

OPENING BID DESCRIPTIONS				SWEDEN: Sundelin - Sylvan			
Opening	Art	Min nbr	Neg Dbl	Description	Responses	Subsequent Auction	Other bidding by passed + in comp.
1♣	0	0	2♠	11-13 bal or 17+, any distribution	<u>1</u> = 0-7; OBS. Opener might pass w 11-13 - and (very rarely) w 17 <u>1M</u> =8+hp, 4+suit, longer m OK. Others deny M. NOTE [1.2] <u>1/2/3 NT</u> = 8-12/13/14-19; <u>2m</u> =NF 8-13; <u>3</u> =INV; <u>2</u> = ART, 5+4+♣♦, INV OR BAL, 20+, 44 ♣♦; <u>2</u> = ART, 6+♣, INV+ OR 5+4+ ♣♦, FG; <u>3</u> = ART, FG, 6+♦; <u>3</u> = 6+suit, INV; <u>3</u> = 7+suit, INV to 4♥; <u>3</u> = ART relay to 3NT, bal 14-19 OR 20+ <u>4</u> / <u>1</u> = ♥/♠ solid/semisolid 7+suit, 2 keycards	<u>1M</u> , NF = wk (3)4M, passes next, OR =17+, 4+M; (Rebid 2♣=5M, 2M=5+♣); Resp: nat, fit or spl <u>1NT</u> =17-19; <u>2m</u> = 17+NF, Resp: Nat or spl; <u>Jump</u> =FG; <u>Double jump</u> = ASK cue <u>1</u> =wk OR 17+; <u>1NT</u> =wk, Resp: 2♣=S/O ♦ OR INV, 2♦=ASK,FG, 2NT=♣, S/O OR FG 2suiter <u>2</u> = ASK, 17+, NT OR ♣, Resp: ART; <u>2M</u> raise=wk; <u>Others</u> 17+; <u>2NT</u> = 18+,supp; 11-13 may raise 2m, or accept INV; <u>Others</u> =17+, <u>Jumps</u> =NAT, set trumps, ASK cue <u>2NT/3m/5m</u> =S/O; <u>2</u> =ASK, wk or 17+; <u>3M/4m</u> =17+; (Resp: NT jumps=20+) <u>3</u> =S/O (Resp: 3♦=♣♦, FG; 3M=spl w ♣,FG); <u>2NT</u> =FG (Resp same but 3♣ = FG); <u>3M</u> =17+; 3 NT=wk; New suit= 17+; <u>3</u> =2-way (Resp shows spl); <u>4</u> =17+, demands cue; (-3♦)- <u>P/3NT</u> =11-13; <u>Others</u> =17+; (-3♥)- <u>P/4</u> =11-13; <u>3NT</u> = supp, F; <u>Others</u> =NAT, FG, 17+ <u>3NT</u> =11-13; <u>4</u> = ASK hp (14-15/16-17/18-19); <u>4M</u> = NAT, F (Resp NAT NT else as if RKCB) <u>4 nxt</u> = ASK (see 4m-opening); <u>4respM</u> =11-13; <u>4new</u> =NAT,17+; <u>4NT</u> = relay suit	Over (1X) 1♠ = neg D, else TRF structure. See front "IMPORTANT NOTES.." NOTE [1.1] Over (2M) TRF lebensohl NOTE [4.2]
1♦		4	4♠	11-16, normally unbal., may have longer ♣	<u>1NT</u> , F1 = 6-10, no M OR 16+, no jumpable suit <u>2NT</u> = supp, light INV based on shape; <u>3</u> = PRE <u>2</u> = 10-15, supp, F1 NOTE [2.1 - 2.2]	TRFs (<u>2</u> =4441 or 5+ <u>1</u> , <u>2</u> / <u>1</u> =♣/♠, max; <u>2</u> =4441, max; <u>2NT</u> =♣♦); <u>3m</u> =good(♣=canape); (Later by resp: 2NT = relay to 3♣, wk or str; 3♣ = supp, str) <u>2</u> =min, any spl; <u>2</u> =xtras; (Resp 2♠/NT=ASK); <u>2NT</u> "NAT"; <u>3</u> =canape,good; <u>3</u> =min, no spl	Passed hand jump = fit No TRFs w passed partner
1♥		5	3♠	11-16	<u>2</u> =ART,FG OR ♣, Inv; <u>2</u> =5+,resp's 2M/3♦=NF <u>2NT</u> =3+supp, INV+; <u>Dbl jump new</u> = void, wk or str <u>3m</u> = FG, NAT. Solid, no supp OR good + supp Hxx (1♠-) <u>2</u> = 10+,F1; (1♠-) <u>3</u> =FG, very good suit	NOTE [3.2] <u>3</u> =min; <u>3</u> = xtra, no spl; <u>3</u> / <u>1</u> / <u>NT</u> =xtra, ♣/♦/oM spl; <u>4</u> / <u>1</u> / <u>1</u> =Void ♣/♦/oM NOTE [3.1] <u>3new</u> = cue; 4m rebid or supp or 4NT jump sets m; <u>2NT</u> =14+, 6♠ OR ♥ supp or "BAL" 51(43)/52(42); Resp: 3♣ =relay NOTE [3.1 - 3.4]	Passed hand jump = spl
1♠							
1NT			2♠	14-16, may have any 5suit. (5m4M may occur, and 6m, but rarely)	<u>2</u> = ASK, no M or hcp promise. NOTE [4.1] <u>2</u> = ART (any M, wk; 5+♥, Inv+; 44♣♦, FG; Gerber, 55♥♠, FG) <u>2</u> = ART, 5+♠, INV+ <u>2</u> =ART, 6+♣, OR INV,6+♦; <u>3</u> =ART, 6+♦, wk/FG <u>3</u> / <u>1</u> =TRF-INV; <u>3</u> =♣♦♦,FG; <u>4</u> / <u>1</u> =♥/♠	<u>2</u> = Neg; Resp: 2♠ = S/O; NT= NF; 3m/♥= FG; 3♠ = ♣♦; 4♣=Gerber; 4♦=55♥♠; <u>2</u> = Acc; Resp: 2NT= relay to 3♥; Others as above. <u>2NT</u> = Acc; Resp: 3♥= ART ASK 3supp ♠; 3m/♠ =NAT, FG <u>2NT</u> = Acc; <u>3</u> = Neg; Resp: 3♣ = S/O; 3♦=♦; 3M=spl,♣, FG; 3NT= ♣ OR ♦	Over (D), P demands RD, RD demands 2♣ Others SYSON Over (2M) TRF LEB NOTE [4.2]
2♣		5	3♠	11-16 (has 4M if only 5♣)	<u>2</u> = ASK <u>2M</u> = F1; <u>2NT</u> = NAT, INV, OR ♣ supp, FG	<u>2</u> = neg OR ♥; <u>3</u> =medium; <u>3new</u> =spl, max; <u>4M</u> =5suit NOTE [5.1] (2M)- <u>3</u> = very good, no suitable bid; Else NAT, splinter jumps; (2NT) - <u>3new</u> = acc, spl	NOTE [5.2]
2♦	0	0		6-10(11), 6crd M or 22-23 bal	<u>2/3M</u> = p/c; 4 =Bid M; <u>4</u> = TRF to M; <u>2NT</u> =ASK; <u>3m</u> = Nat, F1	(-2NT) - <u>3M</u> =wk; - <u>3</u> / <u>1</u> = good w ♥/♠; <u>M</u> denies supp, <u>1</u> =supp+ ; <u>1</u> =supp+♥; <u>4M</u> = NAT w some fit	NOTE [5.3]
2♥		4		11-16, 4414 or 4405	<u>2NT</u> =FG ASK by steps; <u>Others</u> = NF; <u>jmp</u> =INV	Steps: (min/ med/ max/ med+, 5♠/med+, ♦H); Re-ask if min. If 3M is bypassed, 4♦/♥= TRF;	
2♠	0	0		(12)-16, 5+ 4+♣, no 4M, 4-5.5 losers	<u>2NT</u> = PUP ♣, then P/3♦ = wk, higher = FG <u>3</u> / <u>4m</u> = Inv; <u>3M</u> =F; <u>3</u> =ART, ASK, FG	NOTE [6]	
2NT				20-21	<u>3</u> =PUP 3♦; <u>3</u> =ASK M; <u>3M</u> =Nat, FG; 4m=SAT	NOTE [4.3]	
3♣		6		Decent suit	<u>3M</u> =F1; <u>4M</u> =cue; 4 =Spec.RKC (0,1,1+Q,2,2+Q)	SLAM APPROACH AND CONVENTIONS	
3♦		6		Decent suit	<u>3M</u> =F1; <u>4M</u> =cue; <u>4</u> = RKC as above	Splinters, Q-bidding up the line, first or second round controls. 3NT forwardgoing after M agreed.	
3♥		(6)7		Decent if vul, NV free	<u>3♠/4</u> =F1; <u>4</u> =cue <u>4</u> = RKC as above	Gerber (via relay after 1/2NT), Regular BW (directly over 1/2/3 opening, or pos resp to 1♣), 4NT if trump agreed = RKCB (1430 in M), for m (3014) only if no previous Obid.	
3♠		(6)7		Decent if vul, NV free	<u>4</u> =F1; <u>4</u> =Nat; <u>4</u> = RKC as above	"Redwood" (4♦/♥ for ♣/♦) when m supported after 2♦ opening. "Majorwood" (4♥/♠ for ♣/♦) after 2♠ -2NT + M jump, AND after 2♠ -3♣-4♦-4M. "Voidwood" with jump (also in bid suit) after 1♣ and later m raise + after 1NT-SAT, then 4/5 new "Xwoods": (2NT-3♥-3♠ -5X = resp. to imagined RKC): 3X-4♣, and 3♣-4♦ = ASK (0/1/1,5/2/2,5)	
3NT	0			1st/2nd Broken (7)8+ m	<u>4/5m</u> = p/c; <u>4M</u> =to play; <u>4NT</u> = m slam try		
4♣/♦	0	0		Solid/semisolid ♥/♠, 2 keycards.	Steps: 1=ASK, 3= ASK cue, higher=voids Resp. to step1: min / a K / voids / xtra length		
4♥/♠		(6)7		Gambling	<u>4NT</u> = RKCB; new suit=cue		
4NT	0			Specific ace ask	<u>5</u> =no A, <u>5</u> / <u>♥</u> / <u>♠</u> =that A, <u>5NT</u> =♣A, <u>6</u> =2A	4NT shows 3+ keycards if m agreed and Obid. 0-7hand w/ any trump can show 1 keycard.	