



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and FSB Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE						
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 cuebid. Lower suit is F1.		NT	2 nd /4 th (third from Hxx)	3 rd and low	Category:	Green		
2NT = INV+, 4+ supp, Double cuebid: 7-9, 4(5)-c supp.		Subsequent	2 nd , 4 th through declarer when opening suits		NCBO:	Sweden		
3our = PRE, 0-5 hcp 4(+) supp		Other:	Might use attitude through declarer		Events:	Junior World Championships 2014		
Reopening: Natural			K asks for count against 5-level and higher		Players:	Mikael GRÖNKVIST – Daniel GULLBERG		
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 3352) or natural, with “trf-responses”	
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+		QJT+, QJ9+, QJ+, KQT9+		1NT=(14)15-17, 5-card M and semibal. common	
(1m)-2M= 10-16, 4c M and 5+ om, Responses: See [Note 5]		Jack	JT+, Jx		JT+, AQJ+, Jx		2♦= a) (5)6-c M, weak b) FG with 5+♦	
(1♠)-2♦ = 55+ Ms, limited, (1/2+ m)-2M=10-13 hcp, 6-c M		10	HJT+, Tx		HJT+, QJT+, T(9)x		2M = 10-13, 6c-suit, 2/1 = FG (2♣ relay, others unbalanced)	
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 bal.)		9	KT9+, QT9+, KJ9+, 9x		KT9+, QT9+, KJ9+, 9x, JT9+		Weak Jump Shifts on 2-level (but see 1♣), INV on 3-level	
3♣ = 55+ both highest unbid, constructive. Nat. responses		Hi-x	xxXx, Xx, xxXxxx		Xx, xXx, xXxx, xXxxx+		Direct reverses often NF with 15-17 hcp	
Passed hand: Same but weaker.		Lo-x	xxxxX, xxX		HxX, HxxX+		PRE:s <u>very</u> dependent on vul. and position	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
(1x)-2x =55+ Highest + lowest unbid, constructive			Partner's Lead	Declarer's Lead	Discarding	The opening-bid 1♣: a) 12-14/18-19 bal. b) Natural		
(1x)-3x=Asks for stopper except (1♠)-3♣ (see jump overcalls),		Suit: 1 st	ATT, low=enc	Count, low=even	ATT, low=enc	The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦		
constructive nature. Responses: See [Note 5]		2 nd	Count, low=even	Suit preference	Count, low=even	The responses 1♦, 1♥ and 1♠ to 1♣: “Transfer-responses”		
Reopening: Cue = 55+, any two unbid suits, Jump cue = same		3 rd	Suit preference		Suit preference	The responses 2♦ and 2♥ to 1♣: WJS suit above <u>or</u> 4+ suit		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	ATT, low=enc	Count, low=even	ATT, low=enc	above and 5+ ♣, FG		
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		2 nd	Count, low=even	Suit preference	Count, low=even			
Reopening: Same, but everything can be lighter		3 rd	Suit preference		Suit preference			
Passed Hand: Dbl = ♠+any, 2m = m+♥, 2M = NAT		Signals:	Hi-lo=discouraging	Hi-lo = odd				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES				SPECIAL FORCING PASS SEQUENCES		
Dbl = T/O, vs 4M: Dbl = optional. Responses: See [Note 6]		TAKE-OUT DOUBLES (Style; Responses; Reopening)				When we have forced to game (not just bid it), 1M-2NT ,		
(2/3M)-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-suiter		Responses: 1NT, weak or FG. See [Note 7]				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. ARTIFICIAL STRONG OPENINGS		Reopening: Same as above, but could be even lighter				Psychics: Rare (lighter or stronger openings/PRE:s in 3 rd		
Dbl=Ms, 2x = 5+ x <u>or</u> 54+ x+1 and x+2, 1/2/4NT=ms						hand may occur)		
OVER OPPONENTS' TAKE-OUT DOUBLE		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES				Frequent use of transfers and artificial 2NT in competition.		
Trfs after 1♣-(dbl) and 1M-(dbl), natural after 1♦-(dbl).		3-card support doubles and redoubles, Maximum Overcall Doubles (see				We are not very strict about our hcp-ranges.		
Rdbl 10+ hcp, interested in penalizing		[Note 7]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠				Singleton A/K usually not shown as singleton		

OPENING BID DESCRIPTIONS				Mikael Grönkvist-Daniel Gullberg 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) 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♦/♥=WJS ♥/♠ 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♥/♠=WJS, 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♠=WJS, 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♣=Stayman (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, 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 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♣=Stayman, 3♦/♥=Transfer, 3♠=Puppet to 3NT, 3NT=Slamtry with 6+♣, 4♣=Slamtry with 6+♦, 4♦/♥=Transfer to ♥/♠, 4♠=Pick a minor	Super accepts showing keycards after 3♦/♥, 2NT-3♣; 3♦-3M = 4M and 5oM
3♣		6	-	PRE	4♦=slamtry in ♣, New suit = Nat. FG, 4NT = RKC 1430	
3♦		6	-	PRE	4♣=slamtry in ♦, New suit = Nat. FG, 4NT = RKC 1430	
3♥		7	-	PRE	New suit = Nat. FG, 4♣ = slamtry in ♥, 4NT = RKC 1430	4 th seat openings: [Note 3]
3♠		7	-	PRE	New suit = Nat. FG, 4♣ = slamtry in ♠, 4NT = RKC 1430	Passed hand bidding: [Note 4]
3NT	✓	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8 th trump, 4M = To play	
4♣		7	-	PRE	4♦= Slamtry in ♣, 4M=to play, 4NT = RKC 1430	
4♦		7	-	PRE	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, complete asks for distribution (relays)

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 semistoppper. bid = nat with singleton

Supplementary sheets M. Grönkvist – D. Gullberg Sweden Juniors

[Supplementary note 1] – 1M-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♣ showing singleton

3♥

Extras, short ♥

3♠

Extras, short ♣

3NT

Extras, short ♦

4m

Void m

4♥

Void ♥

4♠

Void ♥, stronger

Also used (with some modifications) in close to all situations when we show support and are in 2NT.

[Supplementary note 2] – 2M-2NT

2M-2NT:

3♣: Minimum hand, bad suit

3♦: Minimum hand, good suit

3♥: Maximum hand, bad suit

3♠: Maximum hand, good suit

[Supplementary note 3] – 4th seat openings

2♣: a) FG with ♣ or ♠ b) 18-19/24+ BAL

2♦: a) FG with ♦ or ♥ b) 20-21 BAL

2NT: 22-23 BAL

3X: 10-13 hp, good 7-c suit

3NT: To play

[Supplementary note 4] – 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♦ = 6-9 hcp with 4+ supp and a shortness

After 1M: 1NT = Can't have supp, 2♣ = 8-11 hcp, 3-c supp, 2♦ = 6-9 hcp, 4(+) sup w/o shortness, 2M = 4-7 hcp, 3-c supp, 3M = 6-9 hcp with 4(+) supp and a shortness

[Supplementary note 5] – Responses to jump overcalls, direct and 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 6] – 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): "Invitational", 7-10 hcp

Cuebid: Stopper ask without 4-c oM

Other bids: "Natural"

[Supplementary note 7] – Responses to T/O-doubles

1x = 0-11 hcp (if 8-11, 4-c x)

1NT = Puppet to 2♣, 0-7 hcp or FG

2lower = 8-11 hcp, 4+ suit

2higher = 8-11 hcp, 5+ suit

2cue over a m: 8-11 hcp, 44+ Ms

2cue over a M: 8-11 hcp, 4-c oM and 5+ m

[Supplementary note 7] – 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.

Maximum Overcall Doubles

Double is invitational after 1M-2M (or 1M-(D)-2M-1) when 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.