

Opening bids	No. of cards	Neg-X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/♦	3	3♠	11-21 hp	NAT with limit raises and jump in ns as FG  2NT=FG with support	1♣/♦-1♥/♠; 2M if 3c-support has SPL or 6c-m 1♣/♦-1♥/♠; 2reverse=NAT then 2M=5+c F1, 3m only NF  See system summary	After Dbl: Jump ns is weak After O/C: Cue INV+ w support Jump in ns is fit-showing
1♥/♠	5	3♠	11-21 hp	NAT with limit raises and jump in ns as FG  2NT=FG with support	1♥/♠-1♠/NT; 2♣ is the witch with either NAT or ART 16+  1♠-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, 3♥/♠=SPL with 54m 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	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♦	6(5)	-	(5)6-10	3♦=PRE; new suit=NAT, F1; 2NT=asks at least INV	See system summary	After Dbl: 2♥/♠/3♣ = NAT weak After Dbl/2♥/♠=2NT/3♣/♦/♥= INV+ TRF; 3♠=TRF to 3NT Dbl=Pen
2♥/♠	6(5)	-	(5)6-10	3♥/♠=PRE; new suit=NAT, F1; 2NT=asks at least INV	See system summary	After Dbl: 2♠/3♣/♦/♥ = NAT weak
2NT		-	20-21 hp	3♣=STAY, does not promise M if strong; 3♦/♥=TRF 3♠=54m; 4♣/♦=TRF to ♥/♠	3♦=no M then 3♥=♣, 3♠=♦; 3♥/♠=4(5)c; 3NT=both M 3M=support (when partner shows 20+)	
3♣/♦	(6)7	-	PRE, weak 1 <sup>st</sup> NV/3 <sup>rd</sup> otherwise indicates 2/3 topH	ns=NAT F1 except 4om=RKCB	<b>SLAM APPROACH AND CONVENTIONS (including slam-interest bids)</b>	
3♥/♠	(6)7	-	PRE, loose	ns=NAT F1 except 4♣=RKCB	CUE=1st/2nd round controls are shown equally RKCB 0314 (RDBL=to play, Pass=0 or even, Double=1 or odd) 5NT from 5X: General grand slam try after RKCB VoidSPL on opening bids and on 2NT=trump support	
3NT		-				
4♣/♦	7	-	PRE, weak	4NT=RKCB; 4♥/♠=NAT; 4♦=CUE		
4♥/♠	7	-	PRE			
4NT		-				
5♣/♦	8	-	PRE, loose			

## DEFENSIVE AND COMPETITIVE BIDDING

### 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, jump 2NT=SUPP, 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, maybe no stopper	2♣=ASK range and M, others as above
4th live: 15-18	Nat except cue

### JUMP OVERCALLS

2x VUL vs NV=intermediate, others=weak.

### UNUSUAL NT

2NT=sound two-suiter (two lowest)  
 Reopen: 2NT=19-21 BAL

### 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

Landy: 2♣=♥+♠; 2♦ asks for longest M  
 2NT=55+♣/♦

### VS. PREEMPTS

Dbl=T/O thru 3♦, against 3♥/♠ Dbl=bal/4441, 4♣/♦=55 NAT+OM.  
 Against weak 2: jump 3nM=PRE, 4♣/♦=NAT+OM (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 AND SIGNALS

### LEADS STYLE

10-12: 1<sup>st</sup>, 3<sup>rd</sup> or 5<sup>th</sup> (but might lead 4<sup>th</sup> against NT), highest from sequence and ace from ace-king  
 King on the 5-level and up asks for length

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, AKx(+)	AK+
King	K, KQ(+), AK, AKQ+	KQ(+), AKQ+, AKJ10
Queen	Q, QJ(+)	QJ(+), KQJ9
Jack	J, J10(+)	J10(+), KQJ9
10	10, 109(+), KJ10(+)	109(+), A/KJ10(+)
9	9, 9x, K/Q109(+)	A/K/Q109(+), A/KJ9(+), 9x
X	3 <sup>rd</sup> or 5 <sup>th</sup>	3 <sup>rd</sup> or 5 <sup>th</sup>

### SIGNALS

Upside-down: low-high shows strength or an even number.  
 After a strength signal original distribution is shown.

### SIGNALS IN ORDER OF PRIORITY

	Partner's lead	Declarer's lead	Discarding
1 <sup>st</sup>	Lo=Encg	Lo/Hi=even	Lo=Encg
2 <sup>nd</sup>	Lo/Hi=Even	Suit preference	Lo/Hi=Even
3 <sup>rd</sup>	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.  
 (1m)-DBL-(1♥/♠)-2M=NAT

### SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES

1♣-(1♦)-Dbl shows 4-4 in M. 1♣/♦-(1♠)-Dbl shows ♥.  
 1♣/♦-(1♥)-Dbl shows 4c♠ while 1♠ shows 5+c.  
 1x-(O/C)-P-(P); Dbl does not promise support in unbid m.  
 Maximum Overcall Double, Most low-level doubles = T/O



Category: GREEN Country: SWEDEN seniors August 2024

Marie BERG/Johan SYLVAN/Mårten GUSTAWSSON/  
Henrik WEGNELIUS/Göta BERNTSSON

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5c-Majors, 1♣ with 33m and 1♦ with 44m  
 1♣/♦ followed by 1♥/♠ shows unbal  
 2♣ is FG or 22-24 NT

### 2-OVER-1

FG

### 4<sup>th</sup> SUIT

FG

### 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

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)  
 The Witch: 1♥/♠-1♠/NT; 2♣ is either NAT or ART 16+

### PSYCHIC OPENINGS

Can occur (primarily weaker opening bids in 3rd hand)