

# Swedish Jacoby 2NT

Our Variation Version [Not Standard]

This same structure applies after all interference except a 1N overcall. (You should be doubling the opponents if they over call 1NT and you have 10+ points with 4-card support!) [Only applies to openings, not overcalls.]

Green is Opener  
Purple is Responder

1M - 2NT = Shows Invitational+ With 4+ Trumps:

- 3♣ Any Minimum <sup>(1)</sup>.
- 3♦ Asks Shortage <sup>(2)</sup>:
- 3♥ Yes, I have Shortage
  - 3♠ Where is it?
    - 3N/4♣/4♦/ ♣/♦/“Other Major” Shortness, Respectively
  - 3♠ No Shortness, 6(322) or 7(222).
  - 3N No Shortness, 5(332) or NT-ish 5(422); possible 6(322)
  - 4♣/4♦/4♥ No Shortage, Cue Bids
  - 4M No Shortness, & Nothing to Cue-Bid: “Shit Hand”
- 3M 10-12 Support Points, Non-Forcing, but Invitational. <sup>(3)</sup>
- 3 of Other M/4♣/4♦ Cue Bids <sup>(2)</sup>
- 3♦ Extras with No Shortness, Game Force. <sup>(4)</sup>
- After 3♦:
- Everything Else Just Cue-Bids, <sup>(5)</sup>
  - Responder Jumps to 4M If Has Shit <sup>(6)</sup>
- 3♥/3♠/3N Extras with ♣/♦/“Other Major” Shortness, Respectively. <sup>(4)</sup>
- 4♣/4♦/4♥ Good 5+Card Suits, 2 of the Top 3 Honors. (The 4♥ bid only exists if M = ♠. If M = ♥, opener won't have 5♠!)

- (1) “Minimal” by the opener says:
  - a.) “I definitely don't have any slam interest”, and
  - b.) Could mean “I would not normally accept the LR invite”.
- (2) After opener shows a minimum, all bids by the responder EXCEPT either 3M or 4M are game forcing *with slam interest*. With no slam interest and game values, just bid 4M.
- (3) A direct 3M after openers 3♣ bid says I had the “basic 4-card LR”. Opener can still accept the invite by bidding 4M.
- (4) “Extras” by the openers simply means “I want to be in game (at least)”. It does NOT say [= promise] “I have slam interest”. Opener gives the “extras” information on the way to game in case responder has mild+ slam interest. [Or because opener does have slam interest and wants further information from the responder.]
- (5) Responder gives this information on the way to game in case opener is interested in slam. Opener continues to cue bid in case responder is interested in slam. Think of it as our “non-serious” slam tries.
- (6) DUH!

This is also on after most interference, such as:

1♥	(X)	2NT
1♥	(1♠)	2NT
1♥	(2♣)	2NT
1♥	(2♦)	2NT
1♠	(X)	2NT
1♠	(2♣)	2NT
1♠	(2♦)	2NT
1♠	(2♥)	2NT