OPENING BID DESCRIPTIONS						Mikael Grönkvist-Daniel Gullberg Sweden Open
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	√	2	4♥	a) (11)12-14 BAL b) Natural	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♣=6+ ♣, PRE, 3♦/M=Inv. vs 12-14 bal.	1♣-1♦/♥; 1♥/♠=F1 with 5+♣ 3M=typically min 5♣4M(31) Direct reverses over 1red = NF, 15-17 hcp
1♦		4	4♥	Natural, semi- or unbalanced hand	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 supp	1♦-1M**;** 1NT=4+♣, 2♣=11-14, 6+♦ or 18+ "any", 2NT=15+ with supp, 3M =typically min. 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semiforcing, 2♣= FG BAL/♣, 2♦= FG unbal, 2♥=8-11, 3(4)-c supp, 2♠=3-7 hcp, 6(+)♠, 2NT=INV+ with supp, 3♣/♦=Nat INV, 3♥=4(5)-c supp 4-7 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♣, 1♥-1NT; 2NT =13-15, 6♥ 4-c m 1♥-1♠; 2NT=15+ with supp, 3♠=typically min. 5♥4♠ (31)
1♠		5	4♥	11-23	1NT=Semiforcing, 2♣= FG, BAL/♣, 2♦/♥= FG unbal, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with sup, 3♣/♦/♥=Nat INV, 3♠=4(5)-c supp 4-7 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 = 13-15, 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 to ♥/♠, 2♠/NT=Trf to ♣/♦, 3♣=Both ms, FG, 3♦=Inv. with 6+M, 3♥/♠=4144/40(45), 4♣/♦=Trf to ♥/♠	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) 18-20/24+ 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+ with supp, 3♥=PRE, 3♠/4m=Splinter	2♥-2NT: See **[Note 2]**
2♠		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1, 2NT=Inv+ with supp, 3♠=PRE, 4m/♥=Splinter	2♠-2NT: See **[Note 2]**
2NT		----	-	21-23 BAL	3♣=ASK for 4/5c M, 3♦/♥=Transfer, 3♠=54+ ms, FG 3NT=To play 4♣/♦=Slamtry with 6+ ♥/♠, 4♥/♠=Slamtry with 6+♣/♦	Super accepts after 3♦/♥, 2NT-3♣; 3♥=No M, 3NT=5♥
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	4th seat openings: **[Note 3]** Passed hand bidding: **[Note 4]**
3♠		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = slamtry in ♠, 4NT = RKC 1430	
3NT	√	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8th 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 RKC, 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

DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: (6)8-16, normally 5+ suit (occasionally 4)

2-level: Sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.

Responses: Transfers from 2cue to our suit -1. Lower suit is F1.

2NT = INV+, 4+ supp, Double cuebid: 7-9, 4(5)-c supp.

3our = PRE, 0-5 hcp 4(+) supp

Reopening: Like above but can be lighter

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

15-18, sys on. Passed hand: 54+ two lowest unbid

11-14 when protecting vs 1m, sys on

11-16 when protecting vs 1M, sys on (2♣-2NT (max w. or w/o M))

JUMP OVERCALLS (Style; Responses; Unusual NT)

(1m)-2M= 10-16, 4c M and 5+ om, Responses: See **[Note 5]**

(1♣)–2♦ = 55+ Ms, limited, (1/2+ m)-2M=10-13 hcp, 6-c M

2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 bal.)

3♣ = 55+ both highest unbid, constructive. Nat. responses

Passed hand: Same but weaker.

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)

(1x)-2x =55+ Highest + lowest unbid, constructive

(1x)-3x=Asks for stopper except (1♣)-3♣ (see jump overcalls),

constructive nature. Responses: See **[Note 5]**

Reopening: Cue = 55+, any two unbid suits, Jump cue = same

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

Dbl = Strength/Tricks, 2♣ = 44+ Ms, 2♦ = One M, worse <u>or</u> better

than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms <u>or</u> very good twosuiter

Reopening: Same, but everything can be lighter

Passed Hand: Dbl = 4M, 5+ m 2♣ = 44+ Ms, 2♦/M = NAT

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

Dbl = T/O, vs 4M: Dbl = optional. Responses: See **[Note 6]**

(2/3M)-4m = 55+ m + oM, 2NT=16-18, 3NT=to play

Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter

VS. ARTIFICIAL STRONG OPENINGS

Dbl=Ms, 2x = 5+ x <u>or</u> 54+ x+1 and x+2, 1/2/4NT=ms

OVER OPPONENTS' TAKE-OUT DOUBLE

Trfs after 1♣-(dbl) and 1M-(dbl), natural after 1♦-(dbl).

Rdbl 10+ hcp, interested in penalizing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd	3rd from even, low from odd
NT	2nd/4th (third from Hxx)	3rd and low
Subsequent	2nd, 4th through declarer when opening suits	
	that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)	
Other:	K asks for count against 5-level and higher	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+
King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AK, AKJT+
Queen	**QJT+**, QJ9+, QJ+	**QJT+**, QJ9+, QJ+, KQT9+
Jack	JT+, Jx	JT+, AQJ+, Jx
10	HJT+, **QJT+** Tx	HJT+, **QJT+**, T(9)x
9	KT9+, QT9+, KJ9+, 9x	KT9+, QT9+, KJ9+, 9x, **JT9+**
Hi-x	xxXx, Xx, xxXxxx	Xx, xXx, xXxx, xXxxx+
Lo-x	xxxxX, xxX	HxX, HxxX+

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit:	1st	ATT, low=enc	Count, low=even	ATT, low=enc
	2nd	Count, low=even	Suit preference	Count, low=even
	3rd	Suit preference		Suit preference
NT:	1st	ATT, low=enc	Count, low=even	ATT, low=enc
	2nd	Count, low=even	Suit preference	Count, low=even
	3rd	Suit preference		Suit preference
Signals:		Hi-lo=discouraging	Hi-lo = odd	

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Maybe down to 10 HCP with nice distribution. Will prefer dbl to over-calling 2m with 5332. Offshape ok if (16)17+.

Responses: 1NT, weak or FG. See **[Note 7]**

Reopening: Same as above, but could be even lighter

SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES

3-card support doubles and redoubles, Maximum Overcall Doubles (see **[Note 8]**), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠

SVENSK BRIDGE

WBF and FSB Convention Card

Category:	Green
NCBO:	Sweden
Events:	Swedish Trials 2017
Players:	**Mikael GRÖNKVIST – Daniel GULLBERG**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣=BAL (can be 3352) or natural, with "transfer-responses"

4-c 1♦ (never balanced, only 4 when some 4441), 5-card Ms

1NT=(14)15-17, 5-card M and semibal. common

2♦= a) (5)6-c M, weak b) FG with 5+♦

2M = 10-13, 6c-suit, 2/1 = FG (2♣ relay, others unbalanced)

Weak Jump Shifts on 2-level (but see 1♣), INV on 3-level

Direct reverses NF with 15-17 hcp after 1♣-1red and 1♦-1♠

PRE:s <u>very</u> dependent on vul. and position

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1) The opening-bid 1♣: a) (11)12-14 BAL b) Natural

2) The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦

3) The responses 1♦/♥ and 1♠ to 1♣: "Transfer-responses":

1♦/♥ = 4+ ♥/♠ (could be 0 hcp)

1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M

4) The responses 2♦ and 2♥ to 1♣: WJS in the suit above

(3-7 hcp) <u>or</u> 4(+) in the suit above and 5+ ♣, FG

SPECIAL FORCING PASS SEQUENCES

When we have forced to game (not just bid it), 1M-2NT ,

1x-(dbl)-rdbl and (1NT)-dbl-(escape to 2m).

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare (lighter or stronger openings/PRE:s in 3rd hand may occur)

Frequent use of transfers and artificial 2NT in competition.

We are not very strict about our hcp-ranges.

Singleton A/K usually not shown as singleton