




OPENING BID DESCRIPTIONS				Mikael Grönkvist - Johan Grönkvist		
Open ing	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♦=NAT (can be 3-3-3-4), no major unless FG, 1♥/♠= NAT, can have longer m, 1NT=FG BAL/♣, 2♣=5-9, 5+♣, 2♦=INV+, 6+ ♣, 2♥/♠,=3-7 hcp with 6+ ♥/♠, 2NT=55+ ms, S/O or FG, 3X = PRE w/ 6+ suit	
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, 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, 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, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with supp, 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, 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-c major(s), 3♦/♥=Transfer, 3♠=Puppet to 3NT (T/P or both ms) 3NT=6+ ♣, 4♠=Slamtry with 6+♦, 4♦/♥=Trf to ♥/♠, 4♠ = Choice of games 55+ ms	2NT-3♣; 3♦-3M=4M, 5+ oM, FG Super accepts showing keycards after 3♦/♥
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 control after asking for aces						
Splinters, 1 st and 2 nd 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						

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 SVENSK BRIDGE			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				WBF and FSB Convention Card			
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 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:	Swedish Open "Trials"		
Reopening: Like above but can be lighter	Other:	K asks for count against 5-level and higher			Players:	Mikael GRÖNKVIST – Johan 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 3-3-5-2) or natural			
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+	QJ9+ , 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,	JT+, Jx, AQJ+		2♦= a) (5)6-c M, weak b) FG with 5+♦			
(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)-2♦ = 55+ ♦+♠, NF,	10	T9+, KJT+, Tx, (QJT+)	T9+, T(9)x, KJT/AJT+, QJT+		2M = 10-13, 6(7)c-suit			
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)	9	KJ9+, 9x, (JT9+)	KJ9+, 9x, JT9+		2/1 = FG			
(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♠ = 55+ ♣+♠, NF	Hi-x	xxXx, Xx, xxXxxx	Xx, xXx, xXxx, xXxxx+		Weak Jump Shifts on 2-level, INV on 3-level			
Passed hand: Same but weaker. Responses: See [Note 4]	Lo-x	xxxxX, xxX	HxX, HxxX+		PRE:s very dependent on vul. and position			
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 opening-bid 3NT: AKQJxxx+ in one major			
Reopening: Cue = 55+, any two unbid suits, Jump cue = same	3 rd	Suit preference		Suit preference				
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT, low=enc	Smith, low = enc	ATT, low=enc				
Dbl = Strength/Tricks, 2♣ = 44+ Ms, 2♦ = One M, worse or better	2 nd	Count, low=even	Count, low=even	Count, low=even				
than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms or very good twosuit	3 rd	Suit preference	Suit preference	Suit preference				
Reopening: Same, but everything can be lighter	Signals:	Hi-lo=discouraging	Hi-lo = odd					
Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT	Smith: hi-lo = disc.							
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					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			