DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Aggressive at 1-level, (4)5+ suit
Responses: new suit F1; TRF after (1m) – 1♠, starts with 2♦ showing 5+♥ and 2♣ = art 10+ w/o M-support (typically 5+m or NT INV+); 2NT = 4+ supp and 10+;
Jump cue = about 7-9 4+ supp; Jump to new suit = fit-jump

Sound on 2-level, (5)6+suit
Responses: new suit F1; 2NT = nat NF; Jumps = fit-jump

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 sys on

4th live 15-18 sys on

Reopen: 11-14 (♣/♦) sys on or 11-16 (♥/♠) sys off

JUMP OVERCALLS (Style;Responses;Unusual NT)

Weak (5)6+ suit

2NT = 5-5 2 lowest unbid

Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on

DIRECT AND JUMP CUE BIDS (Style; Responses)

(1M) – 2M = 5-5 oM+m

(1m) – 2m = 5-5 M´s

(2M) – 3M = ♣+♦

(1m neb) – 2m = nat

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

Dbl = strength; 2♣ = ♥+♠; 2♦ = weak or strong 6+M; 2M = 6+ 12-15; 2NT = ♣+♦

By PH: dbl=4+♠ and 4+m; 2♣ = ♥+♠; 2♠/♥/♦ = nat

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)

Dbl = T/O; (2/3M) – 4m = 5-5 m+oM

(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M

2♦ multi: dbl =13-15 bal/17+; 2NT–16-19; 4m = 5-5 m+ M

VS. ARTIFICIAL STRONG OPENINGS

Vs strong 1♣: dbl = ♥+♠; 1X = nat
1NT = ♦+♣

Vs strong 2♣/♦: dbl = ♥+♠; 2X = nat; 2NT = ♣+♦

OVER OPPONENTS' TAKE-OUT DOUBLE

TRF after 1♠ – (dbl) starts with 1NT showing 5+suit

After 1♦/♥–rd =Ax or Kx, 1NT=sup with Hxx; 2♦/♥=xxx

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	3/5	3/5
Subsequent	3/5 through dummy or in partner's suit 2/4 with attitude through declarer (not in partner's suit)	
Other:	K asks for count against 5-level and higher	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+ AKx+ Ax	AKx+ Ax
King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+
Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+
Jack	JT9+ JT+	JT+ Jx
10	HJT Tx	HJT+ T9x
9	HH9+ KJ9+ 9x	HH9+ or discouraging
Hi-x	Xx xxXxxx	Xx xxXx HxX(x)
Lo-x	xxX xxXx xxxxX	HxX HHXx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Low = enc	Low = even	Low = enc
2nd	Low = even		Low = even
3rd	Suit-pref		Suit-pref
NT: 1st	Low = enc	Low = even	Low = enc
2nd	Low = even		Low = even
3rd	Suit-pref		Suit-pref

Other signals:

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

May be light with good distribution

Dbl is most of the time take-out

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support r/dbls on the 1-level

Invitational doubles when no other bid available

SVENSK BRIDGE

WBF and SBF Convention Card

Category:	Green
NCBO:	Sweden
Event:	All
Players:	Cecilia Rimstedt – Magnus Eriksson

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Generally sound openings, preempts may be (very) light

1♣ = 12–14 bal, 18–19 bal or nat

1♦ = 11+ 4+♦ unbal / semi-bal (can be bal 3rd/4th seat)

1M = 11+ 5+M

1NT = 15-17

2♣ = FG with ♠/♥/♣/ or 20-21NT

2♦ = FG with ♦ or weak ♠/♥

2M = 6+M 10-13

2NT = 22–24

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Transfers after 1♣ opening

2♦ = FG with ♦ or weak ♠/♥

SPECIAL FORCING PASS SEQUENCES

In game force situations

After we dbl or rdbl for strength

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Occasionally

3rd hand openings may be light

Transfers in competition over 1♣

OPENING BID DESCRIPTIONS					Cecilia Rimstedt & Magnus Eriksson – Harplinge BK	
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	X	2	4♠	a) 12-14 bal (includes 5♦2♣) b) 18-19 bal c) 11-23 nat	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = trf to 1NT, bal or ♦ 1NT = GF with bal or ♣; 2♣ = 5+♣ 5-11; 2x = 6+ 4-8 2NT = INV; 3♣/♦ =6+ INV; 3♥/♠ = 6+♥/♠ a) preemptive	1♣-1♦/♥: 1M a) 2-3sup 12-14 b) 3sup and ♣, unbal; 1NT = 18-19 bal; 2M = 4sup and min; 2♠/3♦ = 4sup with ♣, unbal and extras; 3M=4sup 18-19 bal 1♣-1♠, 1NT: 2♣ = 5/4 m F1; 2♦ =inv; 2M=4M+5♦ GF 1♣-1NT: 2♣ = 5+; 2♦ =12-14 or 18-19 bal; 2M=15+ nat with 5+♣
1♦		4	4♠	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-22 1st/2nd always unbal or semi-bal 3rd/4th may be balanced	1M = 4+M F1; 1NT = nat; 2♣ = nat FG 2♦ = 10-15 sup F1; 2M= 6+ 4-8; 2NT = 16+ sup; 3♣ = 6+ inv; 3♦ = 4+♦ 3-7; 3M/ 4♣ = void SPL	1♦-1♥: 1♠=4+♠ F1; 1NT=often short in ♥ ; 2♣ = 4+♣ F1 2♠=art 16+w/ 4♥ 2NT = 6+♦ 16+; 3♣ = 5/5 FG; 3♦ = 15-17 6+♦ and 3♥ 1♦-1♠: 1NT = 1NT=often short in ♠; 2♣ = 4+♣ F1 3♥=art 16+w/ 4♠ 2NT = 6+♦ 16+; 3♣ = 5/5 FG; 3♦ = 15-17 6+♦ and 3♠
1♥		5	4♠	5+♥ 11-23	1♠ = 4+♠ F1; 1NT = Nat 4-11; 2♣ = FG bal or ♣; 2♦ = FG 5+♦ ; 2♥ = 8-11 3/(4)♥; 2♠ = 6+ 4-8; 2NT=4+♥ INV+; 3m=Nat INV; 3♥=5-8; 3♠=any void 11-14	1M-1X: 2♣ = 4+♣ 11-14 or 16+ any; 2NT = 6+M 4m 13-15; 3m = 5/5 14-16; 3♥ = 5/5 13-15; 3M=7+M 13-15
1♠		5	4♥	Same as above	Same as above (2♥ = 5+♥ FG; 2♠ = 8-11 3/4♠)	Same as above
1NT			4♠	15-17 bal	2♣ = Stayman; 2♦/2♥/2NT = TRF; 2♠/ = bal inv or 6+; 3♣ = FG both m; 3♦ = 6+M INV; 3M = shortness with 4oM ; 4♣/♦ = TRF to 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M; 2NT/3♣ = 4/4M min/max 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦
2♣	X	0		a) 20-21 bal b) Any FG with ♠/♥/♣	2♦ = R; 2M = 5+NF; 2NT = 55+ M; 3m = 6+ FG	2♣-2♦: 2♥/♠ = 5+♥/♠; 2NT = 20-21 bal 3♣ = 5+♣ 4X; 3♦ = 6+♣
2♦	X	2	4♠	a) weak 6+M 5-9 b) FG with ♦	2♥/♠ =P/C; 2NT = F1 asks; 3♣/♦ = F1 nat; 3♥ = P/C; 3♠ = FG nat 6+; 4♣= asks for trf; 4♦ = bid your M	2M-2NT: 3♣ = max with 6M; 3♦=min with ♥; 3♥=min with ♠; 3♠ = FG with ♦
2♥		6		6+♥ 10-13	2♠ = 5+♠ F1; 2NT = INV+ asking; 3♣/♦ = FG nat; 3♥ = PRE 3♠ = FG 6+♣	2M-2NT: 3♣ = min; 3♦=extras with no shortness; 3M=extras short ♣; 3oM = extras short oM; 3NT= shortness in ♦
2♠		6		6+♠ 10-13	Same as above	
2NT			4♠	22-24 bal	3♣ = STAY; 3♦/3♥ =TRF; 3♠ = ♣+♦; 4♣/♦/♥/♠ = 6+♥/♠/♣/♦	2NT-3♦/3♥: Only accept trf with sup
3X		(5)6		Preemptive, very light NV vs V	3♦ = asks for 3c M; 4♣(4♦ on 3♣) = sup S/T	3♣ -3♦; 3M = 3oM
3NT	X			1st/2nd Solid M, no outside A/K	4♣ = ask short; 4♦ = ask length; 4M = P/C	**HIGH LEVEL BIDDING**
4♣		6		Preemptive	4♦ = pick-a-major or S/T in ♣; 4M = to play; 4NT = to play	1430 (5NT = odd + void, 6X = even + void)
4♦		6		Preemptive	4M = to play; 4NT = to play; 5♣ = S/T in ♦	Non-srs 3♠/3NT/4m, last train, voidwood 0314, DOPI, DEPO
4♥		6		Preemptive	4♠ = to play; 4NT = RKC	Cue bids up the line 1st or 2nd
4♠		6		Preemptive	4NT = RKC	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♠ = that Ace; 5NT=♣ Ace; 6X = X+1 Ace	When FP pass and pull is S/T