Opening bids	No. of cards	NegX thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1≁/◆	4	3 🔺	11-21 hp	NAT with limit raises and jump in ns as FG 2NT=FG with support	1♣/♦-1ns; 2NT=FG (19-21) unbal 1♣/♦-1♥/♠; 2M if 3c-support has SPL or 6c-m 1♣/♦-1♥/♠; 2reverse=NAT 16-18 then 2M=5+c F1, 3m only NF See system summary	OH's jump to 2NT is unchanged After Dbl: Jump ns is weak After O/C: Cue INV+ w support Jump in ns is fit-showing	
1 •/ •	4	3 🔺	11-21 hp	NAT with limit raises and jump in ns as FG 2NT=FG with support	A simple raise often 4-c undisturbed, often 3-c disturbed 1 •/ A -1 A/NT; 2 * is the witch with either 6+cM or ART 16+ 1 •/ A -2 */ A ; 3m=extras with exactly 5c-M and 3+c-m 1 A -2 •; 3 • =min with spl or max w/o spl See system summary	After Dbl: Jump ns is weak After O/C: Cue INV w support Jump in ns is fit-showing INV+ if cue below 3M not available	
1NT		2	15-17 hp may have 5-card M may be semiBAL	2.♣=STAY, does not promise M if strong, w 44M bids 2♥ 2.♦/♥=TRF 2.♠/3.♣=TRF with ♣/♠ 3.♦/♥/♠=NAT INV 4.♣/♦=TRF to ♥/♠	2 Then 2♥=weak both M; 2=NAT INV; 3/=4+c FG 2/♥: Then ns is FG except 2=ART INV 2/3 Then NAT SPL	On 2♣=not shows a suit: own sys On 2♦/♥/♠ INV+ TRF from 2NT On 3♣/♦/♥/♠ 4x as in 3NT-sys	
2*	0		FG or 22-24 hp bal	2 ◆ =REL 2 ♥ / ▲ /3 ♣ / ◆ =TRF with HHx xxx w/o sidestrength	3 ♥/♠=4c suit with longer diamonds 3♣=by RESP in the second round is ART NEG After 2♣-2♦; 2NT same methods as after 2NT-opening		
2•	2	-	18-19 hp bal may have 5-card M may be semiBAL	2♥=4+ S/O; 2▲=REL to 2NT then 2NT-methods 2NT=LEB; 3♣/♦=5+ FG 3♥=5♥+5♠ INV; 3♠=5+ S/O	After 2 ♦ -2 ♠; 2NT same methods as after 2NT-opening	After Dbl: 2♥/♠ = NAT weak After Dbl/2♥/♠=2NT/3♣/♠/♥= INV+ TRF; 3♠=TRF to 3NT Dbl=Pen	
2♥/♠	6(5)	-	5-10	3♥/▲=PRE; new suit=NAT, F1; 2NT=asks at least INV	See system summary		
2NT		-	20-21 hp	3.♣=STAY, does not promise M if strong; 3.♦/♥=TRF 3.♣=54m; 4.♣/♦=TRF to ♥/♠	$3 \diamond =$ no M then $3 \checkmark = 4$, $3 \diamond = 4$; $3 \checkmark / 4 = 4(5)$ c; 3 NT=both M 3M=support (when partner shows 20+)		
3.*/*	6	-	PRE, weak 1 st NV/3 rd otherwise indicates 2/3 topH	ns=NAT F1 except 4om=RKCB	SLAM APPROACH AND CONVENTIONS (including slam-interest bids)		
3♥/♠	6	-	PRE, loose	ns=NAT F1 except 4. =RKCB	CUE=1st/2nd round controls are shown equally (except SPL in partner's suit)		
3NT		-	1st/2nd=solid m, else=to play	4.♣/♦=P/C	RKCB 0314 (RDBL=to play, Pass=0 or even, Double=1 or odd)		
4/	7	-	PRE, weak	4NT=RKCB; 4♥/♠=NAT; 4♦=CUE	5NT from 5X: General grand slam try after RKCB, else RKCB		
4♥/♠	7	-	PRE		On 3M when it's agreed as trump: Next bid denies SPL (higher=SPL) OR serious (higher=non-serious Q)		
4NT			Asks for specific aces	5♣=0 ace, 5♦/♥/♠/6♣=the ace, 5NT=2 aces	SPL if trump is agreed or could be agreed below game		
5-/+	8	-	PRE, loose		VoidSPL on opening bids and on 2NT=trump support		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS – Style and Responses

OVERCALLS – Style and Responses							
1-level: normal (occ. weak with passed partner), seldom 4-card							
2-level: sound, frequently only 5-card							
Responses: PRE jumpraises, jump CUE to 3-level=mixed raise,							
	INV+, New suit at 1-level F1,						
	jump in new suit=fit-showing						
Reopening: may be	weaker - CUE forcing						
1NT OVERCALL	RESPONSES						
2nd: 15-18	same answers as after 1NT-opening						
Reopen: 11-16,	2. =ASK range and M, others as above						
maybe no stopper							
4th live: 15-18	Nat except cue						
	JUMP OVERCALLS						
	mediate, others=weak.						
(1 & not strong)-2 ♦	=55, over NAT=♥+♠ weak, else ♠+unbid						
	UNUSUAL NT						
2NT=sound two-suiter (two lowest)							
Reopen: 2NT=19-2	1 BAL (jump to 3lowest-nm shows 55)						
	DIRECT CUEBID						
Over NAT m-openings (=3+ cards or 1♣=4-4-3-2 or 1♦=3-3-2-5):							
2x= Sound two-suiter 55+ highest+other; 3x=ASKs for stopper.							
Over short minor openings: 2m=NAT; 3m=♥+♠.							
VS. NT							
Asptro: 2♣=♥+other, 2♦=♠+other (often canapé); relay=pass if suit;							
ns=NAT NF; 2NT=F1, asks for longest suit.							
2NT=55+ */ * or 55	5+ FG.						
	VS. PREEMPTS						
Dbl=T/O thru 3♦, aga	inst 3♥/♠ Dbl=bal/4441, 4♣/♦=55 NAT+OM.						
Against weak 2: jump 3nM=PRE, 4♣/♦=strong w ♥/♠ (or 2-suiter).							
Against O/C 2NT=m: 3. =INV+ w 5cOM, 3. =INV+ w support, 3OM=NF.							
Against M-cue: Dbl=NF w 3c-supp, OM=INV supp, 2NT=FG supp.							
VS. ARTIFICIAL STRONG 1♣/ ♦ or 2♣/ ♦ OPENINGS							
Weak jump overcalls; Dbl=overcall in bid suit except (1/2m)-Dbl=54 M							
1/2NT=minors destructive, 1NT at least 5-4/4-5, 2NT at least 5-5							
OVER OPPONENTS' TAKEOUT DOUBLE							
RDBL=10+, ns=F1							
Jump in a ns=PRE							
2NT=INV+ with support							

LEADS STYLE Standard: Rule of eleven (4th) but se below against NT, highest from sequence or interior sequence and ace from ace-king 3rd from honour-third King on the 5-level and up asks for length In partner's suit 1^{st,} 3rd or 5th Rusinow asks for unblock LEADS Vs. Suit Vs. NT Lead A. AKx(+)AK+ Ace K, KQ(+), AK, AKQ+ King KQ(+), AKQ+, AKJT Q, QJ(+) QJ(+), KQT9 Queen J, KJ10(+), J10(+) KJ10(+), J10(+), KQJ9 Jack 10 109(+), K109(+), Q109(+) 109(+), A/K/Q109(+) 9x, 9x, 9xx 9x, 9x, 9xx, 9Xxx 9 4th, next highest from bad 4c 4th (or highest) X SIGNALS Standard: High-low shows strength or an even number. After a strength signal current distribution is shown. In trump high-low shows an odd number. When discouraging in a 5+c suit an odd, low card shows interest in a higher suit, an even low card shows interest in a lower suit. SIGNALS IN ORDER OF PRIORITY Partner's lead Declarer's lead Discarding 1 st Hi=Encg Hi/Lo=even Hi=Encg 2nd Hi/Lo=Even Hi/Lo=Even Suit preference 3rd Suit preference Suit preference TAKEOUT DOUBLES 3+M unless 17+. A 4c-suit is enough for a jump to 2♥/♠. CUEBID=mostly F to suit agreement. RESP DBL: 8+hcp, xx+ in OPP suit. (1m)-DBL-(1♥/♠)-2M=NAT SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES Support DBL/RDBL is frequent but not mandatory. 1♣-(1♦)-Dbl shows 4-4 in M. 1♣/♦-(1♠)-Dbl shows ♥. $1 \neq -(1 \neq)$ -Dbl shows $4c \neq$ while $1 \neq$ shows 5+c. $1 \leftarrow (2 \leftarrow)$ -Dbl is Stayman then RP's $2 \lor / \diamond$ is NF. 1x-(O/C)-P-(P); Dbl does not promise support in unbid m. Maximum Overcall Double, Most low-level doubles = T/O

LEADS AND SIGNALS



Category: GREEN Country: SWEDEN June 2023									
Johan SYLVAN / Marten GUSTAWSSON									
SYSTEM SUMMARY GENERAL APPROACH AND STYLE									
								4c-openings often in the order ♥, ♠, ♣ and ♦	
1♣/♦ followed by 1♥/♠ shows unbal									
2 & is FG or 22-24 NT	2. is FG or 22-24 NT								
2 shows 18-19 NT									
2-OVER-1									
FG except when RP directly rebids his suit, raises rebid opening suit									
or gives preference to the opening suit on the 2-level									
OP's jump to the 3-level is spl w/o extras except after pass as dealer	٢								
4 th SUIT									
FG on the 3-level, on the 2-level with a rebid on the 3-level									
2NT showing trump support									
M: 3♣=min, 3♦=extras w/o spl, 3♥/♠/NT=spl by steps									
Continuation 3 ♦ =asks for spl while ns shows spl in the suit									
m: 3m=extras w/o spl, 3ns=spl, 3NT=min w/o spl									
3NT-BIDDING									
4♣=asks for suits from below where opponents suit shows ♣									
4 ♦ =relay to 4♥ then 4♠/5♣/ ♦ =S/O and 4NT=♣+ ♦									
4♥/♠=5+c F1 except after pass as dealer, 4NT/5♣/♦=INV									
FORCING PASS									
After (1NT)-Dbl-(2♣/♦); After 1X-(Dbl)-Rdbl-(bids up to 2X)									
After 2-over-1 up to 3 in ResPonder's suit									
After FG but not depending on vul or because we happened to bid game									
IMPORTANT NOTES THAT DONT FIT ELSEWHERE									
XY-NT: 2♣=relay to 2♦; 2♦=ART FG (but nat after pass as dealer) We seldom passes on partner's opening bid 1 in a suit.									
Which means that we can respond with 0 hp.									
PSYCHIC OPENINGS									
Can occur (primarily weaker and/or shorter opening bids in 3rd hand)								