




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: Can be weak, ~7-16, (4)5+ suit. 2 level: sound, (10)11-16(17), good suit. 2m most often not balanced
Responses: New suit: F1, cue bid: good raise
Cue bid: good raise
Double cue bid: ~8+, 4+support
2NT: NAT INV
Reopening: NAT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 with stopper
Responses: Sys on
Reopening: 4 th : Over 1m: 11-14, over 1M: 11-16
Responses: After 11-14: sys on, after 11-16: 2♣ ASK M; 2♦-2♠sys on 11-14, 2NT: 15-16, unknown distribution (3♣: reask)
(1x)-P-(1y)-1NT: 15-18
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls: weak, ~5-11, (5)6card suit
2NT: Constructive 55+ two lowest unbid (Reopening: 19-21 BAL)
Responses: New suit: F1, 2NT: NAT INV
Reopen: NAT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid: Constructive 55+ highest unbid suit + one unbid suit (Protecting: 55+ any two unbid)
Responses: 2NT: asking for other suit, suit: P/C
Jump cue bid: Asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X: Upper opening strength/stronger
2♣: Both majors, 4-4+
2♦: Weak 6c M
2M: NAT
2NT: 5-5+ both m
3m: NAT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT: 15-18, sys on
X: Takeout, continuation: lebensohl
VS. Multi: X: 13-15 BAL/17+, 3M: 4cM+6cm, 4m: m+H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X: both M, 1NT: both m
OVER OPPONENTS' TAKEOUT DOUBLE
New suit on 2 nd level: non forcing, XX: RDBL: 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd from even, low from odd, highest	
NT	3 rd from even, low from odd	3 rd from even, low from odd	
Subseq	2 nd 4 th through declarer in untouched suit	1-3-5	
Other: If we have shown supp in partner's suit the highest from xxxx is lead.			
Leads in trump show S/P if not vs doubled partscore (3 rd /low)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AK(x), Ax	
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx	
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx	
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)	
10	KJ10(x), 10x	109(x), 10x, AQ10(x), HJ10(x)	
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 98(x)	
Hi-X	Xx, xxXx, xxXxxx	Xx, xxXx, xxXxxx	
Lo-X	xxX, xxxX	xxX, xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	Attitude	Count	Attitude
NT 2	Count		Count
3	Suit preference		Suit preference
Signals (including Trumps): Low-High: Encouraging/even, High-Low: Discouraging/odd. Suit preference in trumps. If partner leads an honour in our shown suit, middle card: encouraging, other: SP.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
3 cards in unbid suits (10-11)12+ depending on distribution/17+ offshape			
Responses: Cue bid: forcing			
Reopening Can be weaker, ~8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Sweden
PLAYERS: Sanna CLEMENTSSON – Simon EKENBERG EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣: 12-14 BAL/18-19 BAL/ NAT
1♦: 4+D UNBAL
1M: 5+, 11+
15-17 NT Can contain 5c M, can be semibalanced
2♣: 20-21 NT/GF
2♦: 6c weak M/strong D
2M: 6c suit, 10-13
2NT: 22-24
2/1: GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣: 2+
1♣ – 1♦/♥/♠: TRF
2♦: weak 6cM/strong ♦
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Unusual

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sanna CLEMENTSSON – Simon EKENBERG			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12-14 BAL 18-19 BAL 11-23 NAT	1♦/♥: 4+♥/♠, 1♠: S/O ♦/GT+ ♦/GT+ both m/ weak BAL/GF BAL, 1NT: GT vs 12-14 BAL, 2♣: 5+♣ to play, 2♦: GT+5+♣, 2M: ~4-7 6c suit, 2NT: S/O 5-5 m, 3♣: PRE 6+♣, 3♦/♥/♠: SHO 6+♣ GF	1♣-1red-1red+1: 12-14 BAL 2-3♥ (4♥ with min)/11-15 UNBAL with 3♥, 1NT: 18-19 BAL, 3M: 18–19 BAL w 4c-supp 1♣-1red-1red+1/1NT- 2♣: S/O ♦/ GT, 2♦: GF, 2NT: S/O ♣/GF 5-5+	Transfers after most overcalls with some exceptions, for example 1♣ – (1♥) – 2m Further details: [Note 1]
1♦		4		4+♦ UNBAL (only 4 if 4441) 11-23	1M: 5+ 4+M, 1NT: 6-11, 2♣: GF 4+♣, 2♦: weak raise, 2M: 4-7 6M, 2NT: 4+♦ 15+, 3♣: GT+ 4+♦, 3M: SHO M 4+♦	1♦ – 1M – 1NT+ : TRF 1♦ – 1NT – 2♣ : F1	1♦ – (1M) – 2M: GF 5+oM, 2NT: GT 5-5 ♣+oM, 3♣: GT+4+♦ Further details: [Note 2]
1M		5		11-23	2♣: 2+ GF, 2♦: 5+ GF, 2M: 8-11 3+M, 2♠ (if opening 1♥): 4-7 6♠, 2NT: GT+ w 4+support (continuation: [Note 3]), 3M: PRE, 3 lower suit: 6+suit GT, double jump: void SPL	1M-1♠/NT- 2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ except 64s 1♥-1♠-1NT- 2♣: S/O ♦/ GT, 2♦: GF, 2NT: S/O ♣/GF 5-5+ ♠+m	TRF after dbl. Cue: 3-supp GT+.
INT				15-17, can contain 5cM, may be semibalanced	2♣: asking for M, doesn't promise a 4cM 2♦/♥: TRF to ♥/♠, 2♠: 6+♣/♦ any strength, 2NT: 6+♦ any strength/weak 55m. 3♣: GF both m, 3♦: one 6cM, GT, 3M: Single M 3coM	1NT-2♠- 2NT: min, 3♣: accept of bal GT, 1NT-2NT- 3♣: not accepting possible GT, 3♦: accept 1NT-3♣- 3♦: No 4cm, good hand, 3♥/♠: 4+♣/♦, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT: puppet to 3♣ S/O/GT+♣, 3♣/♦/♥: TRF 5+suit, GT+, 3♠: GF both m. After strong X: 2♣:♣/♦+♥/♦+♠, 2♦: ♦/both M, 2NT: both m
2♣	*			20-21 NT/GF	2♦: 4+♥/ BAL. 2♥: 4+♠ (w longer m if only 4♠). 2♠: 6+♣ weak/GF/6+♦ SHO ♣ GF. 2NT: GF 55+ M. 3♣: 6+♦ weak/GF w SHO M. 3♦/♥/♠: 4441 SHO in the suit (3♦: SHO in either m).	2♣-2♦/♥; OP relays with 20-21NT (2♥ could also be GF ♥). 2NT is GF (usually BAL) and asking.	
2♦	*			~4-9 6cM/GF with ♦	2/3M: P/C, 2NT: GT+, 3m: NAT F1, 4♣: wanting opener to transfer to M, 4♦: wanting opener to bid M	2♦-2♥- 2NT: GF ♦, 3x: NAT GF ♦ 2♦-2♠-2NT: weak ♥ 2♦-2NT- 3♣: weak M maximum, 3♦/♥: TRF weak minimum M, The rest: GF ♦	Dbl: penalty
2M		6		10-13	New suit: F1, 2NT: Forcing, 3/4M competitive	2M-2NT- 3♣: one single, 3♦: one 4cm, 3oM: 4coM, 3M/NT: no SHO min/max	Dbl: penalty
2NT				22-24	3♣: asking for 5/4 M, 3♦/♥: 5+ ♥/♠ GF, 3♠: TRF to 3NT, to play/5-4+m GF, 3NT-4♥: TRF 6+suit	2NT-3♣- 3♦: at least one 4cM, 3♥: no 4+M, 3♠/NT: 5♥/♠. 2NT-3red- 1 st step: 2-3supp, 2 nd step: 5oM no supp, 3 rd step: max 3supp, 4 th step: max 4csupp, 4M: 4csupp min	
3m		6		PRE, 3-9	4om: modified RKCB, 4M: to play: 4NT: Blackwood		
3M		6		PRE, 3–9	4♣: ST, voluntary RKCB, 4♦: NAT, 4M: to play, 4NT: RKCB	3M-4♣ -4♦: no accept, 4♥-5♦: 0,5-2,5 aces	
3NT	*			7+ solid M	4♣: asking for SHO, 4♦: asking for tricks, 4M: P/C	3NT-4♦ -4♥/♠/NT: 7/8/9	
4m		(6)7		PRE	4NT: asking for aces		
4M		(6)7		NAT	4NT: asking for aces		
4NT	*			Asking for specific aces	5♣: 0, 5♦: ♦A, 5♥: ♥A, 5♠: ♠A, 5NT: ♣A, 6♣: 2	HIGH LEVEL BIDDING	
5m				NAT		Cue bid showing 1 st or 2 nd round controls, RKCB 1430	

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	Category:	Green		
2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.		Subsequent	2 nd , 4 th through declarer when opening suits		NCBO:	Sweden		
3our = PRE, 0-5 hcp 4(+) supp			that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)		Events:	EBL Mixed Teams 2019		
Reopening: Like above but can be lighter		Other:	K asks for count against 5-level and higher		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-calling 2m with 5332. Offshape ok if (16)17+.				1x-(Dbl)-Rdbl and (1NT)-Dbl-(escape to 2m).		
Cue bid: ms/Highest +one, 4NT = unspecified 2-suit		Responses: (1M)-D-1NT = weak or FG. See [Note 7]				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. ARTIFICIAL STRONG OPENINGS		Reopening: Same as above, but could be even lighter				Psychics: Rare (lighter/stronger openings/PRE:s in 3 rd		
Vs. 1♣: Dbl=Ms, NT = ms, 2♣/♦ = 4+ ♥/♠, 5+ other		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES				hand possible). We are not very strict about our hcp-ranges.		
OVER OPPONENTS' TAKE-OUT DOUBLE		3-card support doubles and redoubles, Maximum Overcall Doubles (see				Frequent use of transfers and artificial 2NT in competition,		
Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)		[Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠				see [Note 9] for examples.		
Rdbl: 10+ hcp, interested in penalizing						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.

