SUPPLEMENTARY SHEET   2000-09-20

Mats SJÖBERG – Olof BERGSTRÖM   **SWEDEN**

RESPONSES TO 1{   Note 1

1{ = 0-7 (subsequent auction, see below)
1[= 8+ w/ 4+] or BAL 12+ (subsequent auction, see below)
1] = 8+ w/ 4+[(subsequent auction, see below)
1N = 8-11, bal. without 4+]
2m = 8-11, 5+m without 4+M (3m=11-13, else 17+)
2[= FG w/ 5+{ w/o 4+M.
2] = FG w/ 5+} w/o 4+M.
2nt= 11-14 w/ minors (55+)
3m = 10-12, 6+m.
3M = 4-7, 7+M.
3NT= To play. No definition!.
4{ = Solid 7+[
4} = Solid 7+]
4M = PRE, 7+M
4nt= Blackwood 4A

PH: As above, but : 2M= 0-4 w 6+M, 2NT = 0-4 w minors,

SUBSEQUENT AUCTION: Constructive. Opener will pass or bid at lowest possible level if he has 11-13. With 17+ opener normally recalls naturally but some recalls are ART.
COMP AUCTION: T/O DBL to 3}, Transfers after a 1- or 2-level overcall.

1{ - 1]:

1M =   11-13/17+ with 3+M (11-13 must pass next)
1NT =   17-20, bal (subs auc as after 1NT-opening)
2{ =   ART FG or BAL 20-22.
2} =   ART. UNBAL 17+ w/o 4+M. No better alternative.
2M =   GF, 5+M
2NT =   BAL 22-24, Bal. (CARROT's subs auction)
3m =   GF, 6+m

1{ - 1[:

With 11-13 opener might bid 1NT or show 4*] w/ 2{.
With 17+ opener can't recall 1nt or 2{. 1] is FGR. 2NT shows SUPP if P -1{-1[.

1{ - 1]:

With 11-13 opener show his heart holding by step. 2{ = 2*[, 2} = 3*[and 2[= 4*[.
With 17+ opener can't recall 2m or raise. 1NT is FGR and 2NT shows SUPP.

1{ - 1NT:

With 11-13 opener PASS.
With 17+ opener might bid 2{ = FGR and 2} is showing any S/S (puppet to 2[).

1{ - 2m:

With 11-13 opener might pass or raise.
With 17+ opener can't raise. Relay = FGR.

1{ - 2[/]:

With 11-13 opener support or bid 2NT/3NT. With 17 + opener bids 2NT or anything NAT but 3NT or 3m (SUPP).

1{ - 2NT:

NAT subsequent auction. 3m = NEG w/ 11-13. 3[= NAT or relay.

RESPONSES TO 1}

1M = F1, 4+M [2{ = May contain longer clubs (i.e xx4}5{), 2nt = Max, M-supp or 6+} (short M), 3M = Good min with supp]
1N = 7-10 or FGR [ART subsequent auction]
2} = 10+ w supp [2[= Any maximum, 2] = No singleton, 2nt = {-singleton, 3{ = [-singleton, 3] =]-singleton]
2nt= NAT INV, NF.]
3{ = 8-10 w supp
3} = PRE w supp

PH: As above, but: 2x = NF w 5+suit

COMP AUCTION: T/O DBL to 3}, Transfers after OPP T/O DBL. Supp-DBL

RESPONSES TO 1[

1]   =   F1, 4+] [2nt = Max,]-supp or 6+[(short]), 3{ = Max w 6+[and 2-3], 3] = Good min with supp]
1NT =   7-11 [2NT = INV w 6+M]
2♣   =   NAT F1 or FGR. [ART subsequent auction].
2M   =   6-10 w supp [2NT = ART F1]
2NT =   FG w supp [Subs auct as after 1{-1M; 2NT]
3{   =   8-11, 4+supp.
3[=   10-12, 3-supp.
3M   =   PRE

PH: As above, but: 2x = NF w 5+suit

COMP AUCTION: T/O DBL to 3}, Transfers after OPP T/O DBL. Supp-DBL

RESPONSES TO 1]

1NT =   7-11 [2NT = INV w 6+M]
2♣   =   NAT F1 or FGR. [ART subsequent auction].
2♦   =   TRF w/ 5+♥.
2♥   =   F1 w/ 5+♦.
2M   =   6-10 w supp [2NT = ART F1]
2NT =   FG w supp [Subs auct as after 1{-1M; 2NT]
3{   =   8-11, 4+supp.
3[=   10-12, 3-supp.
3M   =   PRE

PH: As above, but: 2x = NF w 5+suit

COMP AUCTION: T/O DBL to 3}, Transfers after OPP T/O DBL. Supp-DBL

RESPONSES TO 1NT

2{   =   F1-stayman [2N (min) or 3{ (max) if both majors]
2}   =   Transfer to [[2] (3 card supp) or 2N (4 card supp) if maximum]
2[=   Transfer to] [2N if 4 card supp and maximum]
2]   =   a. INV 2NT, b. Weak w minors, c. FG w minors (54+) [2NT/3m = neg]
2NT =   ASK fo weak doubleton w a. INV and 6+m, b. FG w BAL.
3m   =   FG w 6+suit. A S/S or weakness in both M
3M   =   3-suiter w short M.
4m   =   S A Texas.

PH: As above

COMP AUCTION: T/O DBL to 3}, Transfers after a 2-level overcall.

RESPONSES TO 2{

2}   =   F1-relay [2M = 4*M, 2nt = No M and bad 6*♣, 3{ = Min w/ 6+{, 3♦ = NAT w/ xx46, 3M = S/S w/ 6+♣]
2M   =   F1, 5+M [3] = ART relay w/o better alternative]
2NT =   11+ w/ SUPP [3{ = MIN, 3] = No S/S, 3M = M-singleton, 3NT = }-singleton]
3{   =   PRE.

PH: As above but, 2M = NF w 5+M, 2NT = Natural w 9-11 and some supp.

COMP AUCTION: T/O DBL to 3], Transfers after a 2-level overcall.

RESPONSES TO 2}

2M = Preference
2NT = F1-relay [3{ = Min w 5 clubs, 3} = Max w/ 4414, 3M = Max w/ 34/43 in M, 3nt = Max w/ 4405]
3{ = Preference w/ some values (6-9 ?).
3} = Inv w both M
3M = Inv w 5+M

COMP AUCTION: As above. DBL is co-operative.

RESPONSES TO 2NT

3m = Preference
3[= NAT or Relay [3] = No 2*M, 3NT = 2*], 4{ = 2*[]
3] = FG, NAT
4m = INV.
4M = To play

COMP AUCTION: DBL = PEN. RDBL = Co-operative, Cue = SUPP

HIGH LEVEL BIDDING

Cue bids
Active cue bids (where splinters are accounted) are:
- Slam tries.
- Showing interest over a slam try.
- Sets trump.
- Passes trump at lowest possible level.

As a reaction to partners slam try a cue bid shows at least acceptable high cards such as aces, kings or/and trumps (but not necessary extra strength). An acceptance of an active cue bid starts a serie of cue bids.

Passive cue bids are such cue bids that continues a started serie of cue bids and who doesn't pass the trump at lowest possible level. (as long as partner hasn't denied a control that you miss)

Controls are shown up the line regardless of type (but shortness in partners suit is preferably not shown in the first round). A cue bid that passes a suit normally denies control of the passed suit, but a cue bid in a shown suit might be hidden if another cue bid seams more important.

If the opponents double a cue bid pass will show interest without first round control and RDBL shows interest with such.

Roman Key-Card Blackwood (RKCB)
4NT is normally RKCB, but exceptions exist. 4NT might also be

- natural (se "common roles")
- searching a playable trump (only in contested auctions)
- a good raise to 5{/} (only by a player that not promised strength for 2-over –1, or if partner has shown both minors.
- 4 A Blackwood (directly over a opening at the 1- or 2-level, as direct respond to 1{ or as direct reaction to a positive respond to 1{.

Normally the trump is set or will be set by 4NT. If no suit is obvious as trump the askers suit is treated as trump (for the time being).

After a jump shift responders 4NT in the second round is RKCB with his suit as trump.

After a minor 2-over-1 respond and openers 2}/[/] responders 4NT in the second round is RKCB with his suit as trump.

If the bidding has reached the 5-level without use of 4NT(RKCB) 5NT is used as RKCB.

4A Blackwood
Rare, but when it occurs the responses are: 5{ w 0/4 A, 5} w 1A, 5[w 2 A and 5] w 3 A.

1430-Blackwood

With a major trump and when responder is weak and have shown 0-7 following scale is used: 5{ w 1 or 4A, 5} w 0 or 3A, 5[w 2A w/o the queen of trump, 5] w 2A and the queen of trump. (Two extra spots are always treated as equal to the queen of trump).

With 2A and a undisclosed void responder might jump in the short suit but if it would pass trump he jumps to 6 of trump. With 3A and a void responder might respond 5NT. A jump in a suit you former shown shows 2A and a standing suit.

A jump that prevent partner from asking for the queen of trump shows the queen.

Reduced Blackwood

With a minor trump (except when responder is weak and have shown 0-7) a reduced scale is used: 5{ w 0,1 or 4A, 5} w 2A, 5[w 3A w/o the queen of trump, 5] w 3A and the queen of trump. (Two extra spots are always treated as equal to the queen of trump).

With 3A and a undisclosed void responder might jump in the short suit but if it would pass trump he jumps to 6 of trump. With 2 or 4A and a void responder might respond 5NT. A jump in a suit you former shown shows 3A and a standing suit.

A jump that prevents partner from asking for the queen of trump shows the queen.

Continuation after Blackwood responses

After 5{/} relay (outside of trumps) asks for the queen or two extra spots of trumps. Without this responder decline with lowest possible level of trumps. With the queen (or two extra spots) responder shows other extra values or jumps to slam (5NT will show the Q/xx if a slam call denies it).

Lowest possible call (outside the trump and trump ASK relay) is a general INV for a grand with no worries about the trumps. Responder shows key cards up the line or accept/decline.

In both those cases "asker" might ask for key cards in a specific suit by calling it.

"Asker" might also directly ask for extra values in specific suits by calling the suit. (5NT asks for spade values if 5] isn't available (general grand slam try). Responder accept/decline but with x(x) and absolute minimum he might call outside the trump. Baron (see below) has higher priority than these calls asking for values in specific suits.

With a major trump an a 5NT respond (3A and a void) 6{ is relay asking for which rank the void is (6} showing a minor void and 6[showing a major void).

Opponents intervene Blackwood

If the opponent's intervene with a call under 5 of trumps DBL will show no aces and pass one ace. Other responses are stepwise:

1#	2A w/o the queen of trump,	3#	3A w/o the trump queen
2#	2A w the queen of trump,	4#	3A w the trump queen.

A cue (i.e. 5th step) shows void in OPPT suit and 2A and the trump queen.
If the opportunity to show another void still is ON it also show 2A.
The trump queen is included if the jump prevents partner from asking for it.

If the opponent's intervene with a call above 5 of trumps (or with 5 of trumps) DBL will show an even number of aces (i.e. 0/2/4) and pass an odd number of aces (i.e. 1/3/5). If you suspect that partner might have problems guessing your DBL you may relay showing two aces.

If the opponent's double 4NT RDBL will show no aces and pass one ace. With more aces responder bids as uncontested (5{ = 4A, 5} = 3A, etc).

In all these three cases the continuation is as uncontested. Relay asks for the queen of trumps and so on…….
(Including relay over Pass/DBL, DBL/RDBL over Pass is PEN)

5NT – asking for trump quality

A jump to 5NT asks for trump quality. Responses that pass trump at the six level is off.

Grand = AK, AQ or KQ of trump
Trump = Negative

6{ = A or K of trump (relay asks for extra trump).
6} = Q of trump
6[= One extra trump

Jump/Raise to 5[/]

Normally a jumping raise to 5[/] asks for good trumps.

After cue-bids and 4[/] openings 5[/] is general inviting for slam, normally with good trumps. If a cue bid and 5[/] both will deny a certain control 5[/] is the stronger "push" and partner is obliged to raise if all suits are controlled.

In contested auctions 5[/] asks for control in opponents suit. Partner is obliged to raise if he has that control. If 5[/] sets trumps it's general inviting (i.e. after a pre-empt by the opponents).

Baron
After a jumping respond to RKCB the call just below trumps asks for the queen of trumps (or two extra spots).

Showing strength in RELAY sequenses

When the distribution is known we show strength in two steps, MIN or EXTRAS. This might be done in two different situations. As response to SLAB or ZOOMING with the last distribution.

Normally: step 1 = MIN   step 2 = EXTRAS

Exceptions: When ZOOMING EXTRAS would be shown with 3NT the order is reversed.
                    In this way responder gets a second chance holding more than EXTRAS.

                    (SLAB responses are always the normal way, but a 4[-SLAB asks for strength only if]-trump. With [/m-trump there is no MIN/EXTRAS-steps over 4[. Higher SLAB's never asks for strength)

If the ZOOM is 3NT vs 4{ responder shows really good cards bidding 4{.

If the DISTR-scheme already is above 3NT we ZOOM if EXTRAS might be shown below game-level in responders longest suit. With extreme cards responder might ZOOM above his longest suit (which is at least semi-solid).

If relayer signs off with 3NT when responders distribution is known responder is obliged to bid 4{ with a good MAX. The relay-biddin starts again with END, SLAB's and VCB.

SLAB (Slam Asking Bid)

When the whole distribution is known the RELAYER may set trumps in steps AND ASK for min/max AND aces according to RKC. The principle is that the lowest step sets the longest suit. If two suits are of equal length OR the lengths are unknown the lowest bid sets the lowest.

Bid	Meaning	Continuation	Comments
1 step	minimum	RE may relay again (not 3NT when m is trumps) AND OP replies to RKC.	
2 steps	maximum, 0/3 aces	RELAY (except in trumps) asks for trump Q	VCB-responses w/ the Q but trump on lowest level is excluded (denying Q).
3 steps	maximum, 1/4 aces	RELAY (except in trumps) asks for trump Q	VCB-responses w/ the Q but trump on lowest level is excluded (denying Q).
4 steps	maximum, 2 aces, no trump Q	VCB	
5+ steps	maximum, 2 aces + trump Q ZOOM into VCB.	VCB	

SLAB sequences without the MIN-step
- When the strength is already shown with at most a 3 hcp-interval.
- If a strength-ZOOM clearly (not implied) shows 12+ hcp.
- If a strength-ZOOM in 3NT shows a real MIN (as 3NT vs 3]).
- If the SLAB is in 4[when [OR m is trumps.
- If the SLAB is in 4] OR higher.

OP directly shows the number of aces

Continuations in SLAB sequences

If OP shows a minimum w/ one step
Now RE could bid the set trump suit on the lowest game level TO PLAY, the same goes for 3NT/4NT if a minor is set as trumps. The first other step is a new RKC. Higher bids are cue-bids w/ the set suit as trumps.

When the number of aces are shown

If OP has shown 0/3 OR 1/4 aces, the RELAY (NOT in trumps) ASKS for the trump queen. OP denies by bidding the trump on the lowest level AND uses VCB (see below) with the queen.

VCB   (Variable Cue Bidding)

After OP has responded to the SLAB, then RE may sign-off in the agreed suit or ask further with a new relay. Then OP will show the trump-queen, specific kings, specific queens and, if there's room, specific jacks. Since the aces are shown (and the trump king) the remaining cards are put into a string in a certain order:

Trump Q, lowest/longest K, next K, shortest/highest K, lowest/longest Q, next Q, shortest/highest Q, lowest/longest J etc. Singleton K goes with the Q's and a singleton Q goes with the J's.

The trump Jack is shown after the sidesuit Q's but before the other J's.

By bidding 1 step to the VCB OP denies the card in turn in the VCB-string. By bidding 2 steps OP shows the card in turn, but denies the next one.

To make these VCB-sequences more efficient RE may also skip steps. By skipping one or more step RE tells OP to goto the next step.

When OPPT DBL in SLAB/VCB-sequences

- If OPPT DBL a relay, SLAB or VCB: *Pass = step 1 (RDBL = Relay).   RDBL = step 2*
- If OPPT DBL a response, SLAB or VCB: *Pass = Relay (RDBL = step 1).   RDBL = Suggestion to play.*

END (End-Signal)

The bid of 4} is an End-Signal AND demands that OP bids 4[. RE could then pass OR bid 4] / 5m to play. If RE bids 4NT it's a NAT slamtry.

DOUBLES

Note: 11

All doubles are for take out if not anything else is defined in the PEN-section below.

T/O - Take out DBL

The DBL is informative regarding the actual bidding situation.
The general meaning is: *"Values for an action but no good alternative bid".*

Philosophy & Style

We DBL as often as we can, to cover the possibility that partner can pass for penalty. Especially in forcing situations where the opponents may be in trouble.

Some situations might need a little more "light" (definitions), especially when we have some fit.

T/O when we have a established fit.

- In NF-tempo a DBL means: I want to bid again, unless you prefer to make a penalty pass.
- In INV- or FG-tempo a DBL means: Shortness in the opponent's suit and extra values.
- In slam INV-tempo a DBL means: Slam interest with shortness in the opponent's suit or at least a control in OPPT suit (dep. on the available bidding space).

In fierce competition: A DBL of 4M shows a good offensive hand, but not enough high card strength (or playing strength) to

bid on. The final decision is left to partner.

Support - DBL

When 4:th hand intervene over responders 1[/] the opener's DBL shows extras with 3-cards support if 2[/] is still available.

A T/O doesn't deny SUPP

In competitive bidding a T/O might conceal SUPP especially when there is little or no bidding space.

PEN - Penalty DBL

In following situations DBL is for penalty:

- When we made a preemtive bid, showing a one-suiter, partner can PEN.
- When we have shown a two-suiter with at least 5-5 in two known suits, partner can PEN.
- When the opponents bid a game contract, most DBL's are PEN.
- When we have bid a game contract and opponents bid, DBL is PEN.
- When the opponents honestly are trying to play in a suit we have bid NAT, DBL is PEN.
- When we have made a penalty pass, and the opponents run, both players can PEN.
- When we have made a PEN according to our rules, and the opponents run, both players can PEN.
- When we are protecting with a DBL or a suit bid, after having passed the previous round, partner can DBL for PEN.

Converting a T/O to a PEN

When we have made <u>a true penalty pass</u>, both players can PEN.
A neutral pass doesn't convert the DBL.

Penalty oriented doubles

- DBL showing general strength, e.g. a DBL of 1NT or a DBL of an ART bid.
- DBL after a preemptive intervention is optional.
- DBL's at the 6-level are primarily for penalty. In second hand a warning for a contract of our own.
- A 4:th-hand-DBL of a freely bidden slam is consultative if it's obvious that our own side have a profitable sacrifice. A double then shows exactly one defensive trick.
- DBL showing the suit we double, like a lead-directing DBL (see below).

DBL's that DIRECT LEADS

- A DBL of opponents artificial bids show interest in a lead in the bidden suit
- A DBL of a freely bidden 3nt/slam wish an "odd lead".
- A DBL of 3nt when the leader has shown a suit wants the bidden suit for lead.
- A DBL of 3nt when we have supported each other demands a lead in our suit.
- A DBL of 3nt when we have bidden two suits asks for a lead in partners suit, if the doubler hasn't raised it. Then DBL asks for doubler's suit.
- A DBL of 3nt when the doubler has shown two suits wishes a lead in the second suit.

REDOUBLES   Note: 12

A RDBL is firstly regarded as co-operative, showing some strength and interest in competing. It could be reckoned as a T/O.

There might be some "bloodthirst" but following DBL's are for T/O until a penalty pass has converted it to PEN.

Exceptions:

RDBL over partners doubled control showing bid shows first round control.

RDBL in reopening position when we are doubled in 1NT is SOS