Opening bids	No. of cards	NegX thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.4/◆	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	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	See system summary A simple raise often 4-c undisturbed, often 3-c disturbed 1 */ -1 */ NT; 2 * is the witch with either 6+cM or ART 16+ 1 */ -2 */ +; 3m=extras with exactly 5c-M and 3+c-m 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 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 v=4+ S/O; 2 a=REL to 2NT then 2NT-methods 2NT=LEB; 3 a/ v=5+ FG 3 v/a=SPL with 54m	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 ◆ =no M then 3 ♥ = ♣, 3 ♠ = ♦; 3 ♥ / ♠ = 4(5)c; 3NT=both M 3M=support (when partner shows 20+)	
3♣/◆	6	-	PRE, weak 1st NV/3rd otherwise indicates 2/3 topH	ns=NAT F1 except 4om=RKCB	SLAM APPROACH AND CONVENTIONS (includ	ng slam-interest bids)
3♥/♠	6	-	PRE, loose	ns=NAT F1 except 4. =RKCB	CUE=1st/2nd round controls are shown equally (except SPL in part	tner'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)	
4.4/♦	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=Si	PL) 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

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

JUMP OVERCALLS

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

(1♣ not strong)-2♦=55, over NAT=♥+♠ weak, else ♣+unbid

UNUSUAL NT

2NT=sound two-suiter (two lowest)

Reopen: 2NT=19-21 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+ FG.

VS. PREEMPTS

Dbl=T/O thru 3♦, against 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 AND SIGNALS

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 1st, 3rd or 5th

Rusinow asks for unblock

LEADS Vs. Suit Lead Vs. NT A. AKx AK+ Ace K, KQ(+), AK, AKQ+ King KQ(+), AKQ+, AKJ10 QJ(+), KQ109 Q, QJ(+) Queen Jack J. KJ10(+), J10(+) KJ10(+), J10(+), KQJ9 109(+), K/Q109(+) 109(+), A/K/Q109(+) 10 9x, 9xx 9x, 9xx, 9xxXx 4th (or highest)/Honour-3rd 4th, next highest from bad 4c

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
1st	Hi=Encg	Hi/Lo=even	Hi=Encg
2 nd	Hi/Lo=Even	Suit preference	Hi/Lo=Even
3 rd	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.

After (1♠)-DBL-(P)-1NT is ART, negative, with less than 6 hcp (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 ♣/ ♦ -(1♥)-Dbl shows 4c♠ while 1♠ shows 5+c.

1 ♦ -(2♣)-Dbl is Stayman then RP's 2♥/♠ is NF.

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 Jan 2025

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 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

4th 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 <u>4</u>/5 <u>4</u>/ ◆ =S/O and 4NT= 4 + ◆

4♥/♣=5+c F1 except after pass as dealer, 4NT/5♣/♦=INV

FORCING PASS

After (1NT)-Dbl- $(2 . / \bullet)$; 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)