

OPENING BID DESCRIPTIONS							
Opening Bid	X if Art	Min # Crds	Neg dbls Thru	Description	Responses	Subsequent auction	Competitive and passed hand bidding
Pass							
1♣	X	0	4♥	16+ , any distribution (17+BAL) (May be less hcp's if many tricks)	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+BAL (F) 1♣ (1♥)- D= 5-7 or 8+ bal w/o stopper 1♣ (1M/2M)=TRF
1♦	X	1	4♦ Pen ov 2♥/♠	A) 11-13 BAL (vul) 13-15 BAL (nvul) semibal possible 12-14 hp 3 rd /4 th seat B) 11-15, 4+♦ (possibly 5+♠), 4414	1♥/1♠/1N= Nat. 2m = Nat, FG. STR jump shifts. 3♥ 6M & 5m, any,FG 3♠ = PRE. 4♠/♦ = Xfer to ♥/♠	1♦-1♥;1♠=4♠ (BAL or ♦+♠) 1♦-1♥;2♠= 6+♦ & 4♠, S QUAL 1♦-1M;3♦= 6+♦ & 3M, max 1♦-1M;2N=6+♦ or 4c supp	1♦(X) =TRF 1♦(1♥)DBL = 4+♠, TRF 1♦(2m) 3m= 4+4+M's FG 1♦(2M)=TRF
1♥		5	4♦	(10)11-15, 5+♥	1♠= 5-13 hcp, not 5♠ or 3♥. 1N= 11+, inv+relay, any distribution 2♣= 5-13(+)/hcp 5+♠. 2♦= (4)5-8 OR 14-16 hcp, 3c supp OR 15+SPL, any. 2♥= 9-11hcp, 3c supp 2♠= STR jump 6+♠. 2N = INV+raise. 3♠=8-10 4c supp, no SHO 3♦= 8-10 4c supp with any SHO. 3♥= (3)4c supp approx 4- 8	1♥-1♠; 2♣= A) 10-13, S/S m B) 14-15, 4crd S/S C) 14-15 bal 1♥-1♠; 2♦= 10-13, 4♠ 1♥-1♠; 2N = 10-13, 5-5♥+m 1♥-1N; 2♠ =ART Min, <10 cards 1♥-2♠; 2♦ = Not 6+♥ or 3+♠	1♥(X)-1♠NAT, 1N->TRF 1♥(1♠): TRF 2♦=9+SUPP 1♥(2X)CUE = 4SUPP Inv 1♥(2X) 2N = 3+SUP Inv+ 1♥(jump) N/S =FG, 5+ 2♣ = 4card Drury by PH
1♠		5	4♥	(10)11-15, 5+♠	1N = 5-13 hp, not 5♥. 2♠= 11+, relay, F1, 2♦= 5+♥, 5-13hcp. 2♥ = (4)5-8 OR 14-16, 3c supp OR 15+SPL, any 2♠ =9-11hcp, 3c supp. 2N= Supp, INV+. . 3♠=8-10 4c supp 3♦=8-10 4c supp with any SHO 3♥= STR jump 6+♥. 3♠ = (3)4c supp approx 4-8	1♠-1N;2♣= A) Max w 4crd side suit , bal or SS B) Min w 4♣ 1♠-1N; 2N= 10-13, 5m	TRF over DBL Passed hand 2♣ = 4card support , "BAL" 4-level in comp =FIT
1NT	(X)	-	3♠	Bal; 2245/2254 10-12 1 st /2 nd seat nvul 14-16 1 st /2 nd seat vul 15-16 3 rd /4 th seat always	2♠= "PUP->2♦" (unless 4♥) = Many WK & STR hands. 2♦ = 4+♥, (may hold longer minor with FG values) 2♥= 4+♠,(may hold longer minor with FG values) 2♠ = FG 5-4+/4-5+minors 2N = A) 5-5 minors, S/O. B) 6+♦,S/O. C) 5-5 Majors, INV+ 3♠ = 5k♥ & 5+m, FG. 3♦ = 5k♠ & 5+m, FG. 3♥= 6+M & 5+m, FG.	1N - 2♣ - 2x - 3M = Smolen Many ART cont where responder shows his distribution/strenght	1NT (2♣) D = Sys On 1NT (2X) D = T/O Aft Xfer; D/RD= T/O (3- supp) Resp aft Xfer intervention: D=OPT Other interv D=PEN
2♣		5	4♥	A) 11-15+ 5+♠ & 4+M B) 10-15, 6+♠	2♦ =8+(R) (has been bid w 44M &♠supp, WK) 2♥=8-13, 5+♥, 2♠ = FG, 5+♠ 2N = A) G/T OR S/T w ♠-supp & SHO B) WK ♠-raise. C) FG,5-5 unbid suits. 3♠ (and 2♦+3♠) = 8-11, ♠-supp. 3♦/♥/♠ = INV, 6+suit	2♣-2♦; jumps =MAX, 6+♠,SHO	T/O from both hands over overcalls
2♦	X	0	-	4-9, 6+M, normally w/o (3)4OM 5 cards possible in 3 rd seat nvul 4 th seat: 11-13, 6+ suit	2N = 14+ Asking Relay(R). 2M= P/C. 3m = 6+, FG. 3♥=P/C 3♠ = FG with (5)6+♠. 4♠ = Xfer to your M. 4♦= Bid your M. 4♥/♠ = Nat, to play	2♦-2N ; ART continuation 2♦-3♠; 3♦ = spades w supp	PEN over overcalls 3M=P/C
2♥		5	-	5+5+ ♥&♠, 5-10 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 2M-2N;3♦/♥/♠ = shortage	PEN over overcalls
2♠		5	-	5+♠ & 5+minor, 5-10 3 rd pos:4-13 hcp (may be 54) 4 th : 11-13, 6cards	2NT=(R), INV+. 3/4m = P/C. 3♥ = FG with 6+	2N;3♣ = Max 2N;3♦/♥/♠ = ♠/♦ SHO/♦ SHO	PEN over overcalls
2NT	X	-	-	8-11, 5+♠ & 5+♦, "good" suits 3 rd seat: 5-13 hcp 4 th seat: 11-13, 5+♠ & 5+♦	3♥ = (R), GF, 3♠ = 5+, FG	3♠= SHO ♥ 3N= SHO ♠	PEN over overcalls
3X		6	-	PRE, but sound in 2 nd pos 3 rd : not always sound, can be STR	4om over 3m is "RKC-ish" for op suit. 3X - N/S = NAT, FG 4♣ over 3M =Modified RKC		PEN over overcalls
3NT	X	-	-	Solid suit w/o side king (1 st , 2 nd)	4/5m = P/♠		PEN over overcalls
4♣/4♦		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♣ none, 5♦/♥/♠/5N Ace in bid suit (5N=♣).6♣ =2 aces		

HIGH LEVEL / SLAM BIDDING

4N RKC when enemy PRE at 4-level after pd's opening bid 1M. (Strainsearch after op 1♦.) 4N after 1♠- (dbl) 4♠ is a twosuit (DBL is T/O). 4N after 1X - (dbl) - 4♠ shows 2+ places to play


Italian style cuebids. RKCB-1430. Relays, control asking bids and splinters (singleton+) Pass and pull is S/T when in a forcing pass situation (of which there are few). Exclusion dbl jump in opp suit or dbl jump after trump 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 be bad nvul . 2-level: 11-17, 5+ suit	
Reopenings: 8-14(-ish) hcp's, 5+ suit. Jumps to 2♦/♥/♠ =6cards 10-13	
4 th seat dbls are made with most 15+ hands or with short op suit	
4 th seat pos we could choose to cuebid if void in op suit	
4 th seat we protect vs 4♥ (pass) (pass) aggressively	
Over nat 2♣/2♦; 4♣=6 otherminor& 5♥, 4♦=6 other minor & 5♠.	
1m-4m= 56/65 M. 1M(4m) 65 oM+m.	
Intervenor's (and opener's) solo 2N rebid in comp shows 6-4 hand	
1N OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18 BAL, better trick taking capacity in sandwich position	
Reop: 11-16 vs M, /11-14 vs m. Responses like when we open the bidding.	
2♥ resp to stayman after oppo's 1♥ opening shows 5(4)♠	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
VS 1m 2♦/2♥/♠ vul = 6card 10+13 nvul (1♣ 3+crd) 2♦ =wk w 6M	
2N: 5-5 high+lowest suits. 3♣=5-5 highest suits 5-10 OR 16+hcp nonvul . Vul =constr always	
Higher overcalls are sound vul . Vs passed pd range is 3-14-ish	
Nvul sometimes undisciplined even vs non-passed pd	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	
Direct: 5-5 lowest, nvul 5-10 OR 16+ hcp vul = constr	
Vs 1♣ 1 or 2+cards: 2♣=Nat. 2♦= 55 lowest. 2N/3♣ 55 as above.	
Jump cue asks for stopper. If missing: RESP 4♣ = P/C	
Responses: 3m =P/C 3OM nat, FG. 2N = ASK. Cuebid = STR.	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	
Vs NT: D= T/O 2♣ = asking for M (can be 4M & longer m)	
2♦ = 5+♥. 2♥=5+♠. 2♠ = 5-5 ♠ & m. 2N=6+♣ 3♣=6+♦. 3♦ = 55m or 65m	
Reop:2♣=44+MM. 2♦=6cardM. 2M= 54 M+m. PH dbl = long minor	
Dbl = (13)14-16 bal OR 17+, any. 2♣ resp denies 5card ♦/♥/♠	
4♣ = 6+♥ & 5+♠ 4♦ = 6+♠ & 5+♥	
Vs 2N: DBL=M+M. 3m=minor+♥. 3M=♠+corr m. 4m=65 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	
(2/3M) - 4m= 5-5 bid m + OM	
(3M) - 4M= 3-suiter, STR	
(3m) - 4m = 5-5 M'♠ (3♣) 4♦ =55 ♦+Major (4♣) 4♦ = 55 Majors	
(4♥) - 4NT = Minors. (4♠) 4N = Takeout (dbl more bal/pen)	
VS ART STRONG OPENINGS	
(1♣/♦) Dbl= Majors. 1X= 4+suit, lead directing.	
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)	
We change the tempo on 2N (MOD LEB) Rest like undisturbed.	


LEADS AND SIGNALS			
OPENING LEADS STYLE (3rd/5th)			
	Lead	In Partner's Suit	
Suit	1/3/5 th (3 rd from 6crds)	1/3/5 th	
NT	1/3/5 (3 rd from bad suit)	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 dbl'd 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, AQJ(xx)	
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	Same (but not K109)	
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 (ud)	Count (ud)	Attitude (ud)
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 orders are; 1 st Attitude, 2 nd count and 3 rd suit preference			
High-low in trumps shows interest in higher ranking suit. Low-high =neutral or lower suit. Count when necessary			
*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)			
Vi freely act according to the principle fast in/fast out, also meaning our first T/O and overcall can be weak.			
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 INV+ strength, Dbl is PEN (-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. Dbl if OP bids a 2 nd suit promises Hx(x) in that suit and a "penalty pass" of the OP suit.			


Convention Card
WBF and Svensk Bridge




SVENSK
BRIDGE







Goran Hammarstrom



Mikael Arberg

Category	BLUE, strong ♣
Federation	Svensk Bridge – SWEDEN
Tournament	All events
Players	Goran Hammarstrom & Mikael Arberg, Stockholm
SYSTEM SUMMARY	
1♣	16+, any
1♦	BAL or 4+♦, unbal, can have longer ♣ (or 4414) 11-15
1♥/♠	5+cards, 10-15 hcp
2♣	5+♣ & 4♥/♠ OR 6+♣, (10)11-15
2♦	6+cards, WK in one Major, 4-9 hcp (4 th pos 11-13 6♦)
2♥	5-5+♥ & ♠, (5)6-10 hcp (4 th pos 11-13 6 card suit)
2♠	5-5+ ♠ & minor, (5)6-10 hcp (4 th pos 11-13 6 card suit)
2N	5+5+ ♣ + ♦, 8-11 hcp
1NT	Bal ; 2254/2245
1:st & 2:nd seat nvul 10-12, vul 14-16	
3:rd & 4:th seat always 15-16	
The systems opening bids are relatively NAT. Later (relay-) 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	
1♦ - 3♥ = 6M and 5m, FG	
1♥ - 1♠ = 5-13+hcp, 4♠ or BAL or minor/♠ no supp, not 5♠ usually	
1♥ - 1N = INV+(R). 1♥ - 2♣ = 5+hcp, 5+♠. 1♠ - 2♣ = INV+(R)	
Psychics	Rare, but larger ranges in suit lengths and hcp's vs passed partner is not uncommon