	DEFENSIVE AND COMPETITIVE BIDDING
	LLS (Style: Responses: 1 / 2 Level; Reopening)
	rds, 2-level normal sound
	s cue 10+ raise or any STR;
	e weak; Jump cue mixed raise
New suit (constructive
1NT OVE	CRCALL (2 nd /4 th Live; Responses; Reopening)
15-18, sys	
4 th 11-14	
JUMP OV	VERCALLS (Style; Responses; Unusual NT)
	ak jump overcalls – advancer's jump NAT + FIT
2-Suit: 2N	T 2 lowest unbids 55+
	9-20, system on
DIRECT	& JUMP CUE BIDS (Style; Response; Reopen)
	(1m)2m both Ms 55+; (1M)2M OM + m 55+
Jump cue	ask stopper
VC NT (-	sa Stuang/Weeks DeemoningsDII)
	s. Strong/Weak; Reopening;PH)
2 = both $2NT = bot$	
$\frac{2N1 = boi}{Others nat}$	
Others had	•
VS.PREE	MTS (Doubles; Cue-bids; Jumps; NT Bids)
	u 4♦ - adv 2NT LEB
	th Ms, cue 3M ask stopper, Leaping Michaels
	= NAT 16-18 (4 th 15-18) – system on
	FICIAL STRONG OPENINGS- i.e. 1 or 2
vs art stro	ng 1♣Dbl = both Ms 44+; NT = both ms
OVED	PPONENTS' TAKEOUT DOUBLE
	0+; 1/1 F1; 2/1 NF;
	ed raises in m (RDBL may inc. fit+F), jump raise PRI
No invent	od raises in m (RDRI maying tit±E) iumn soica DDI

LEADS AND SIGNALS OPENING LEADS STYLE Lead In Partner's Suit 1st 3rd 5th Suit same 1st 3rd 5th** (4th if...) NT same Subseq 1st 3rd 5th same Other: Vs NT king strong lead – ask UB or CT ** high from middle sequence LEADS Lead Vs. Suit Vs. NT Ace A+: A K x+ Ax+: AKx+ AKJ+; KQJ+; KQ10+ King AK; KQ+; Kx

Qx; QJ+ Qx; QJ+; KQx+, AQJ+ Oueen Jack Jx; J10+ AJ10+; J10+; Jx 10x; 109+; K109+ 10 10x; 109+; KJ10+ 9x; H109+; (98x+) Same Hi-X Sx; HxSx; xxSx Same Lo-X XxS; xxS; xxSx; HxxxS+; xxxxS+ (same) xxxxS+ SIGNALS IN ORDER OF PRIORITY

Partner's Lead Declarer's Lead Discarding 1 Reversed count Rev count Odd encouraging Suit 2 Reversed attitude SP Even SP 3 Suit preference 1 Same Smith if needed Same NT 2

Signals (including Trumps):

Reversed: **High-**low = **odd** number or **disc**ouraging

Lavinthal if needed

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

TO- 10+p. if good shape, 17+ any

Advancer's cue F (usually fit)

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg dbls; Support dbl/redbl; Resp dbl

Lightner dbl

Max. overcall dbl



CATEGORY: Green System NCBO: FINLAND PLAYERS: Hulda Nyberg Johan Blomqvist

PSYCHICS: Rare

SYSTEM SUMMARY						
GENERAL APPROACH AND STYLE						
Natural – 555(4)2						
15-17NT						
Weak Twos						
Weak Jumps						
2/1 GF unless rebid in minor						
CRECIAL PIRCEHAT MAY REQUIRE REFERICE						
SPECIAL BIDS THAT MAY REQUIRE DEFENSE						
BNT opening – pre in minor Michaels (vs m=M's) , UNT						
Weak Jump shifts and raises						
weak Jump shirts and raises						
SPECIAL FORCING PASS SEQUENCES						
IMPORTANT NOTES						
1x (p) 1y (p)						
2NT(p) 3♣ asks often "balanced"						
others promise 54 or 6						

O P E N I N G	X			NATURAL – 5card MAJORS			
	I F A R T	MIN NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMP AND PASSED HAND BIDDING
1.		2	4 ♦	11-22hcp 2+cards,	Mod Inverted raises; weak jump shifts; 1NT 6-11	1X – 1M – 1NT – XY	after DBL RDBL may incl. fit+F
1 •		5(4)		11-22hcp 5+ or 4441	Dbl jumps SPL	1X - 1X - 2NT - 3 = art asks	
1 ♥/1 ♠		5	4 ♦	11-21 hcp 5+cards	1NT= F1, 2♣/2 ♦= 5+cards inv+ or 4+ cards GF,	1M - 2NT - 3 = any min hand	2♣ = 3+FIT +max pass
					2♥=5+ cards GF 2NT=GF+fit, 3♣=+fit+6-9,		
					$3 \leftarrow = \text{inv+fit}, 3 \checkmark = 6 + \text{inv (after 1S) weak (after 1H)},$		
					3 = weak (after 1S), 4 = A/4 = SPL (0),		
INT			4♦	15-17	Stayman; Transfers M; 2 minor(s) wk / m's GF;	1NT – 2♠ - 2NT/3♣ - 3m wk, 3M short	
				could be 5M or 6m	2NT=nat 3♣= asks 5M, 3X NAT INV; SA Texas		
2*	X	0		ART GF or 22+bal	2 ♦ negat or relay; 2M=nat 2NT=♣		
					3♣=♦ 3♦=m's 5+5+		
2 •		5-7		2-10	New suit F1; 2NT ASKs 4M to play		
				(vulnerability!!+position)			
2♥/2♠		5-7		2-10	New suit F1; 2NT ASKs 4oM to play		
				(vulnerability!!+position)			
2NT				20-22hcp bal, 5M/6m ok	PupStayman; Transfers M; 3 ♠=5 ♠+4 ♥ SA-texas		
3♣		6		Nat pre (!vul+pos!)	4♦ RKCB in clubs		
3 •		6		Nat pre (!vul+pos!)	4♣ ART slam try in diamonds		
3♥		6		Nat pre (!vul+pos!)	4m cue		
3 🛦		6		Nat pre (!vul+pos!)	4m cue		
3NT	X			Pre in m	4 ♣ P/C; 4 ♦ F		
				To play in 4 th hand			
4♣/4♦	X	6inM		about 8,5 triks in M			
4♥/4♠		6		Nat to play (usually Pre)			
4NT	X			Asking specific aces		HIGHTEVEL	DIDDING
						HIGH LEVEL BIDDING Splinter; control bids (1st or 2nd); RKCB 0314	
						Spiniter, control bids (1 or 2); RKCB 03	14