

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
1X=8-18hp; Resp: New suit=F1; Jump cue =supp, inv+; Jmp new=INV	
"TRF" after neg D of 1M (See SPECIAL COMP. BIDS...)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-18 Resp = SYSON (but no Smolen)	
In 4th (11)12-16 Resp = SYSON except: 1. Raise to 2NT may contain M. NT hand can ASK M (then TRF resp)	
2. On Stayman 2S - 2NT=15-16, then 2NT methods.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2NT 2nd = 2 lowest unbid; 2NT over short m(0-2) =55 ♣+♦;	
2NT 4th = 19-21 bal 2 nd over short 1S = 55 ♥+♠, constr.	
wk jumps but 2X vul = intermediate, 3 rd over 1♠ = good	
Resp: 2NT ASK spl; 3new = F1, Nat or values + supp	
DIRECT AND JUMP CUEBIDS (Style; Responses; 4th pos)	
2cue =5+5+ highest + other, constructive+; In 4th any 5+5+	
Resp: 2NT = ASK side suit: New suit = p/c	
Jump cue = ASK NTstopper	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	
2S = 2-suiter w 4♥; 2 nd = 2-suiter w 4♠. Side suit is often longer	
Resp: relay = p/c, 2NT=ASK, new suit = NF	
Pts undef. About 10+ in 2nd (Style is "decent"). Less shape, more hp.	
May be lighter in bal pos and NV	
2NT = 55 ♣+♦, (decent+) OR any FG 2-suiter	
D of 1NT in 4th position: By passed hand = long minor, by unpassed against 14/less =PEN, against 15 =any suit + side values	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
D = T/O thru 3♥; 4S =T/O over 3♠ (4♦ with much better ♦)	
Jumps: 4m = M+m, 4Mcue and 4NT = ♣+♦	
Simple cue =2-suiter, Hi+ 2NT=15-19; 3NT undefined but NAT	
Vs 4x: 5cue=hi + other, 4NT=2any	
VS. ARTIFICIAL STRONG OPENINGS	
D = M oriented; 1NT = minors; 2NT = ♠+♦ OR ♥+S	
D of 2S = S	
OVER OPPONENTS' TAKEOUT DOUBLE	
1X=F1; 2new=NF; Jump supp = PRE; 2NT = INV+ raise	
After 1M (D) TRF structure (See SPECIAL COMP. BIDS...)	
Jmp new by passed: After 1♦ =Nat+fit; after 1M=spl. Dbl jmp =void;	
Jmp new by unpassed= PRE: RD (10+)=F thru 2 of opener's suit or D	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd and low	3rd and low	
NT	3rd and low	3rd and low	
Subsequent	2nd/4th thru declarer	1st or 3rd	
Other:	K fr AK for count against 5+level (or long-suit(s) declarer)		
LEADS			
	Vs. Suit	Vs. NT	
A	AKx (A, Ax etc)	AKx	
K	KQx (etc)	AKJT, KQx	
Q	QJx (etc)	KQT9, QJx	
J	JTx (etc)	AQJx, JTx	
10	KJT _x , T9 _{xx} , Tx	AJT _x , KJT _x , T9 _{xx} , Tx	
9	KT9, KJ9, 98 _{xx} , 9x	KT9, KJ9, 98 _{xx} , 9x	
Hi-x	Xx, (XxXx), (XxXxX)	Xx, (XxXx), (XxXxX)	
Lo-x	HxX, HxXx, xxX, XxXx	HxX, HxXx, xxX, XxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit: 1 st	AttitudeLow=Encrg	Count (low=even)	Attitude Low=Encrg
2 nd	Count (low=even)	S/P	Count (low=even)
3 rd	S/P		S/P
NT: 1 st	AttitudeLow=Encrg	Count (low=even)	Attitude Low=Encrg
2 nd	Count (low=even)	S/P	Count (low=even)
3 rd	S/P		S/P
OTHER SIGNALS (INCLUDING TRUMPS)			
We may combine discouragement and suit preference when known (or may be assumed) to be long in a suit: a high odd card shows preference for a high suit, a high even card for a low suit - occurs rarely even if we should remember.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O doubles = 10+, more if shape worse. May be lighter in 4th.			
Resp: 1NT=neg after (1♠) D;			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Maximum overcall D is used if 4th hand supports or introduces most inconvenient			

suit at 3level.	
D of 1NT in 4th position: By passed hand = long minor, by unpassed against 14/less = PEN, against 15 = any suit + side values	
	
Category:	Red NCBO: SWEDEN
Event:	European Championship 2002 Salsomaggiore
Players:	Johan Sylvan --- PO Sundelin
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2-way 1S 11-13 balanced or 17+ any shape	
5+Majors, 4+♦ 14-16 NT, may have any 5suit	
Possible canapes: 1♦ opener may have longer clubs. 1M responder to 1♣ may hold longer minor	
1♦ - 1NT = F1, NAT 6-11 OR 16+ (then 4+M possible)	
2/1 responses: 1M-2♣ =FG relay OR S INV if rebid; 1M-2♦ =FG except rebid INV 3♦; 1♠-2♥, and 1♦-2S =F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1S =11-13 bal or 17+; Resp: NAT NF: 1/2/3NT / 2m / 3♦/♥;	
ART: 1 st =0-7; 2 nd = (5/4)♣+♦ (INV OR bal 20+); 2 nd =6+S, inv+ OR ♣+♦, FG; 3 rd =TRF to 3NT; 4m=TRF-M	
2 nd =6-11, 6M OR 22-23 NT; Resp: 2/3 M=p/c, 2NT/3m=F1, 4m=ART	
2 nd =11-16, 4414 or 4405; Resp: 2NT=ART FG, jump= INV, others NF	
2♠ =12-16, 5+♦, 4+S, 4-51/2 losers; Resp: 2NT/3S =ART relays, 3M=F1	
3NT PRE, long broken m (Not 3rd/4th, then to play-unspecified)	
4♦/S Solid or semisolid M (♦ = ♠, S = ♥). Resp: ART	
Def. 2-suiters (55 constr+) See JUMP OVERCALL (2NT/1S-2♦), DIRECT CUEBIDS (Hi+other), Vs PREMPTS (4m=M+m, cue=M+?), Vs NT (2m=4M+?)	
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE	
We use a transfer structure if doubled in 1M opening/overcall: 1NT thru 2M-1 = next suit or values there + support; 2M-1 = 7+ raise	
After 1♦ - 1NT (F1) transfers are used.	
After overcall of our 1S with (1X), then D, 1X+1 thru 2♥ are 'TRF', except 1♠ which is 'neg' D without 'transferrable' suit, and 2X = 4411 or 5440 FG with short X; (2X-1= 4M and 5+m, inv)	
SPECIAL FORCING PASS SEQUENCES	
1S -(P) -1♥ - (1♠) - P	

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
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Psychics: Rare
