




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 SVENSK BRIDGE	 SWEDEN Mixed	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				WBF and SBF Convention Card	SWEDEN Mixed	
1-level: (6)8-16, normally 5+ suit (occasionally 4)		Lead	In Partner's Suit				
2-level: Very sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.	Suit	3 rd from even, low from odd	3 rd from even, low from odd				
Responses: Transfers from 2cue to our suit -1. Lower suit is F1.	NT	2 nd /4 th (third from Hxx)	3 rd and low				
2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.	Subsequent	2 nd , 4 th through declarer when opening suits		Category:	Green		
3our = PRE, 0-5 hcp 4(+) supp		that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)		NCBO:	Sweden		
Reopening: Like above but can be lighter	Other:	K asks for count against 5-level and higher		Events:	EBL Mixed Teams 2019		
				Players:	Ida GRÖNKVIST – Mikael GRÖNKVIST		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
15-18, sys on. Passed hand: 54+ two lowest unbid	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
11-14 when protecting vs 1m, sys on	Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+	1♣=BAL (can be 3352) or natural, with “transfer-responses”			
11-16 when protecting vs 1M, sys on (2♣-2NT (max w. or w/o M))	King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AK, AKJT+	4-c 1♦ (never balanced, only 4 when some 4441), 5-card Ms			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+, QJ9+, QJ+	QJT/9+, AQJ+, QJ+, KQT9+	1NT=(14)15-17, 5-card M and semibal. common			
(1m)-2M= 10-16, 4c M and 5+ om, (1m 2+)-2M=3-9 hcp, 6-c M	Jack	JT+, Jx, KJT+/AJT+	JT+, KJT+/AJT+, Jx	2♦= a) (5)6-c M, weak b) FG with 5+♦			
(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)-2♦ = 55+ ♦+♠, NF,	10	T9+, HT9+, Tx	T9+, T(9)x, HT9+	2M = 10-13, 6 c-suit (can be 7-c suit with MIN)			
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)	9	KJ9+, 9x,	KJ9+, 9x,	2/1 = FG (2♣ = 2+♠, relay, others unbalanced)			
(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♠ = 55+ ♠+♠, NF	Hi-x	xxXx, Xx, xxXxxx	Xx, xXx, xXxx, xXxxx+	Weak Jump Shifts on 2-level (but see 1♣), INV on 3-level			
Passed hand: Same but weaker. Responses: See [Note 4]	Lo-x	xxxxX, xxX	HxX, HxxX+	PRE:s <u>very</u> dependent on vul. and position. See [Note 10]			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
(1m)-2m=55+ Ms, (1M)-2M=55+ oM + ♣, both constructive		Partner's Lead	Declarer's Lead	Discarding	1) The opening-bid 1♣: a) 12-14 BAL/18-19 BAL b) NAT		
(1M)-3M=Stopper ask, (1m)-3m = 55+ ♠ + om, constructive	Suit: 1 st	ATT, low = enc	Count, low=even	ATT, low = enc	2) The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦		
constructive nature. Responses: See [Note 4]	2 nd	Count, low=even	Suit preference	Count, low=even	3) The responses 1♦/♥ and 1♠ to 1♣, “Transfer-responses”:		
Reopening: Cue = 55+, any two unbid suits, Jump cue = same	3 rd	Suit preference		Suit preference	1♦/♥ = 4+ ♥/♠ (could be 0 hcp)		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT, low=enc	Smith, low = enc	ATT, low=enc	1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M		
Dbl = Strength/Tricks, 2♣ = 44+ Ms, 2♦ = One M, worse or better	2 nd	Count, low=even	Count, low=even	Count, low=even	4) The responses 2♦ and 2♥ to 1♣: WJS in the suit above		
than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms or very good twosuit	3 rd	Suit preference	Suit preference	Suit preference	(3-7 hcp) or 4(+) in the suit above and 5+ ♠, FG		
Reopening: Same (all bids can be a little lighter)	Signals:	Hi-lo=discouraging	Hi-lo = odd				
Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT	Smith: hi-lo = disc. Special signals: See [Note 6]						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O, vs 4♠: Dbl = Optional Responses: See [Note 5]	TAKE-OUT DOUBLES (Style; Responses; Reopening)			When we have forced to game (not just bid it), 1M-2NT,			
(2M)-4m = 55+ m + oM, 2NT=16-18, 3NT=to play	Maybe down to 10 HCP with nice distribution. Will prefer dbl to over-			1x-(Dbl)-Rdbl and (1NT)-Dbl-(escape to 2m).			
Cue bid: ms/Highest +one, 4NT = unspecified 2-suit	calling 2m with 5332. Offshape ok if (16)17+.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
VS. ARTIFICIAL STRONG OPENINGS	Responses: (1M)-D-1NT = weak or FG. See [Note 7]			Psychics: Rare (lighter/stronger openings/PRE:s in 3 rd			
Vs. 1♣: Dbl=Ms, NT = ms, 2♣/♦ = 4+ ♥/♠, 5+ other	Reopening: Same as above, but could be even lighter			hand possible). We are not very strict about our hcp-ranges.			
OVER OPPONENTS' TAKE-OUT DOUBLE	SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			Frequent use of transfers and artificial 2NT in competition,			
Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)	3-card support doubles and redoubles, Maximum Overcall Doubles (see			see [Note 9] for examples.			
Rdbl: 10+ hcp, interested in penalizing	[Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠			Singleton A/K usually not shown as singleton			

OPENING BID DESCRIPTIONS				Ida Grönkvist-Mikael Grönkvist, Sweden Mixed		
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	✓	2	4♥	a) (11)12-14 BAL b) 18-19 BAL c) Natural, 4+ ♣ UNBAL	1♦=4+♥, 1♥=4+♠, 1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M, 1NT=FG BAL/♣, 2♣=5-9, 5+♣, 2♦/♥=3-7 hcp with 6+ ♥/♠ or FG, 4♥/♠ and 5+♣ 2♠=INV+, 6+ ♣, 2NT=55+ ms, S/O or FG, 3X = PRE w/ 6+ suit	1♣-1♦/♥; 1♥/♠=12-14NT/3M, 5+♣, MIN 1NT=18-19 BAL, 3M=18-19 BAL, 4-c M 3♣=6+♣, 3-c M, 15-17
1♦		4	4♥	Natural, semi-/unbalanced hand. Only 4♦ when 4441	1♥/♠=6+hcp 4+suit, 1NT=6-12 no 4-card M, 2♣= FG bal/♣, 2♦=8-11, 3+ supp, 2♥/♠=3-7 hcp, 6(+)♥/♠, 3♣=Nat INV, 3♦=PRE with 4+ supp	1♦-1M; 1NT=4+♣, 2♣=11-14, 6+♦ or 18+ “any”, 2NT=15+ w/ supp, 3M = MIN 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semiforcing, 2♣= FG BAL/♣, 2♦= FG, 2♥=8-11, 3(4)-c supp, 2♠=3-7 hcp, 6(+)♠, 2NT=INV+ with 4+ supp, 3m=Nat INV, 3♥=4(5)-c supp 4-8 hcp, 3♠=Supp, intermediate hand with any void, 3NT/4m=Void (3NT=♠), worse/better than 3♠	1♥-1♠/NT; 2♣= 6+♥ or 16+ ”any”, 2♥ = 11-16, 5♥+4♣, 2NT =15+, 6♥ 4-c m 1♥-1♠; 3♠= MIN 5♥4♠ (31)
1♠		5	4♥	11-23	1NT=Semiforcing, 2♣= FG, BAL/♣, 2♦/♥= FG, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with sup, 3♠/♦/♥=Nat INV, 3♠=4(5)-c supp 4-8 hcp, 3NT=Supp, intermediate hand with any void, 4m/♥= Void, worse or better than 3NT	1♠-1NT; 2♣= 6+♠ or 16+ ”any”, 2♠ = 11-16, 5♠+4♣, 2NT = 15+, 6♠ 4-c m 1♥/♠-2NT: See [Note 1]
1NT		---	-	14+-17hcp, (semi)BAL, 5- card M or 6-card m possible	2♣=ASK for 4c M(s) (doesn't promise 4cM), 2♦/♥=Trf ♥/♠, 2♠/NT=Trf ♣/♦, 3♠=FG, 54+ ms, 3♦=INV, 6+M, 3♥/♠=Short M, 4c oM, 44/54 ms, 4♣/♦=Trf ♥/♠	Super accepts, Second-round transfers (after 2♣/2red), 1NT-2♣; 2♦-3M = 4M and 5oM, FG
2♣	✓	0		a) FG (not ♦ as longest suit) b) 20-21 BAL	2♦= Waiting (4+ hcp if 5+ M), 2M=To play facing 20-21 NT, 2NT-3♥=Trf to next suit w/ HHxxxx+	2♣-2♦, 2♥=5+ ♥/FG, BAL (forces 2♠) Accepting 2NT+ trf = Hx/xxx+ in support
2♦	✓	0	-	a) (5)6cM, (3)5-9 hcp b) FG with 5+ ♦	2/3M=Pass or correct, 2NT=INV+, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit, 4M=To play	2♦-2NT; 3♣=Max, 3♦=Min with ♥, 3♥=Min with ♠, 3♠+ FG with ♦
2♥		6	-	10-13 hcp, 6c-suit (can be 7 with 10-11 hcp)	3♣=Weak or FG with 5+♦, 3♦=5+♣, 2NT=Inv+ asking, 3♥=PRE, 3♠/4m=Splinter	2♥-2NT: See [Note 1]
2♠		6	-	10-13 hcp, 6c-suit (can be 7 with 10-11 hcp)	3♣=Weak w 5+♦/♥ or FG w 5+♦, 3♦= Inv+ w 5+♥, 3♥=5+♣, 2NT and 4m♥=See 2♥	2♠-2NT: See [Note 1]
2NT		----	-	22-24 BAL	3♣=ASK for 4/5c M, 3♦/♥=Transfer, 3♠=54+ ms, FG, 3NT=To play 4♣/♦=Slamtry with 6+ ♥/♠, 4♥/♠=Slamtry with 6+♣/♦	2NT-3♣; 3♥=No M, 3NT=5♥ Super accepts after 3♦/♥ (can show 2M+5oM)
3♣		6	-	PRE, (1)3-8 hcp	4♦=Slamtry in ♣, New suit = Nat. FG, 4NT = RKC 1430	
3♦		6	-	PRE, (1)3-8 hcp	4♣=Slamtry in ♦, New suit = Nat. FG, 4NT = RKC 1430	
3♥		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♥, 4NT = RKC 1430	4 th seat openings: [Note 2]
3♠		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♠, 4NT = RKC 1430	Passed hand bidding: [Note 3]
3NT	✓	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8 th trump, 4M = To play	
4♣		7	-	PRE, (1)3-8 hcp	4♦ = Slamtry in ♣, 4M=To play, 4NT = RKC 1430	
4♦		7	-	PRE, (1)3-8 hcp	4M=To play, 4NT = RKC 1430, 5♣ = Slamtry in ♦	
4♥		6	-	To play	4♠ = To play, 4NT=RKC 1430, 5♣ = Slamtry in ♥	
4♠		6		To play	New suit=cuebid, 4NT=RKC 1430	
4NT	✓	----		Asking for specific aces	5♣=No ace 5♦=♦-ace 5♥=♥-ace 5♠=♠-ace 5NT=♣-ace 6♣+= 2 aces	
5♣		7		To play		
5♦		7		To play		

HIGH LEVEL BIDDING

RKC 1430, ask for specific kings and third round controls after asking for aces, can ask for complete distribution in most game forcing sequences

Splinters, 1st and 2nd round controls up the line, Last Train – control in bypassed suit may be shown by cuebidding other suit under game level

If OPPs dbl a bid asking for stoppers: NT = 1,5+stoppers, RDBL = xx+, pass = one stopper **or** semistopper, bid = nat with singleton

Supplementary sheets I. Grönkvist - M. Grönkvist Sweden Mixed

[Supplementary Note 1] – 1M-2NT/2M-2NT

1♥-2NT (4+ support, invitational+)

3♣ Minimum

3♦

FG, asking for ShS

3♥

No ShS

3♠

Short ♠

3NT

Short ♦

4♣

Short ♣

3♥

Inv.

3♠, 4♣

Showing singleton

3NT

Singleton ♦

3♦

Extras w/o ShS

3♥ No ShS, 3NT singleton ♦, 3♠/4♣ showing singleton

3♥

Extras, short ♣

3♠

Extras, short ♠

3NT

Extras, short ♦

4m

Void m

4♥

Void ♠

4♠

Void ♠, stronger

1♠-2NT: (4+ support, invitational+)

3♣ Minimum

3♦

FG, asking for ShS

3♥

No ShS

3♠

Short ♥

3NT

Short ♦

4♣

Short ♣

3♠

Inv.

3♥, 4♣

Showing singleton

3NT

Singleton ♦

3♦

Extras w/o ShS

3♥ No ShS, 3NT singleton ♥, 3♠ singleton ♦, 4♣ singleton ♣

3♥

Extras, short ♥

3♠

Extras, short ♣

3NT

Extras, short ♦

4m

Void m

4♥

Void ♥

4♠

Void ♥, stronger

Also used (with logical modifications) after 1♦-2NT and 2M-2NT (then 3NT suggestion to play by responder and 2♥-2NT, 4♥ = 4♠+6♥).

[Supplementary Note 2] – 4th seat openings

2♣: a) FG with ♣ or ♥ b) 20-21 BAL

2♦: FG with ♦ or ♠

2NT: 22-24 BAL

3X: 10-13 hp, good 7-c suit

3NT: To play

[Supplementary Note 3] – Passed hand bidding

After 1♣: 1NT = 10-11 BAL

After 1♦: 2♣ = 8-11 hcp, 4(+) supp, 2♦ = 3-7 hcp, (3)4(+) supp, 3♦ = 2-6 hcp, 4(+) supp

After 1M: 1NT = Can't have supp, 2♣ = 8-11 hcp, 3-c supp, 2♦ = 6-9 hcp, 4(+) supp, 2M = 2-7 hcp, 3(+) supp, 3M = 0-5 hcp, 4(+) supp

[Supplementary Note 4] – Responses to jump overcalls, direct/jump cue bids

Jump overcalls ((1m)-2M) and direct cuebids:

The two suits are always known.

Giving preference at 2-level: Natural, to play

Giving preference at 3-level ((1M)-2M): "Invitational", promises some values

2NT is a puppet to 3♣, to show a weak hand that wants to play one of the suits on 3-level or "any" game force

Cuebid: Primarily a stopper ask

Other bids: "Natural"

Jump cue:

3NT = I have a stopper

4/5m = Pass or correct

[Supplementary Note 5] – Responses to T/O-doubles of preempts

After 2-level opening:

2NT is a puppet to 3♣, to show a weak hand (0-7 hcp) that wants to play a suit lower than the opening or a game force with 4-c oM/doubt about NT.

3-level bids (non jumps): Natural and "Invitational", about 8-11 hcp

Cuebid: Stopper ask without 4-c oM

Other bids: "Natural"

[Supplementary Note 6] – Special signals

- Against suit contracts when dummy has a singleton in the suit lead and partner leads A (or another honour that wins the trick – implying that third hand has the ace): Suit-preference
- In a suit where we have promised 5+ cards in the bidding: High or low = Suit-preference, middle card = encouraging

[Supplementary Note 7] – Responses to T/O-doubles over 1M

1♠ = 0-11 hcp (if 6-11, 4 card X)

1NT = Puppet to 2♣, 0-7 hcp or FG (Pass/2lower = 0-7 hcp, 2cue+ = "NAT" FG)

2lower = 8-11 hcp, (3)4+ suit

2♠ = 6-10 hcp, 5+ suit

2cue: 8-11 hcp, 4-c oM and 5+ m

[Supplementary Note 8] – Special doubles and redoubles

3-card support doubles and redoubles:

Played up to (and including) 2M after 1♣-1red. Not obligatory but we may double with 12 balanced and 4333. The support double also includes 18-19 NT with two-card support for partner's suit and no stopper in the opponent's suit.

Maximum Overcall Doubles

Double is invitational when we are in 2M after a raise and opponents bid 3M-1. This is independently if they raise each other, bid after a T/O-double or if it's their side's first bid. Over lower bids, dbl is for penalty and 3new is ART INV.

[Supplementary Note 9] – Use of transfers and artificial 2NT in competition

Transfers in competitive bidding

- After 1♣-(1X): Transfers from DbL (over 1♦/♥, then 1NT NAT, NF) or 2♣ (over 1♠) to 2X-1 (showing 5+ ♣)
- After 1♦/M-(DbL): Transfers from 1NT to 2♦/M-1
- After (1X)-1/2Y-(P): Transfers from 2X to 2Y-1/3Y-1
- After (1X)-1Y-(DbL): Transfers from 1NT to 2Y-1
- 1♦-(1♠): 2♣ = 5+ ♥, 6+ hcp, 2♥ = F1, 5+ ♣

Accepting the one-level transfers shows 12-14 NT with 2-/3-c M or a MIN UNBAL hand with 3-c M. Accepting the two-level transfers shows a hand that would have passed a natural NF-bid in the suit shown.

Artificial 2NT in competition

- After (2X)-DbL-(Pass): 2NT = Puppet to 3♣, weak or FG
- After 1♣/NT-(2X): 2NT = INV+ 5+ ♣
- After other T/O-doubles of 2M: 2NT = INV+ 5+ ♣ (if bidding voluntarily)/asking for partner's longer m (otherwise)
- 1♥-1NT-(2♠): 2NT = "Good/Bad" – Weak or FG with one m (normally 55+)
- (1X)-2lower-(2X)-P, (P)-2NT: 4-6 in two suits

[Supplementary Note 10] – Preempting style

All preempts are very dependent on vulnerability and position. 1st and 3rd NV vs. V is (of course) the situations where we are most aggressive. 2nd seat and V is more constructive. Here, however, suit quality is much more important than hcp or number of tricks.

Mikael tends to be more aggressive than Ida 1st seat NV vs V but Ida is more aggressive than Mikael when V. 1st seat NV vs. V Mikael normally opens 3X with Jxxxxx and 6322. 3rd seat NV vs. V both players has preempted on five-card suits.