

Opening bids	No. of cards	Neg-X 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♥/♠-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♥=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♦=no M then 3♥=♣, 3♠=♦; 3♥/♠=4(5)c; 3NT=both M 3M=support (when partner shows 20+)	
3♣/♦	6	-	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	-	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

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.

(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

Aspro: 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 (4<sup>th</sup>) but see below against NT, highest from sequence or interior sequence and ace from ace-king

3<sup>rd</sup> from honour-third

King on the 5-level and up asks for length

In partner's suit 1<sup>st</sup>, 3<sup>rd</sup> or 5<sup>th</sup>

Rusinow asks for unblock

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, AKx(+)	AK+
King	K, KQ(+), AK, AKQ+	KQ(+), AKQ+, AKJT
Queen	Q, QJ(+)	QJ(+), KQT9
Jack	J, KJ10(+), J10(+)	KJ10(+), J10(+), KQJ9
10	109(+), K109(+), Q109(+)	109(+), A/K/Q109(+)
9	9x, 9x, 9xx	9x, 9x, 9xx, 9Xxx
X	4 <sup>th</sup> (or highest)	4 <sup>th</sup> , 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
1 <sup>st</sup>	Hi=Encg	Hi/Lo=even	Hi=Encg
2 <sup>nd</sup>	Hi/Lo=Even	Suit preference	Hi/Lo=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.

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



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Johan SYLVAN / Mårten 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♦ 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

#### 4<sup>th</sup> 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 3<sup>rd</sup> hand)