

SYSTEM DECLARATION

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NATURAL(LY)

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OPENINGS

- 1** :12-19Hcp. 3+ (3433/4333)
- 1** :12-19Hcp. 4+
- 1** :12-19Hcp. 4+ (4 if 44 in Major)
- 1** :12-19Hcp. 5+
- 1NT** :15-17Hcp. May include 5 card Major / 6 card Minor suit.
- 2** :Strong. 20Hcp+ Udef. / 9(++) playing tricks. / 22-24Hcp. Even hand .
- 2** :MULTI Weak Major / 25-27NT /28-29NT/ 22Hp.+ 6+Minor
- 2** :3-10p. minimum 4-4 in Major.
- 2** :3-10p. At least 5-4 in the Minor suits.
- 2NT** :20-21Hcp. May include a 5 card Major.
- 3** / :Pre-emptive. Constructive in 4 (!) hand. Nothing or something....!
- 3** / :Pre-emptive. Constructive in 4.(!) hand.
- 3NT** :Pre-emptive. or .
- 4** / : 8-8_ tricks with / . At least a solid 7 card suit.
- 4** / :To play.
- 4NT** :11 tricks.

Principle in bidding and conventions:

4th suit over 1NT is game forcing.
 XY-NT.

RESPONSES TO 1□

Reverse Minor support.
«Idiotsplinter»

1□-

- 1 : 6p+ 4+ .
- 1 : 6p+ 4+ . May include a longer Minor suit.
- 1 : 6p+ 4+ . May include a longer Minor suit.
- 1NT : 6-10 p.
- 2□ : 10p+ 4+□. Denies 4 card Major.
- 2 : 14 Hcp +. 5+ .
- 2 : 14 Hcp + 5+ .
- 2 : pre-emptive. 5+ .
- 2NT : limit.
- 3□ : 5-9 pre-emptive.
- 3 / / : Singleton and mild slam try in □.
- 3NT : 13-15 (3334/3343)
- 4□ : «Table feeling» pre-emptive.

1□-2□ (REVERSE MINOR SUPPORT)

- 2 : 3 card □ (4333/3433 and 12-14NT or 18-19NT)
- 2 / : Hold / Limit.
- 2NT: 12-14NT.
- 3NT: 18-19NT.
- 2NT : To play if 12-14NT.
- 3□ : To play if 12-14NT.
- 2 : hold & not minimum.
- 2 : hold & not minimum.
- 2NT : Hold in both Major.
- 3□ : 5+□ & minimum.

1□ -3□ (REVERSE MINOR SUPPORT)

- 3 : Hold in &
- 3 : Hold in &
- 3 : Hold in &

RESPONSES TO 1

1 -

- 1 : 6p+ 4+ . May include a longer Minor suit.
- 1 : 6p+ 4+ . May include a longer Minor suit.
- 1NT : 6-9(10)
- 2□ : 10p+4+□.
- 2 : 10p+4+ . Denies 4 card Major suit. (Reverse Minor support)
- 2 : 14Hcp+. 5+ .
- 2 : 14Hcp+. 5+ .
- 2NT : Limit.
- 3□ : Limit. 6/7 □.
- 3 : 5-9p. 5+ . Pre-emptive.
- 3 : Splinter. Single and slam try in .
- 3 : Splinter. Single and slam try in .
- 4 : «Table feeling» pre-emptive.

1 -2 (REVERSE MINOR SUPPORT)

- 2 : hold & not minimum.
- 2 : hold & not minimum.
- 2NT : Hold in both Major suits.
- 3 : 5+ & minimum.

1 -3 (REVERSE MINOR SUPPORT)

- 3 : Hold in & / Hold in □, and .
- 3 : No hold in .
- 3NT: Hold in □, and .
- 3 : Hold in & □.
- 3NT : Hold in & □.

FURTHER TO 1 MINOR

(XY-NT)

1Min-1Maj-1NT

-2 \heartsuit : Partner must bid 2

-2 (Compulsory)

-2 : Limit.

-2 : Limit.

-2NT : Limit. Denies 3433/4333

-3 \heartsuit : Limit.

-2 : Artificial. Game forcing.

Further bids are natural. You bid as low as possible. If partner has bid 1 you bid a 4 card \heartsuit suit before showing a 3 card support. If the no opener bids 3 in Major after support from partner or jumps to 3 Major this is a slam try.

-2 : To play if: 1min - 1 - 1NT - 2 . / Asks for support in one of the suits.

-2 : To play if: 1min - 1 - 1NT - 2 . / Asks for support in one of the suits.

-2NT : Limit.

-3 \heartsuit : To play. Show's 6 card \heartsuit and 4 card Major.

-3 : Weak limit. Show's 6 card \heartsuit and 4 card Major.

RESPONSES TO 1 / 1

1

- 1 : 4+ .
- 1NT: 12-14p 5 (332)
- 1NT : 6-9(10)p.
- 2 : 10p+ / Drury after pass.
- 2 : 10p+
- 2 : 6-9(10)p. (3)4+ .
- Further bids are Romex.
- 2 : Minisplinter.
- 2NT : Stenberg. Game forcing in .
- 3 / 3 : Minisplinter.
- 3 : Limit.
- 3 / 4 / 4 : Splinter.

1

- 1NT : 6-9(10)p.
- 2 : May have 5 and 332 (Two). We seldom play 1NT after a 1 opening.
- 2 : 10p+ / Drury after pass.
- 2 : 10p+
- 2 : 10p+ 5+ .
- 2 : 6-9(10)p. 3+ .
- Further bids are Romex.
- 2NT : Stenberg. At least game forcing in .
- 3 / 3 / 3 : Minisplinter.
- 3 : Limit.
- 4 / 4 / 4 : Splinter.

Further bids:

- 1 Major - ? - Jump to 3 Minor shows a 5 card suit.
- 4. suit is game forcing over 1NT.

CONVENTIONS AFTER 1 MAJOR OPENING

(DRURY)

Pass - 1 - 2 :

- 2 : Minimum.
- 2 : 12-14(15)p 5+ or 4-4 in Major.
- 2 : 15p+ At least 5-4 in Major.
- 2NT : 14 Hcp.?
- 3 : 13p+ 5+
- 3 : 13p+ 5+
- 3 : Strong 6/7
- 3NT : 18-19Hp.
- 3 /4 /4 : Void. Slam-try.

Pass - 1 - 2 :

- 2 : Minimum.
- 2 : 13p+ 4+ .
- 2 : 12-14(15)p.
- 2NT : 14Hcp.?
- 3 : 13p+ 5+
- 3 : 13p+ 5+
- 3 : 13p+ 5+
- 3 : Strong 6/7
- 3NT: 18-19
- 4 / / : Void. Slam-try.

(ROMEX)

LCL = Long colour limit

SCL = Short colour limit

1 -2

- 2 : Asks for 2NT (Start on SCL)
- 2NT : Must bid.
- 3 : SCL in .
- 3 : SCL in .
- 3 : SCL in .
- 2NT : LCL in .
- 3 : LCL in .
- 3 : LCL in .
- 3 : To play.

1 -2

- 2NT: Asks for 3 (Start on SCL)
- 3 : Must bid.
- 3 : SCL in .
- 3 : SCL in .
- 3 : SCL in .
- 3 : LCL in .
- 3 : LCL in .
- 3 : LCL in .
- 3 : To play.

(STENBERG)

1 -2NT

- 3 /3 : Natural & not minimum.
- 3 : 6+ & not minimum.
- 3 : 4+ & 5+ . not minimum
- 3NT : 18-19NT
- 4 /4 /4 : Void.
- 4 : Minimum.

1 -2NT

- 3 /3 /3 : Natural & not minimum.
- 3 : 6+ & not minimum.
- 3NT : 18-19NT
- 4 /4 /4 : Void.
- 4 : Minimum.

If the opener bids 3 in Minor 3 in the opening suit asks for singleton. 3NT ask for a cue bid.

DEFENCE AGAINST OVERCALL AFTER 1♣-1

Against a natural overcall we use negative double (Except: 1min - (1) - x)
 Other doubles: Support double.

1♣/1 /1 /1 -(Double)-?

Pass: May have 10p+ & an even hand.

xx: 9 p+ Can punish at least to of the unbidden suits / limit & long suit.

New suit lowest: Natural. Not forcing.

1NT: 7-9 p. Even Hand.

2NT: Limit in the opening suit. / Both Minor after Minor-opening.

1Maj-1NT-(X)

2NT: 4-3 / 44 in Minor.

1♣/1 /1 /1 -(1/2/3x)-? (OBS! After 1 overcall see {*))

Pass: Negative / Penalties.

Double: Negative double.

1NT: 7-10 p. Hold.

New suit lowest: Natural & round forcing.

Jump in a new suit: Pre-emptive.

Cue-bid: Game forcing. No biddable suits.

2NT: Limit in the opening suit after 1 / .

Both Minor after 1♣/1 -(1 /1 /2 /2)-2NT

Limit in NT after 1♣/1 -(2♣/2)-2NT

{*}

1Min-(1)-?

Double: Denies 4+ .

1 : 4+ .

1♣/1 /1 /1 -(1NT)-?

Double: Suggestion to penalty.

Suit on 2-level: To play.

2NT: 2 lowest unbidden suits.

Suit on 3-level: Limit.

1Minor - (1) - x - (2) - ? / 1Minor - (2) - x - (Pass) - ?

Double: Strong.

2NT: Limit with 4

3 : 11-14(15)

1 /1 -(2NT: Both Minors)-?

Double: Wish to double the opponents --> pass is forcing.

3♣ : At least limit in .

3 : At least limit in .

3 : To play.

3 : To play.

RESPONSES TO 1 NT (1)

The opening 1NT shows an even hand with 15-17 Hcp. 1NT may include 5 or 5. Only even hands can be shown with relay.

- 1NT-2□:** *STAYMAN* Could be start on relay. {1}
- 2 : *JACOBY* Transfer to . 0 p+ {2}
- 2 : *JACOBY* Transfer to . 0 p+ {3}
- 2 : Asks for the best Minor suit. Either a long Minorsuit or both Minor with a weak or strong hand. {4}
- 2NT: Limit. 8-9 p. {5}
- 3□: HHxxxx(x) in □.
- 3 : HHxxxx(x) in .
- 3 : Good solid 6/7 □ no hold in the other suits. {6} / Slam-try in .
- 3 : 3-suits with void in .
- 3 : Good solid 6/7 no hold in the other suits. {7} / Slam-try in .
- 3 : 3-suits with void in .
- 3NT: To play. °1.
- 4□: Weak transfer to . **1NT-2□**
- 4 : Weak transfer to . **2** : No 4 card Major.
- 4 : Ego. (partner has a bad day....) **2** : 4/5 .
- 4 : Ego. (I am the best.) **2** : 4/5 .

1NT-2□

- 2 -2** : 4/5 & (4 / Long Minor / Both Minor.)
- 2 : 5 & 4 . Limit.
- 2NT: Limit to 3NT. -----> 3□/3 : To play.
- 3□: Ask for further distribution.
- 3 : 5-5 in Major & limit.
- 3 : 5 & Slam try.
- 3 : 5 & Slam try.
- 3NT: To play.
- 4□/4 : Slam try.

1NT-2□

2 -3□

- 3** : 5 card in Minor -----> **3** : relay --> **3** : 5□ .
- 3** : 2344. {A} **3NT:** 5 .
- 3** : 3244. {B}
- 3NT** : 3334/3343. {C}

RESPONSES TO 1 NT (2)

*

1NT-2□

2 -3□

3 -3 : Distribution?

3NT : 5 □ -----> 4□: relay -----> 4 : 2335.

4□ : 2353. 4 : 3235.

4 : 3253. 4 : 3325.

4 : 3352.

°A.

3 : CRO.

3NT: To play.

4□/4 : Slam try.

4NT: Invitation to slam.

°B.

3NT/4 : To play.

4□/4 : Slam try.

4 : CRO.

4NT: Invitation to slam.

°C.

4□: Asking bid. {C1}

4 : Slam interest with the longest Minor as trump. ----->4 : 4 □

4 / : To play. 4 : 4 .

°C1.

4 : 4 □ ----> 4 : RCK-Blackwood.

4 : 4 ----> 4NT: RCK-Blackwood.

1NT-2□

2 -2 : Asking for further distribution.

-2NT: Limit. Promise 4 .

-3□/3 /3NT/4 : To play.

-3 : Limit.

-3 /4□/4 : Splinter.

1NT-2□

2 -2

2NT : 4 -----> 3□: relay -----> 3 : 4 {A}

3□ : 4423. {B} 3 : 2434 {A1}

3 : 4432. {C} 3 : 3424 {A2}

3 : 5 . {D} 4NT: RKC-Blackwood ()

°A.

-3 : relay.

°A1.

3 : CRO.

3Sp : 2443. {A3}
3NT : 3442. {A4}

3NT: Invitation to slam.
4♣/4 : Slam-try.
4NT: RKC-Blackwood ()

RESPONSES TO 1 NT (3)

°A2.

3NT: Invitation to slam.

4 : Slam try.

4 : CRO.

4 /4 : To play.

°A3.

3NT: Invitation to slam.

4 : CRO.

4 : Slam-try.

4 /4 : To play.

°A4.

4 : CRO.

4 : Slam try.

4 : To play.

°A5.

4 : CRO.

4 : Slam try.

4NT: Invitation to slam.

°B.

3 : CRO.

3 /3 /4 : Slam try.

4NT: Invitation to slam.

°C.

3 /3 /4 : Slam try.

4 : CRO.

4NT: Invitation to slam.

°D.

3 : Distribution?	-->	3NT: 2533.	->	4 : CRO,	4NT: Invitation to slam.
	-->	4 : 3254.	->	4 : CRO,	4NT: Invitation to slam.
	-->	4 : 3352.	->	4 : CRO,	4NT: Invitation to slam.

1NT-2

2 -2NT: Limit. Promise 4 .

-3 : Asking for distribution.

-3 /3NT/4 : To play.

-3 : 5 & forcing.

-4/4 /4 : Splinter.

1NT-2

2 -3

3 : 4 -----> **3** : *relay* -----> **3** : 4243. {A}

3 : 4 {C} -----> **3NT:** 4342. {B}

3 : 5 {D}

3NT : 4333. {E}

°A.

3NT: Invitation to slam.

4 : CRO.

4 : Slam try.

°B.

4 : CRO.

4 : Slam try.

(**4** : Slam try. .)

(4 : Slam try in .)
4NT: RKCB ()

4 : To play.
4NT: RKCB ()

RESPONSES TO 1 NT (4)

°C.

3 : relay.

- 3NT: 4234 ---> 4 : CRO.

- 4 : 4324 ---> 4 : CRO.

4 : Slam try in .

4NT: Invitation to slam.

°D.

4 : TTS

3NT: RCKB ()

°E.

4 : CRO.

4NT: Invitation to slam.

°2.

1NT-2

3 : Maximum. Top honours & (3)4 .

2 -2 : 4 & 5/6 . Limit.

-2NT: 5 . Limit. (Denies singleton / void)

-3 : 5 . & 4+ . Round forcing.

-3 : 5 . & 4+ . Round forcing.

-3 : 6+ . Limit.

-3 /4 /4 : Void.

-3NT: 5 . Denies singleton / void.

1NT-2

2 -2

2NT : Minimum. 2 & 3 ---> 3 /3 : 3 card.

3 : 3235 & maximum. -> 3 : 6 .

3 : 3243 & maximum. -> 4 /4 : 4 card.

3 : 3/4 . Minimum.

1NT-2

2 -2NT

3 : 5 & 2 . Minimum.

3 : 5 & 2 . Minimum.

3 : 3/4 . Minimum.

1NT-2

2 -3

3 : Min. 3253.

3 : Min. 2+ .

3 : Max. 2 & 4/5 .

3NT : Max. 2 & 3 .

4 : 4/5 & 3 .

1NT-2

2 -3

3 : Min. 2+ .

3 : Max. 2+ & 4/5 .

3NT : Max. 2 & 3 .

4 : 4/5 & 3 .

RESPONSES TO 1 NT (5)

°3.

1NT-2

- 3** : Max. Top honours + (3)4 .
- 2 -2NT**: 5 . Limit. (Denies singleton / void)
- 3** : 5 & 4+ . Round Forcing.
- 3** : 5 & 4+ . Round Forcing.
- 3** : 5/6 & 4 . Round Forcing.
- 3** : 6+ . Limit.
- 4** / **4** : Void.
- 3NT**: 5 . Denies singleton / void.

1NT-2

2 -2NT

- 3** : 5 & 2 . Minimum.
- 3** : 5 & 2 . Minimum.
- 3** : 3/4 . Minimum.

1NT-2

2 -3

- 3** : Minimum. 2 & 3 .
- 3NT** : Maximum. 2 & 3 .
- 4** / **4** : To play.

1NT-2

2 -3

- 3** : Min. 2353
- 3** : Max. 2 & 4/5 .
- 3** : Min. 2+ .
- 3NT** : Max. 2 & 3 .

1NT-2

2 -3

- 3** : Max. 2 & 4/5 .
- 3** : Min. 2+ .
- 3NT** : Max. 2 & 3 .
- 4** : 4/5 & 3 .

°4.

1NT-2

- 2NT** : > -----> **3** : To play.
- 3** : To play.
- 3** / **3** : Hold/ Cue-Bid. ()
- 4** : Slam try.

- 3** : > -----> **3** : To play.
- 3** / **3** : Hold / Cue-Bid. ()
- 4** : Slam try.
- 4** : Cue-Bid. ()

RESPONSES TO 1 NT (6)

°6.

1NT-3

3 : Cue-Bid ()	----->	3NT : Good solid <input type="checkbox"/> .
		4 <input type="checkbox"/> /4 : Cue-Bid ()
3NT : Side hold if <input type="checkbox"/> .	----->	4 <input type="checkbox"/> /4 /4 : Cue-Bid ()
4 <input type="checkbox"/> : No side hold if <input type="checkbox"/> .	----->	4 /4 : Cue-Bid ()
4 : Cue-Bid () Top honours in <input type="checkbox"/> .		

°7.

1NT-3

3NT : Side hold if <input type="checkbox"/> .	----->	4 <input type="checkbox"/> /4 /4 : Cue-Bid ()
4 <input type="checkbox"/> : Cue-Bid () Top honours in <input type="checkbox"/> .		
4 : No side hold if <input type="checkbox"/> .	----->	4 : Cue-Bid ()
4 : Cue-Bid () Top honours in <input type="checkbox"/> .		

DEFENCE AGAINST OVERCALL AFTER 1 NT (1)

Opponents bids after 1NT:

1. Defence after natural overcall on the 2-level.

Pass: Negative / Wish to double the opponents.

Double: Negative double.

Suit on 2-trinnet: To play.

2NT: Lebensohl. Shows one suit that can't be shown on the 2-level or a forcing hand without hold in the opponents suit.

3 over 2: Long suit & limit.

Cue-bid: Forcing with hold & 5 card in the other Major / Minor.

Jump to 3: Long suit & limit.

1NT-(2 \square)-?

Pass: Negative / Wish to double the opponents.

Dobl: Negative double. May have a forcing hand with 5 card Major suit & hold.

2 /2 /2 : To play.

2NT: Ask for 3 \square -----> 3 \square -----> 3 : 5+ without hold.

3 \square : 5+ & hold. 3 : 5 without hold.

3 /3 /3 : 6 card & limit. 3 : 5 without hold.

3NT: To play & hold. **3NT:** To play without hold.

4 \square : Strong slam-try in . 4 \square : Weak slam-try in .

(4 /4 : Transfer.)

1NT(2)-?

Pass: Negative / Wish to double the opponents.

Double: Negative double. May have a forcing hand with 5 card Major & hold.

2 /2 : To play.

2NT: Asks for 3 \square -----> 3 \square -----> 3 : 5+ \square without hold.

3 : 5+ \square & hold. 3 : 5 without hold.

3 \square /3 /3 : 6 card & limit. 3 : 5 without hold.

3NT: To play & hold. **3NT:** To play without hold.

4 \square : Strong slam-try in \square . 4 \square : Weak slam-try in \square .

4 /4 : Transfer.

1NT-(2)-?

Pass: Negative / Wish to double the opponents.

Double: Negative double. May have a forcing hand without 5 card Major & hold.

2 \square : To play

2NT: Asking for 3 \square -----> 3 \square -----> **Pass/3 :** To play.

3 : 5+ \square & hold. 3 : 5 \square without hold.

3 \square /3 /3 : 6 card & limit. 3 : 3 without hold.

3NT: To play & hold. **3NT:** To play without hold.

4 \square /4 : Strong slam try. 4 \square /4 : Weak slam-try.

4 : Transfer.

Continue on the next page.

DEFENCE AGAINST OVERCALL AFTER 1 NT (2)

1NT-(2 \heartsuit)-?

Pass: Negative / Wish to double the opponents.

Double: Negative double. May have a forcing hand with a 5 card Major & hold.

2NT: Asks for 3 \heartsuit -----> 3 \heartsuit -----> **Pass/3 \heartsuit /3 :** To play.

3 : 5+ & hold.

3 \heartsuit : 5 without hold.

3 \heartsuit /3 \heartsuit /3 : 6 card & limit.

3NT: To play without hold.

3NT: To play.

4 \heartsuit /4 : Weak slam-try.

4 \heartsuit /4 : Strong slam-try.

4 : To play.

2. Defence against artificial overcall on 1NT:

Double: Wish to double the opponents. Sets up a forcing pass position.

Suit on 2-level: To play.

2NT: Lebensohl.

Suit on 3-level: Forcing.

3. Defence against strength double on 1NT:

Pass: Tel's partner to redouble.

1NT-(x)-P-RD

2 \heartsuit : \heartsuit & or .

2 \heartsuit : \heartsuit & .

2 : & .

2 : & \heartsuit .

2 : .

2 : .

Subsequent auction after overcall:

1NT-2 \heartsuit -(2 \heartsuit) If the 1NT bidder passes the 2 \heartsuit bidder can bid as this:

X : Proposal to penalty.

2 : 4 & Limit.

2NT : Forcing.

3 \heartsuit : 5+ \heartsuit . Slam try.

3 : 5+ . Slam try.

RESPONSES TO 2 \square (1)

2 \square -

- 2 : 0-5p. / No 5 card suits.
- 2 : Positive. 5+ .
- 2 : Positive. 5+ .
- 2NT : Positive. At least 5-4 in Minor.
- 3 \square : Positive. 5+ \square .
- 3 : Positive. 5+ .
- 3 : Positive ++. 5 & 5 \square .
- 3 : Positive ++. 5 & 5 \square .
- 3NT : Positive ++. 5 & 5 .

2 \square -2

- 2 : 5+ & Forcing.
- 2 : 5+ & Forcing.
- 2NT : 22-24NT (May include a 5 card Major suit)
- 3 \square : 5+ \square & promise a 4 card side suit.
- 3 : 5+ & promise a 4 card side suit.
- 3 : Sets as trump. Partner must cue bid if possible.
- 3 : Sets as trump. Partner must cue bid if possible.
- 3NT : 9 playing tricks. Undefined hand.

2 \square -2 -2Maj = round forcing -> 2NT = New decline.

2 \square -2 -2NT:

- 3 \square : Puppet Stayman.
- 3 : Jacoby.
- 3 : Jacoby.
- 3 : 5 & 4 .

(PUPPET STAYMAN)

....-2NT-3 \square = Puppet Stayman. Asks for a 4 / 5 card Major.

- 3 : One or both Major.
- 3 : 4+ .
- 3 : 4+ .
- 3 : 5 .
- New suit is cue bid.
- 3 : 5 .
- New suit is cue bid.
- 3NT: Denies a 4 / 5 card Major suit.

RESPONSES TO 2♣ (2)

2♣-2 -3♣:

-3 : Asks for the side suit.

-3 : 4 .

-3 : 4 .

-3NT: 4 ♣.

2♣-2 -3 :

-3 : Asks for the side suit.

-3 : 4 .

-3NT: 4 .

-4♣ : 4 ♣.

2♣-2NT:

-3♣: 4+♣.

-3 : 4+ .

-3 : 5+ .

-3 : 5+ .

3♣ and 3 does not demand a cue bid from partner. 3 and 3 after 3 Minor shows hold in the suit. 4 in Minor is slam try and denies a honour cue bid in heart and spade. If the 2♣ opener bids 4 in Minor he has a good hand with hope of something big in Minor.

Ex:

2♣-2NT

3♣-3

3NT-4

The 2♣-partner has shown a real cue bid with Ace or King in . 4 is a new cue bid.

2♣-2NT

3 -3

3 -4♣.....

This time the 2NT bidder has promised a hold in (ex: Qxx). 3 is a cue bid with interest for slam. 4♣ is a cue bid but don't promise King or Ace in .

DEFENSE AGAINST OVERCALL AFTER 2 \heartsuit

2 \heartsuit -(Double)-?

As usually.

XX= \heartsuit if x shows \heartsuit , else a wish to double the opponents in their suit.

2 \heartsuit -(2x/3x)-?

Pass: Negative / Wish to double the opponents.

Double : Negative double.

New suit lowest possible: Round forcing if not game.

2 \heartsuit -(2NT/4x)-?

Double: Penalty.

RESPONSES TO 2

-2

- 2 : Negative / Limit in .
- 2 : Limit in .
- 3 : Asking bid
 - 3 : Weak .
 - 3 : Limit.
 - 3 : Weak .
 - 3 : Limit.
- 2NT: Limit to 3NT.

2 -2

- Pass: Hmm, I have .
- 2 : Weak two in .
- 2NT: 25-27NT. - Further as 2-2 -2NT.
 - 4/ : Slam try in / .
 - 4NT: No slam interest.
- 3:22Hcp+ 6+. Forcing.
- 3 :22Hcp+ 6+ . Forcing.
- 3NT: 28-29Hcp.
 - 4: Baron.
 - 4 : Transfer to .
 - 4 : Transfer to .
 - 4NT: Invitation to slam.

2 -2

- Pass: Hmm, I have .
- 2NT: 25-27NT - Further as 2-2 -2NT.
 - 4/ : Slam try in / .
 - 4NT: No slam interest.
- 3 : 22Hcp+ 6+. (Do I need to say that this is forcing? I didn't think so.....)
- 3 : 22Hcp+ 6+ . (Do I need to say that this is forcing?)
- 3 : Weak two in . Minimum.
- 3NT: 28-29Hcp.
 - 4: Baron.
 - 4 : Transfer to .
 - 4 : Transfer to .
 - 4NT: Invitation to slam.
- 4 : Weak two in . Maximum.

RESPONSES TO 2 - 2NT

2 (3-6p / 6-10p. And at least 4-4 in Major)

- 2 : To play.
- 2NT: Forcing in 1/ 2. hand , else to play if minimum.
 - 3: Minimum.
 - 3 : Minimum/ m and 5 -5
 - 3 : Deny minimum. 5 & 4 .
 - 3 : Deny minimum. 5 & 4 .
 - 3NT: Maximum. 4 -4 .
 - 4/ : Void.
- 3: To play.
- 3 : To play.
- 3 : To play.
- 3 : To play.

2 (3-10Hcp At least 5-4 in Minor)

- 2NT (= or art. forcing)
 - 3: 5-4 / 55.
 - 3 : Slam-try in .
 - 3 : Nat. Forcing.
 - 3 : Nat. Forcing.
 - 3NT: Invitation to slam.
 - 4: Slam-try in .
 - 3 : 5 -4.
 - 3 : Nat. Forcing.
 - 3 : Nat. Forcing.
 - 3NT: Invitation to slam.
 - 4: Slam-try in .
 - 4 : Slam-try in .
- 3/ : To play.
- 3 / : Limit.
- 3NT: To play.

2NT (20-21NT May include a 5 card Major suit)

- 3: Puppet Stayman (See response to 2)
- 3 : Jacoby transfer.
- 3 : Jacoby transfer.
- 3 : 5 & 4
- 4/ : Slam try in / .
- 4NT: Invitation to slam.

RESPONSE TO 3 \square -4

Response to 3 \square /3 :

3 / / : Natural & Forcing.

3NT: To play.

New suit on 4: Cue-bid.

Response to 4 \square :

4 : Relay. { *1 }

4 : Cue-bid.

4NT: Denies a Cue-bid.

°*1

4 \square - 4

4 : 7 tricks in & King.

4 : 8 solid tricks in & king of .

4NT : 7 tricks in & Ace.

5 \square : 8 solid tricks in & King of \square .

5 : 8 solid tricks in & king of .

5 : KQJxxxxx & side trick.

Response to 3 /3 :

3 -3 : Natural & Forcing.

3NT/4 in the opening suit: To play.

New suit on 4-trinnet: Cue-bid.

Response to 4 :

4 : Relay. { *2 }

4NT: Asks for a Cue-bid.

°*2

4 -4

4 : 7 tricks in + King.

4NT : 7 tricks in + Ace.

5 \square : 8 solid tricks in & king of \square .

5 : 8 solid tricks in & king of .

5 : 8 solid tricks in & king of .

5 : KQJxxxxx & Side trick.

SLAM SYSTEM (1)

Cue-Bid:

When a trump is agreed, a new suit shows a control (1. or 2.)

A bid is a cue-bid if:

- A suit is bided(shown) & supported. New suit on 4-level is now a cue-bid.
- After a natural bid you jump in a new suit on the 4-level.

Often a cue-bid sequence starts on the 4-level, but sometimes you can start on the 3-level.

Ex:

1NT-2 -2NT/3 -3 /3 : Cue-Bid / Hold.

2 -2 -3 -3

Since we use RKC-Blackwood and have good control on the top strength, we use the Italian style that shows 1. or 2. control under 4NT. 4NT will always be RKC-Blackwood in a cue-bid series.

If you bid over 4NT you show 1. and 2. control with extra values (many top honours). Since we then not have good control, a grand slam should be avoided.

Roman Key-Card Blackwood:

In this Blackwood the king of trump is used as the fifth ace. **4NT** asks for aces:

5 : 0/3 Aces or 1 Ace & void (If is not trump).

5 : 1/4 Aces

5 : 2 Aces without the Queen of trump.

5 : 2 Aces with the Queen of trump.

5NT: 2 Aces with the Queen of trump & a void.

6 in a suit under trump: 2 Aces & void in the suit.

6 in trump suit: 2 Aces & void in a suit over the trump suit.

The two first steps change places if heart is trump. This is so you can ask for the queen of trump if partner has one ace.

If partner has answered 5/ the lowest suit under trump asks for the queen of trump: **1-Trinn**: Do not have the queen of trump, **2-Trinn**: Yes, I have the queen.

- If we at least must bid slam the answers are:

1-Level: Denies the trump queen.

6 in the trump suit: Denies the trump queen & no extra values.

Other bids under the trump suit: Trump queen & extra strength (in the suit).

SLAM SYSTEM (2)

When we have shown the Aces & Trump Queen, 5NT shows that we have all aces & queen of trump. At the same time we asks for extra cards:

New suit under the trump: Extra strength in suit & interest in grand slam.

6 in trump suit: Not to interested in grand slam.

New suit over trump(6-level): Extra strength & interested in 6NT / grand slam.

7 in trump suit: A lot of extra strength.

7NT: Well, I think we have 13 tricks.

VoidWood:

When a trump is agreed, or in a cue-bid sequence, you can jump to 5 in a new suit to show void. This is also a Roman Key-Card Blackwood. This convention should not be used if you are interested in other cards then the aces.

Opponents bids after RKC-Blackwood (DOPI):

Pass: 1/4 Aces.

Dbf : 0/3 Aces.

1Trinn: 2 Aces without trump queen.

2Trinn: 2 Aces with trump queen.

Josephine's 5 in Major:

If you bid 5 in Major this is a Josephine bid asking for trump honours, if these things occur:

-A Major suit is agreed as trump & you bid 5 in the trump suit.

-Support partners Major suit on the 5-level.

One exeption is if the 5 bidder has denied strength that can include 1. control in all the other suits. The bid is then slam-try.

Response to Josephine 5 in Major:

0/1 Trump honours -----> Pass.

2 Trump honours -----> 6 in the trump suit.

All top honours in trump ---> **5NT**.

SLAM SYSTEM (3)

5NT As limit to 7 in a suit:

This bid asks for top honours in an agreed trump suit or the last bided suit.

If is trump:

6 : Ace/King of trump. {6 :relay}

6 : Queen of trump.

6 : 0 top honours & extra length.

6 : No top honours.

6NT: 2 top honours.

7 : All three top honours.

If is trump:

6 : Ace/King of trump. {6 :relay}

6 : Queen of trump.

6 : No top honours.

6NT: 2 top honours.

7 : All three top honours.

If is trump:

6 : 1 top honour.

6 : Non top honours.

6NT: 2 top honours.

7 : All three top honours.

If is trump:

6 : 0/1 honours.

6NT: 2 top honours.

7 : All three top honours.

DEFENSE AGAINST OVERCALL AFTER SLAM SYSTEM

Defence against overcall after relay (Relay is used after 1NT):

1. Double relay-bid / Double of relay-answer.

Pass: Some interest to play the contract redoubled.

xx: Very interested in playing the contract redoubled.

Other bids: As without double.

2. Overcall on a relay bid.

Pass: Can't bid / Some interest to double the opponents.

Double: Won't to double to.

Take out: Natural. Not interested in penalty.

Other bids: Natural. Not interested in penalty.

Double: Interested in penalty of the overcall suit.

Take out: Natural. Not interested in penalty.

Other suits: As without overcall bids.

3. Overcall after distribution bids.

Pass: Not to interested in penalty.

Dobl : Very interested in penalty.

Other bids: Natural.

NB! If the answer hand has shown his hand the lowest suit under game is CRO.

4. CRO-relay doubled / overcall on CRO-relay.

Double: 1-level , **Pass:** 2-level, **Lowest bid:** 3-level and so on.

5. CRO-answer doubled.

Pass: Asks partner to redouble with 1. control. Else you bid as low as possible.

Further bids as a new CRO asking.

Other bids: As without doubling.

6. Overcall after CRO-answer.

Pass: Some wish to double the opponents. (Limit)

Double: Strong with to double the opponents.

Lowest bid: New CRO.

DOUBLE

NEGATIVE DOUBLE:

Plain negative double is used to 2 spade. And after 2spade the suits don't matter as much as the strength. This mean that you have to pass if you want to double the opponent.

REMEMBER, the higher the opponent bids the harder it is for your partner to double. Don't set your partner on the hardest tests.....

1Minor -(1)- ?

In this position you double if you don't have 4 or more. This is because there are a lot of hands you can't show in this position. 1 in this position shows 4+ .

1(/2)-? / 1 -(2)-?

Double shows at least 4-2 in the Major suits.

SUPPORT DOUBLE:

When you open and partner bids 1Major and the opponents bids:

Pass : Minimum / Wish to crush the opponents.

Double : 3 card support.

2Major : 4 card support.

If the opponents doubles you Redouble to show a 3 card support.

SUITSHOWING DOBLE:

(1X)- 1 / 2 Minor - (2Y) - X

In this position a double shows the unbidden Major suit and at least a semi-support in partners suit.

If you bid you suit this shows a long suit and don't promise support in partners suit.

In our system there are no pure penalties situation. The only time a double is penalty and nothing but a penalty is almost never!..

Most of the time you double partner should pass with good defends cards. But some time you should pass only because of The LAW:

W/ EW	85		
	AQ95		
	Q954	W	N
	A62	E	S
		1	X
AQT43		2	3
K7	K96	3	P
6	T43	P	P
K8743	J832	P-->	
	J95	In this position double is not	
	J72	penalty. But north know that	
	J862	if 4 is a good contract 3	

AKT7

is doomed! (Most of the time

□ QT

anyway.....)

OPPONENTS OPEN (1)

1. Defence against strong \square :

$x=$ or $+$, $1 =$ or $+\square$, $1 =\square$ or $\square+$, $1 =\square$ or $+$, $1NT=\square+$, $2\square = +$

2. Defence on opening at the 1-level:

Double: At least opening. Strong if you don't have the right distribution. {A}

1 over 1: 6 p+ (10 p+ in vul.) (4)5 card + constructive. {B}

1NT : 15-18 Hcp in 1./2. and 3. hand {C}

1NT : 10-14 Hcp. (- 4 card Major) in 4 hand.

2 over 1: 10 p+ (13 p. + if we are vul.) (5)6 card +. {D}

Cue-bid: 10-15 p. 5-5 in Major if 1 Minor , Highest + another if 1 Major. {E}

Jump to 2 : Pre-emptive. 6(7) card.

2NT: At least 5-5 in the to lowest unbidden suits.

Jump to 3 in Minor: Pre-emptive. {F}

Jump to 3 in Major: Around 7 tricks. {G}

°A.

(1x)-Dobl-(Pass)-?

Pass: Believe in something big!

New suit lowest: 4+card. Not forcing.

Cue-bid: Game-forcing.

Jump in a new suit: Limit.

2NT: Limit.

(1x)-Dobl-(1y)-?

Double: Take out double if y= Minor. /
Penalty if y= Major suit.

New lowest: 4 card + not forcing.

1NT: 6-10 p. Don't promise hold.

2x: Round forcing.

2y: Game forcing.

Jump to a new suit/2NT: Limit.

(1x)-Double-(1NT)-?

Double: Suggestion.

Cue-bid: Gameforcing.

2NT: Two lowest unbid suits.

Jump to a new suit: Limit.

(1x)-Dobl-(2y)-?

As above except from:

Double: Take out double.

(1x)-Dobl-(2/3x)-?

Double: Take out double.

°B.

The only forcing bid is cue-bid that shows limit in the overcall suit or game forcing.

New suit lowest is constructive & not forcing. Jump to a new suit shows good cards and can only be passed with bad cards without fit.

°C.

(1x)-1NT-(Pass)-?

If the opponents opens with 1 in Minor we use the NT-system as if we opened.

3 in Major will be like 3.4 hand opening.

OPPONENTS OPEN (2)

°D.

(1x)-2y(Pass)-?

The only forcing is cue-bid that shows limit in the overcall suit or game forcing.

(1x)-2y-(2x)-?

Double shows the other suits and 3x shows limit in the y suit.

(1 -2 -(2Maj)-? / (1Min)-1□/2 -(2Maj)-?

Double show 5 card in the other Major suit + support in partners suit.

New Major show 5+ and at most 2 card support in partners suit.

°E.

(1x)-2y(Pass)-?

2NT is forcing and shows at least limit in the overcall suit. Ask for singleton/max.

°F.

(1□)-2NT-(Pass)-?

<p>3□ : Transfer to 3 ----> 3 --></p> <p>3 : Weak limit.</p> <p>3 : Limit.</p> <p>3 : & forcing.</p>	<p>Pass : preference. Weak hand.</p> <p>3 : preference. Weak hand.</p> <p>3 : Natural & not forcing.</p> <p>4 /4 : Slam try.</p>
--	--

(1)-2NT-(Pass)-?

<p>3□ : □ preference.</p> <p>3 : Transfer to 3 ----> 3 -----></p> <p>3 : Limit.</p> <p>3 : & forcing.</p> <p>4□ : Limit.</p>	<p>Pass : preference. Weak hand.</p> <p>3 : Natural & not forcing.</p> <p>4□/4 : Slam try.</p>
---	---

(1 /1)-2NT-(Pass)-?

3□/3 : To play.

3 /3 : Natural & forcing.

Cue-bid: Game forcing.

4□/4 : Limit.

3. Defence against 1NT:

Max 13-15 1NT:

Double: 12 p+.

2□ : Major

2 : + a Major

Against strong 1NT (At least 14-16NT): DONT

Double: Undef. Long suit.(Can be passed)

2□ : At least 4□ and another suit.

2 : At least 4 and one Major.

2 : At least 4-4 in Major.

2 : . But not as good as if: X - then 2 .

2NT : Minor. Just for the fun of it....

3□/ : Pre-emptive.

3 / : 7/8 tricks.

OPPONENTS OPEN (3)

4. Defence against 2♣ natural:

Double: Take out double. {A}

2 / 2 / 2 : 5+card. At least 10p+ ----> 3♣ only forcing.

2NT: 16-19 p. Even hand. {B}

3♣ : 5 & 5 / . About 10 p+

3 / 3 / 3 : Pre-emptive

°A.

2 / 2 / 2 : 4+card. Not forcing.

2NT: 9-11 p. Even hand without a 4 card Major suit.

3♣ : Game forcing.

3 / 3 / 3 : Limit.

°B.

3♣ : Baron.

3 / 3 : Transfer.

3 : Weak transfer to 4 .

4♣ : Strong slam try in .

4 : Slam try in .

5. Defence against strong 2♣:

Pass: Negative / Even hand.

Dbf: ♣.

2 / 2 / 2 : Natural & 5+card. Constructive.

2NT: ♣ & .

3♣: ♣ & .

With weak card & a long suit we bids as high as possible as fast as possible.

6. Defence against weak 2♣ :

Double: Take out double. {A}

2 / 2 / 3♣: 5+card. At least 12 p+ ----> 3♣ only forcing.

2NT: 16-19 p. Even hand. {B}

3 : 5 & 5 / 5♣. Ca 10 p+

3 / 3 : About 7_-8 playing tricks.

°A.

2 / 2 : 4+card. Not forcing.

2NT: 9-11 p. Even hand without a 4 card Major suit.

3♣ : 5+♣ Not forcing.

3 / 3 : Limit

°B.

3♣/3 / 3 : Natural.

3 : Stayman.

4♣ : Slam try in ♣.

OPPONENTS OPEN (4)

7. Defence against 2 Multi:

Pass: Negative / Opening with 4-2/ 4-1 in Major.

Double : Opening strength & at least 4-3 in Major. / 16 p+ {A}

2 /2 : 5+card. At least 12 p+ -----> Natural.

2NT: 16-19 p. Even hand. -----> See (2: Nat.)-2NT-(Pass)-?

3/3 : 6+card. At least opening strength.

3 /3 : About 7_-8 game tricks.

°A.

2 /2 : 4 card. Not forcing.

2NT: Lebensohl -----> **3** -----> **Pass:** To play with .

3/3 : 5+cards. Limit.

3 : Weak to play.

3 /3 : 4+cards Limit.

3 /3 : 4+cards. Forcing.

4/4 : Slam try.

4/4 : Strong slam try.

(2)-Pass-(2)-?

Pass: Negative / Opening with at most 3 .

Double: Opening strength with at least 4 / 16 p+ ---> See Lebensohl.

2 : 5+ . At least 12 p+

2NT: 16-19 p. Even hand. -----> See (2/2 : Nat.)-2NT-(Pass)-?

3/3 : 6+card At least opening strength.

3 : (5)6 + 12 p+

8. Defence against 2 Flannery:

Double: Opening strength with both Minor.

2 : Opening strength with 4/5 card .

2 : 5+ 10 p+

2NT: 16-19 p. Even hand. -----> Natural.

3/3 : 12 p+ & 6+cards.

9 Defence against 2 Marmic (4441):

Double: Opening strength with at least 4-4 in Major / 16 p+

2 /2 /3/3 : 5+cards 12 p+

2NT: 16-19 p. Even hand. -----> See (2/2 : Nat.)-2NT-(Pass)-?

10. Defence against weak 2 / 5 & Minorsuit:

Double: Opening strength with 4 / 16 p+ -----> Lebensohl.

2 /3/3 : 5+cards 12 p+ -----> **3** only forcing.

2NT: 16-19 p. Even hand. -----> As (1)-1NT-(P)-? One level higher.

3 : 5 & 5 / 5 . At least 12 p.

3 : About 7_-8 playing tricks.

OPPONENTS OPEN (5)

11. Defence against 2 ♣ Flannery:

Double: Opening strength with both Minor.

2 ♣ : 5+ ♠ 10 p+

2NT: 16-19 p. Even hand. -----> Natural.

3♣/3 ♠ : 12 p+ 6+cards.

3 ♣ : Game forcing (♣ hold?)

12. Defence against weak 2 ♣ / 5 ♠ & Minorsuit:

Double: Opening strength with 4 ♣ / 16 p+ -----> Lebensohl.

3♣/3 ♠ / 3 ♣ : 5+Kort 12 p+ -----> 3 ♣ only forcing.

2NT: 16-19 p. Even hand. -----> As (1 ♣)-1NT-(P)-? One level higher.

3 ♣ : 5 ♣ & 5 ♠ / 5 ♠ . At least 12 p.

13. Defence against 2NT both Minor:

Double: Wish to double the opponents.

3♣ : Opening strength with at least 4 ♣ .

3 ♠ : Opening strength with at least 4 ♠ .

3 ♣ / 3 ♠ : 6+cards 13 p+

4♣ : 6 ♣ & 4 ♠ .

4 ♠ : 6 ♠ & 4 ♣ .

14. Defence against 3♣/ ♠ pre-emptive:

Double: Take out double.

3 ♣ / 3 ♠ / 3 ♠ : (5)6+cards At least opening strength.

3NT: 16 p+ BINGO-bid. {A}

°A

(3♣/3 ♠)-3NT-(Pass)-?

4♣ : Asking bid -----> 4 ♣ : Strong NT. 16 p+

4 ♣ : Flint. 4 ♣ / 4 ♠ : Natural.

4 ♣ / 4 ♠ : 5+cards & 12 p+ forcing. 4NT: Both Minor suit.

4NT: 12-15 Hcp. Balanced.

(3 ♠)-3NT-(Pass)-?

4♣ : Asking bid -----> 4 ♣ : Strong NT. 16-19 p.

4 ♣ : ♣ suit. 4 ♣ : Minor suit.

4 ♣ : ♠ suit. 4 ♣ : Natural.

4 ♣ : 12-15 p. 4NT: 20 p+

DEFENCE (1)

SIGNAL :3rd and 5th .
STRENGTH :LOW
LEADS : 3rd/5th . (Top of nothing against NT)
TRUMP ECHO
SMITH
LAVINTHAL : High card for high suit and reverse.
INVITATIONABLE FROM HONOURS IN PLAY.

We use top of sequence or inner sequence.
 First free discard is strength. After that you discard distrib. from your remaining cards.

AGAINST NT:

- If partner leads an Ace and the dummy has 2+ we discard distribution. Else: strength.
 It is a demand that you play the queen after an ace lead.
 If partner leads a king we play strength.

TRUMP ECHO: Is used when you want to ruff. We then use reverse 3rd -5th in trump.

SMITH: A convention used against NT. It is used to tell your partner if you liked the opening lead or not. A small card in the next suit shows that you didn't like the lead. This convention demands that you are awake. It's is not smart to say that you liked the lead if you have a lot of tricks in another suit.....

A good example on SMITH from 3. division 1995:

	QT65	
	QJT _x	
	xx	
	□K _{xx}	
Tore		Jan-Einar
J8 _{xx}		Ax
962		K8 _{xx}
KJT		xxx
□973		□QJ _{xx}
	K97	
	Ax	
	AQ9 _{xx}	
	□AT _x	

South was the declarer in 3NT and Tore was lucky with the 7 of club lead. This went to a small, J and the ace. If the declarer plays on and do that right he will win the contract, but he played the ace of heart and another. On heart Tore discarded 2 and 9 of heart. When Jan Einar had the lead he had a simple diamond switch. He had seen the 2 and 9 of heart and new that partner couldn't have the 10 of club.

When the declarer finessed the diamond he lost 2 \square tricks and one in the other suit. If he takes the ace of diamond he will still go down. (2 + one in the other suits.)

DEFENCE (2)

LAVINTHAL: Is used for example used when partner leads an ace against a trump contract. If a singleton is in the dummy you know that you almost every time have to switch to another suit. A high card will tell partner to lead the highest suit with exception from the trump and a low suit asks for the opposite. The same principle counts inside the game.

INVITATION DURING THE GAME: When it is clear that partner need help you play a low card to encourage him if you have help in the suit. If the table has 0-3 small cards in a suit and you play a high card partner know that you don't have help to him in the suit.