invite to game by acceptee.
in principle. 1NT/2NT for minors.	- this does not apply after 1• -opening.			
Pass + bid show good hand vs strong 1•/• and neg resp.	RESP DBL thru: 3•,			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs ART strong 2x: DBL shows x.	SUPP DBL:3-card support through 2-level - shows extra.			Agressive PRE raises. Special Lebensohl [9]
OVER OPPONENTS' TAKE OUT DOUBLE	Most low-level DBLs=T/O, MAX DBL 3level			Free bids doesn't promise extra values.
1M-(D)-RD=strong 12hcp+ "BAL". 2•/jumps/raise wk.	Higher level D implies transparent values - optional.			Fast arrival to agreed level shows super minimum.
1M-(D): 1NT/2•/•/•=TRA, if to O/s=3+Sup; 2NT=SUP INV+				Psychics: Occasionally: 1M/2m 3rd hand light, responses
1•-(D)-RD: FG, 1•=5-8, else as w/o D; 1•-1•-(D)-P=15-16				to 1M.
BAL, RD=5•4•; 1•-(D)-RD=8+"BAL",suit=6+Nat, 1NT=5-7BAL;				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding
1•	û	0	3•	1st/2nd: 12-16 unBAL including	1•: 0-7(8NT) or any FG 12+ 1M/2m/2M/2NT=	1•-1•: 1M/2m/2M/2N are in principle same bids	1•: 0-8(9) w/o 5+M 1M: 0-8, 5+; 1NT: 9-11 w/
1•	û	0	7•	17+ unBAL or 18+ BAL. [11] In	1•:0-7 1• :8+, BAL/semiBAL/3suit [18]1NT/2• :8	1•-1• :1• =3+ [12]; 1NT=18-20NT [1]. 2• =FG [1	Same, but bids showing unBal hands 6+. pass-
1•							
1•							
1NT			2•	12-14, 5M rare, Maybe SemiB	2• ASK TRF: 2•/2•/2• (maybeFG ms)/3•/4•/	2•;2•-2• and 2•;2•-2NT: FG+ 5+M 2•-bid-3•	Same, but 2• + 3m NF and other logical adj.[2
2•		5	3•	8-11 6+• or 45 msno M. 3/4th	2• relay, m-interest or 5+•; 2M 5+ F1; 3any INV	2•:2• =45+ms, 2• =MIN wk•, 2NT=MAX 6+•, 3	NAT, but jumps are SPL
2•		5	3•	8-11 6+• or 54 msno M. 3/4th	2• =ART m-supp or 5+•; 2• =5+ F12NT: 5+• F	2•-2•:2• =54+ms, 2NT=MIN wk6+•, 3• =MAX 6	NAT, but jumps are SPL
2•	û	0		55+ M+• or OM+•, 6-11hcp.	2NT ART F;3NT=F 1suit:ART RESPOther: P/C	2NT:3m NAT MIN, 3M NAT MAX;then 4m F 4O	2NT: F. P/C
2•							
2NT	û			6-16(55+)Ms or msif ms 3/4th	3• ASK; 3• =Ms MIN, 3• =ms MIN, 3• ms MAX,		
3•							
3•							
3•							
3•							
3NT	û			7+m =NAT 4• or 4•	4•/4• :corr/pass; 4N F; RD=SOS		
4•							
4•							
4•							
4•							
4NT	û			Specific Ace ask	5• No; 5x/6C=Ace; 5NT=2Aces		
5•							
5•							
5•							
5•							
5NT							

HIGH LEVEL BIDDING

CUE: Up the line, 1st + 2nd round equally; SPL; RKCB; DEPO; DOPI;
 Spec RKCB after PRE and if responder showed 0-7;
 PASS, then pull is SLAM TRY; '
 2nd hand DBL in competition show transparent values.