




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 SVENSK BRIDGE		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			<b>WBF and FSB Convention Card</b>		
1-level: (6)8-16, normally 5+ suit (occasionally 4)			Lead	In Partner's Suit			
2-level: Sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.		Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd			
Responses: Transfers from 2cue to our suit -1. Lower suit is F1.		NT	2 <sup>nd</sup> /4 <sup>th</sup> (third from Hxx)	3 <sup>rd</sup> and low	<b>Category:</b>	Green	
2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.		Subsequent	2 <sup>nd</sup> , 4 <sup>th</sup> through declarer when opening suits		<b>NCBO:</b>	Sweden	
3our = PRE, 0-5 hcp 4(+) <sup>1</sup> supp			that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)		<b>Events:</b>	European Junior Championships 2017	
Reopening: Like above but can be lighter		Other:	K asks for count against 5-level and higher		<b>Players:</b>	<b>Ida GRÖNKVIST – Mikael GRÖNKVIST</b>	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18, sys on. Passed hand: 54+ two lowest unbid		Lead	Vs. Suit		Vs. NT		
11-14 when protecting vs 1m, sys on		Ace	AKQ+, AKJ+, AKx+		AKQ+, AKJ+, AKx+		
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+		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJT+, QJ9+, QJ+		QJT+, QJ9+, QJ+, KQT9+		
(1m)-2M= 10-16, 4c M and 5+ om, (1m 2+)-2M=3-9 hcp, 6-c M		Jack	JT+, Jx, JT9+		JT+, AQJ+, Jx		
(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)-2♦ = 55+ ♦+♠, NF,		10	HJT+, QJT+ Tx		HJT+, QJT+, T(9)x		
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)		9	K/QT9+, KJ9+, 9x, JT9+		K/QT9+, KJ9+, 9x, JT9+		
(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♠ = 55+ ♣+♠, NF		Hi-x	xxXx, Xx, xxXxxx		Xx, xXx, xXxx, xXxxx+		
Passed hand: Same but weaker. Responses: See [Note 4]		Lo-x	xxxxX, xxX		HxX, HxxX+		
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 <sup>st</sup>	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 <sup>nd</sup>	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 <sup>rd</sup>	Suit preference		Suit preference	1♦/♥ = 4+ ♥/♠ (could be 0 hcp)	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 <sup>st</sup>	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 than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms or very good twosuit		2 <sup>nd</sup>	Count, low=even	Count, low=even	Count, low=even	4) The responses 2♦ and 2♥ to 1♣: WJS in the suit above	
Reopening: Same, but everything can be lighter		3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference	(3-7 hcp) or 4(+) in the suit above and 5+ ♣, FG	
Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT		Signals:	Hi-lo=discouraging	Hi-lo = odd			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		Smith: hi-lo = disc. Special signals: See [Note 6]					
Dbl = T/O, vs 4♠: Dbl = Optional Responses: See [Note 5]		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
(2M)-4m = 55+ m + oM, 2NT=16-18, 3NT=to play		TAKE-OUT DOUBLES (Style; Responses; Reopening )			When we have forced to game (not just bid it), 1M-2NT,		
Cue bid: ms/Highest +one, 4NT = unspecified 2-suit		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).		
VS. ARTIFICIAL STRONG OPENINGS		Responses: (1M)-D-1NT = weak or FG. See [Note 7]			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Vs. 1♠: Dbl=Ms, NT = ms, 2♣/♦ = 4+ ♥/♠, 5+ other		Reopening: Same as above, but could be even lighter			Psychics: Rare (lighter/stronger openings/PRE:s in 3 <sup>rd</sup>		
OVER OPPONENTS' TAKE-OUT DOUBLE		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			hand possible). We are not very strict about our hcp-ranges.		
Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)		3-card support doubles and redoubles, Maximum Overcall Doubles (see			Frequent use of transfers and artificial 2NT in competition,		
Rdbl: 10+ hcp, interested in penalizing		[Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠			see [Note 9] for examples.		
					Singleton A/K usually not shown as singleton		

OPENING BID DESCRIPTIONS				Ida Grönkvist-Mikael Grönkvist, Sweden U26		
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, 3	1♣-1♦/♥; 1♥/♠=12-14NT/3M, 5+♣, min 1NT=18-19 BAL, 3M=18-19 BAL, 4-c M 3♣=6+♣, 3M, 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, 3♣/♦=Nat INV, 3♥=4(5)-c supp 4-8 hcp, 3♠=Supp, intermediate hand with any void, 3NT/4m=Void (3NT = ♠), worse or 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) GF (not ♦ as longest suit) b) 20-21 BAL	2♦= BAL/5+ ♥, 2♥=5+♠, 2♠/NT=6+ ♣/♦, 3♣=FG, 54+ ms, 3♦=5+ ♣ and 4M, 3M=4M and 5+ ♦	Accepting trf = 18-20 BAL (but 2♥ can be NAT FG), other rebids = “NAT”
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, 6(7)c-suit	New suit=Nat. F1, 2NT=INV+ supp, 3♥=PRE, 3♠/4m=Splinter	2♥-2NT: See [Note 1]
2♠		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1 (3♣=♥ and 3♥=♣), 2NT=INV+ supp, 3♠=PRE, 4m/♥=Splinter	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 <sup>th</sup> 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 <sup>th</sup> 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 control after asking for aces, can ask for complete distribution in most game forcing sequences  
Splinters, 1<sup>st</sup> and 2<sup>nd</sup> 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 U26

### [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] – 4<sup>th</sup> 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 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 7-11 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: Hi or low = Suit-preference, middle card = encouraging

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

1♠ = 0-11 hcp (if 7-11, 4 card X)

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

2lower = 8-11 hcp, 4+ suit

2♠ = 8-11 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. Also includes 18-19 NT without a stopper in 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

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)