



OPENING BID DESCRIPTIONS							
Opening Bid	X if Art	Min # Crds	Neg dbis Thru	Description	Responses	Subsequent auction	Competitive and passed hand bidding
1♣	X	0	4♦	17+ , any distribution (16 + bal NVUL)	1♦=0-7*. 1♥= 8+BAL or 14+, ANY. 1♠/1N =5+♥/♠, 8-13 2♣/♦ =5+, 8-13 2♥= Any 4441, 8-13. 2♠= 0-5, 6+♠. 2N/3N=Solid suit w/ w/o side king. 3X=4-7, 7+suit, at least KJ10. * Not A+K suited	1♣-1♦ ; 1♥ =conv. 20+ 2♠ 17-19 5+♠ 5+other. 2N 5+♣5+♦. 3♣/♦: 5+♣/♦ 5+♥. 1♣ 1♥:1♠-BAL, asking	1♣ (dbl) Rdbl= 8+PEN(F) 1♦ 5-7, any, 1♥ 8+BAL 1♣ (1♦)- D= 5-7 1♣ (1/2M)=TRF
1♦	X	1	4♦	A) 11-13 / 13-16 BAL (semi)- bal, possibly 4414/4441 B) 11-16, 4+♦, unbal, possibly 5+♣	1♥/1♠/1N= Nat. 2m = Nat, FG. STR jump shifts. 3♥♠ = PRE. 4♣/♦ = Xfer to ♥/♠	1♦-1♥;1♠=4♠ (4+♠ bal/unbal) 1♦-1♥;2♠= 6+♦& 4♠ 1♦-2M;2N= Bad fit/SHO in M	Passed hand= NAT 1♦(X) =TRANSFERS (Rdbl= 4+♥) 1♦(1/2M) = TRANSFERS 1♦(2m) 3m=4+4+M's FG
1♥		5	4♦	(10)11-16, 5+♥	1♠= Nat, F1 . 1N= Semiforcing (5-13 bad) 2♣=ART Relay INV+ 2♦= 3 card SUP 5-9 OR 14-16 hcp BAL OR 15+SPL, any. 2♥= 9-12hcp, 3c SUP. 2♠= GF 6+suit. 2N = INV+ SUP. 3♣= 4c SUP 8-10 2♠/3♦= GF 6+suit.3♥= 4c SUP approx 5-8. 3♠/4m =SPL	1♥-1♠/1N; 2♣= A) 11-14, ♥+♣ B) 15-16 BAL C) 6♥ 14-16 1♥-1♠; 2N a) 6+♥ b) 4c SUP extr 1♥-1♠;3♥= 6♥ & 3♠, 14-16	TRF over DBL and 1/2♠ Passed hand 2♣= 4card SUP , INV. 4-level in comp =FIT
1♠		5	4♦	(10)11-16, 5+♠	1N= Semiforcing (5-13 bad) 2♣=ART Relay, INV+. 2♦= 5+♥, INV+ 2♥= 3 card SUP 5-8 OR 14-16 hcp BAL OR 15+SPL, any. 2♠= 9-11hcp, 3c SUP. 2N= INV+ SUP. 3♣= 4c SUP 8-10. 3♦/♥= GF 6+suit. 3♠= 4c SUP approx 5-8. 4X=SPL	Similar as after 1♥ above	TRF over DBL and overcalls Passed hand 2♣= 4card SUP , INV. 4-level in comp =FIT
1NT		-	3♠	Bal; 2245/2254 (6322) NVUL: 10-12 (15-16 3 rd 4 th seat) VUL: 14-16 (15-16 3 rd 4 th seat)	2♣= Stayman. 2♦= 5+♥ or WK 5+♠ 2♥= 5+♠, INV+ 2♠= 6+♠ 2N = 6+♦. 3♣ = Puppet Stayman ask 5M. 3♦ = INV any 6M. 3♥/♠= Short M 5+4+minors, FG	1N-2♣: 2♦-2/3M = Smolen (INV/FG)	1NT (2♠) D = Sys On 1N (conv DBL) = Sys On 1NT (2X) D = T/O
2♣		5	4♦	A) 11-16, 5+♣ & 4+M B) 11-16, 6+♣	2♦ =8+(R) (has been bid w 44M &♣supp, WK) 2♥=INV 5+♥, 2♠=FG, 5+♠ 2N = A) G/T OR S/T w ♣-supp & shortness B) PRE ♣-raise. C) FG,5-5's unbid s. 3♣ = 8-11, SUP. 3♦/♥= GF 6+suit. 3♠=INV, 6+♠	2♣-2♦;4m=15-16, 6+♣, 5M 2♣-2♦;4M=13-14, 6+♣, 5M	T/O from both hands over enemy overcalls
2♦	X	0	-	(5)6-10, 6+M, or 27+ BAL 4 th seat: 11-13, 6+ suit	2N = 14+ Asking Relay(R). 2M/3♥ P/C. 3m = 6+, FG. 3♠=6+♠, FG 4♣ = Xfer to your M. 4♦= Bid your M. 4♥/♠ = Nat, to play	2♦-2N ; ART continuation 2♦-3♣; 3♦ = spades w 3c SUP	PEN over overcalls
2♥		5	-	5+5+ ♥&♠, (5)6-10 hcp 3 rd pos:4-13 hcp 4 th : 11-13, 6cards	2NT=(R), INV+. 4m= Texas, asking for cuebid in corresponding M	2M-2N;3♣ = Max hand, any 2N;3♦/♥/♠ = Suit and SHO (♥ then shortness up the line)	PEN over overcalls
2♠		5	-	5+♠ & 5+minor, 6-10 hcp 3 rd pos:4-14 hcp 4 th : 11-13, 6cards	2NT=(R), INV+. 3/4m = P/C. 3♥ = 6+suit FG.	2N, ART continuation	PEN over overcalls
2NT	X	-	-	6-10, 5+♣ & 5+♦, "good" suits 3 rd seat: 5-13 hcp 4 th seat: 11-13, 5+♣ & 5+♦	3♥=Relay, FG, 3♠= 5+, FG	2N-3♥:3♠/N= short ♥/♠	PEN over overcalls
3X		6	-	PRE, but sound in 2 nd pos 3 rd : can be wide range	4om over 3m is "RKC-ish" for op suit. N/S = NAT, FG 4♣ over 3M = RKC	Minor shame convention Major shame convention	PEN over overcalls
3NT	X	-	-	Solid suit w/o side king♠ (1 st , 2 nd)	4/5m = P/♣		PEN over overcalls
4♣/4♦	X	0		6+♥ & 5+♠ / 6+♠ & 5+♥	4♦= TRF->4♥.4♣;4N=RKC♠. 4♦-4N= RKC♠ 4♦-5m= "RKC-resp ♥-supp".		PEN over overcalls
4♥/4♠		6		PRE, could be strong vs passed pd			PEN over overcalls
4NT	X	-		Asking for specific aces	5♣ no Ace, 5♦/♥/♠/ Ace in bid suit. 5N =♣ Ace. 6x= 2 aces, lowest bid		
HIGH LEVEL / SLAM BIDDING							
4N= Strainsearch after op 1♦ and opps overcall 4M. 4N after 1♠- (dbl) 4♠ is a twosuit (DBL is T/O). 4N after 1X - (dbl) - 4♠ is for T/O (dbl more BAL)							
Italian style cuebids. RKCB-1430. Relays, splinters (singleton+) Pass and pull is S/T when in a forcing pass situation (of which there are few). Exclusion RKCB with jump in opp suit or 5-lev jumps after trumps are set							
5NT =RKC1430 after CUE on 5-level. Ext DEPO. When pd has shown a 2-suit with 3♠ or higher, 4N is RKC for the higher ranking suit. Cue or response to RKC sets the lower suit.							


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level: 7-17hcp, (4)5+suit, can bad nvul . 2-level: 12-17, 5+ suit
Continuations like when we open the bidding and many transfers
Reopenings: 8-14(-ish) hcp, 5+ suit. Jumps to 2♦/♥/♠ =6cards 10-13 (4♥) -pass - (pass) - Dbl to protect pd even with very limited values
Reopening dbls are made with all 15+ hands or with short op suit
Reopening pos we could choose to cuebid if void in op suit or STR
Overcaller's solo 2N rebid in comp shows 6-4 hand
1m-4m= 56/65 Majors. 1M(4m) 5+5+ in the bid minor & Other Major
1N OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 BAL, better trick taking capacity sandwich position
Reop: 11-15. Responses like when we open the bidding.
2♥ resp to stayman after oppo's 1♥ opening shows 4♠
JUMP OVERCALLS (Style; Responses; Unusual NT)
2N: 5-5 middle suits 5-10 OR 16+hcp nonvul , Vul =constr always (sound opening hand)
3♣=5-5 lowest suits, constr always
Higher overcalls are sound vul . Vs passed pd range is 5-13-ish
Over nat 2♠/2♦; 4♠= 6other minor & 5♥, 4♦= 6om & 5♠
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)
Direct: 5-5 highest, Nvul 5-10 OR 16+ hcp vul = constr
Responses: 3OM nat, FG. 2N = ASK. Cuebid = STR.
Vs 1♣ 1 or 2+cards: 2♣=Nat. 2♦= 55 highest. 2N/3♣ as above.
Jump cue asks for stopper. If missing: RESP 4♠/♦ = P/C
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)
D= 14+ (-> 2♣ denies 5♦/♥/♠) 2♣ = 4-4+ Majors. 2♦ = 5+♥.
2♥ = 5+♠. 2♠ = 5-5 ♠ & m. 2N= 6+♣ 3♣= 6+♦. 3♦ = 55M INT or 65m
4♣ = 6+♥ & 5+♠ 4♦ = 6+♠ & 5+♥
Vs 2N (STR): DBL=Majors. 3N=minors. 4m=55 in the bid m+M
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
D = T/O. 2NT = 15-18 bal
(2♦ MULTI) – 3M = 4 crd & 6+m, good suits, appr 14-17 hcp
(2♦ MULTI) - 4 m = 5-5 bid m +♥, good playing strength, appr 14-17 (3m) 4m = 5-5 M's. (3♠) 4♦ 5-5 +M.
(2/3M) 4m = Michaels 5M5m (3M)– 4M= STR T/O with sho in opps M
VS ART STRONG OPENINGS
1♠/♦ (Dbl) =Majors (54+) 1X= 4+suit, lead directing. 1N=Minors (54+)
2-level overcalls= Same as our opening bids, but widerange
Vs 2m 18+bal: Dbl= 55MM.2N=mm. 4m=5-5+ in bid m + Major
Strength undefined but variable depending on vulnerability
OVER OPPO'S TAKEOUT DOUBLE OF OVERCALLS
Rdbl= 10+, forcing to PEN dbl or 2 in overcallers suit (2N if not possible).
XFERS when opps dbl 1M-overcalls. CUE often good raise in comp


LEADS AND SIGNALS			
OPENING LEADS STYLE (3rd/5th)			
Suit	Lead	In Partner's Suit	
Suit	1/3/5 th (3 rd from 6crds)	1/3/5 th	
NT	1/3/5	1/3/5 th	
Subsequent	1/3/5 th (from remaining)	Same	
Other:	King demands count (or unblock vs NT)vs 3nt & up		
	In "gambling" 3NT situations we lead K from AK (attitude)		
	K for count also vs dbld partscores		
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx (x)	AK (xx)	
King	(AKxx), AKxxx, KQTx etc	KQJ9x, AKJTx, KQ10(9)x	
Queen	QJ(Tx), AQJ	QJx, KQxx	
Jack	J10(xx)	AJ10/KJ10 or J10(xx)	
10	AJ10(x), KJ10(x), 109(x)	A/K/Q109(x) or 109(x)	
9	K109(x), Q109(x), 98x	98(x)	
Hi-x	High	Same	
Lo-x	High	Same	
SIGNALS IN ORDER OF PRIORITY (UDCA)			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Attitude (udca)	Count (udca)	Attitude
2 nd	Count	Attitude	Count
3 rd	Suit pref	Suit pref	Suit pref
NT: 1 st	Attitude	Rev Smith (small = ENC)*	Attitude
2 nd	Count	Count	Count
3 rd	Suit pref	Suit pref	Suit pref
OTHER SIGNALS (INCLUDING TRUMPS) / PRIORITY			
The priority order between signals are; 1 st Attitude (low=enc), 2 nd count (low=even) and 3 rd suit preference (low for lower suit)			
We seldom use suit preference signals, but hi-low in trumps indicate interest in higher ranking suit. Low-high =neutral or lower suit			
*Vs NT, BOTH use reverse smith (low showing interest in the led suit)			
If t hat isn't possible (having a single or void) then an odd discard shows interest in the suit led and high odd also denies interest in discarded suit			
DOUBLES AND RDBL's			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
If we both have shown a 5 card suit OR OP/Overcaller has shown a 1-suiter, Dbl becomes optional, good cards w/o a more descriptive bid			
If we have bid and supported a suit, Dbl is PEN, except for INV dbl, when we lack the room to invite game.			
In relay sequences with FG strength, Dbl is PEN (or-ish) from both hands			
After rdbl or f/pass, unusual to stand low lev PEN dbl with SHO			
Dbl from a passed hand in 2 nd seat shows either a weak T/O OR 14+ with length in OP suit.			
Dbls aft "shown some cards" are T/O (common)			

Convention Card
WBF and Svensk
Bridge










Simon Bech



Göran Hammarström

Category	BLUE, strong ♣
Federation	Svensk Bridge – SWEDEN
Tournament	All events
Players	Goran Hammarstrom & Simon Bech, Stockholm

SYSTEM SUMMARY

1♣	17+, any
1♦	BAL OR 4+♦, unbal, can be longer ♣ (or 4414) 11-16
1♥/♠	5+cards, (10)11-16 hcp
2♣	5+♣ & 4♥/♠ OR 6+♣, 11-16
2♦	6+cards, WK in one Major, (5)6-10 hcp OR 27+ BAL
2♥	5-5+Majors, (5)6-10 hcp (4 th seat 11-13 6card suit)
2♠	5-5+ ♠+minor, (5)6-10 hcp (4 th seat 11-13 6card suit)
2N	5+5+ ♣ + ♦, 6-10 hcp
1NT	Bal 10-12 nonvul 14-16 Vul

The systems opening bids are relatively NAT. Later (relay/xfer-) bidding is often ART, but then almost always for a CONSTR purpose.

OPENING BIDS/ TREATMENTS THAT MAY REQUIRE DEFENCE

The above mentioned 1♣, 1♦, 2♦ 2♥/♠, 2N

1♣ - 2♥ = 8-13, any 3-suiter
1♣ - 2N/3N = Any solid suit w / w/o side king
Frequent XFERS when opps dbl or overcall our bids
1M - 2UNDER TRUMPS = Three-way raise WK/STR
1M - 2♣ = INV+ relay (asking bid)

Psychics Rare, but larger ranges in suit lengths and hcp's vs passed partner is not uncommon