



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and FSB Convention Card		 SVENSK BRIDGE	
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 <sup>rd</sup> from even, low from odd		3 <sup>rd</sup> from even, low from odd				
Responses: New suit is F1. After (1m)-1M, 2♣ = Inv+ w/o supp and 2M-1 = at least a good raise 2♦ shows ♥ over 1♠.	NT	Same		Same	<b>Category:</b>	Green		
Double cuebid: 7-9, 4(5)-c supp.	Subsequent	1 <sup>st</sup> , 3 <sup>rd</sup> , 5 <sup>th</sup>		1 <sup>st</sup> , 3 <sup>rd</sup> , 5 <sup>th</sup>	<b>NCBO:</b>	Sweden		
Reopening: Natural	Other :	Sometimes attitude through declarer			<b>Events:</b>	All		
		K asks for count against 5-level and higher			<b>Players:</b>	Cecilia RIMSTEDT – Ida GRÖNKVIST		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			<b>SYSTEM SUMMARY</b>			
15-18, sys on.	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE			
11-14 when protecting vs 1m, sys on (some modifications)	Ace	AKQ+, AKJ+, AKx+		AKQ+, AKJ+, AKx+	2+♣ with trf-responses			
11-16 when protecting vs 1M, sys on (some modifications)	King	KQJ+, KQT+, KQ+, AK		KQJ/T+, KQ+, AK, AKJT+	5-card Ms			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+, QJ9+, QJ+		QJT+, QJ9+, QJ+, KQT9+	1NT=(14)15-17			
2M = 5-11, 6c M	Jack	JT+, Jx		JT+, AQJ+, Jx	2♦ = a) (5)6-c M, weak b) FG with 5+♦			
3♣ = 55+ both highest unbid(after 1M) or 55+ highest and lowest unbid(after 1m), constructive. Nat. responses	10	HJT+, Tx		HJT+, Tx,	2M = 10-13, 6c-suit			
2N = 55+ both lowest unbid, constructive. (19-21 bal.)	9	KT9+, QT9+, KJ9+, 9x		KT9+, QT9+, KJ9+, 9x	2/1: FG unless rebid			
Passed hand: Same but weaker	Hi-x	xxXx, Xx, xxXxxx		HxXx, xxXx, Xx, xxXxxx	Weak Jump Shifts on 2-level, apart from 1♣-2♦			
(1♣) – 2♦ = 5-11, 6c ♦	Lo-x	xxxxX, xxX		xxX, xxxX	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			
(1x)-2x =55+ Ms or highest and lowest unbid, Nat. responses		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 <sup>st</sup>	Attitude	Count	Attitude	The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦			
Both of these are of a constructive nature	2 <sup>nd</sup>	Count	Suit preference	Count	The responses 1♦, 1♥ and 1♠ to 1♣: "Transfer-responses"			
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 <sup>rd</sup>	Suit preference		Suit preference				
Dbl = Strength/Tricks, 2♣ = Asking for Ms	NT: 1 <sup>st</sup>	Attitude	Count	Attitude	Vs 1♣ Two-way and Polish: 2-level=bid suit or two next			
2♦ = Weak 6c M, 2M = 5+ suit, 2NT = ms	2 <sup>nd</sup>	Count	Suit preference	Count	higher (54+), 2NT=Rounded or pointed suits (54+). All these bids are <u>obstructive</u> .			
Reopening: Same, but dbl 13+	3 <sup>rd</sup>	Suit preference		Suit preference				
Passed Hand: Dbl=6+m	Signals:	Hi-lo=discouraging	Hi-lo = odd					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		<b>DOUBLES</b>			SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O, vs 4M: Dbl = optional.	TAKE-OUT DOUBLES (Style; Responses; Reopening )			When in game force, otherwise seldomly used				
(2M)-4m = 55+ m + oM	Maybe down to 10 HCP with nice distribution.							
Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter	Cue bid is forcing as long as new suits are bid.			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>				
VS. ARTIFICIAL STRONG OPENINGS		Reopening: Same as above, but could be even lighter			Psychics: Rare (lighter or stronger openings/PRE:s in 3 <sup>rd</sup> hand may occur)			
1♣: Dbl = 4+♥ 5+ other, 1♦ = 4+♠ 5+ other, 1/2/4NT ms, rest nat.	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			We are not very strict about our hcp-ranges.				
Rdbl 10+ hcp	1♣-(1♦)-dbl = 4+♥, 1♣-(1♥)-dbl = 4+♠			Singleton A/K usually not shown as singleton				

OPENING BID DESCRIPTIONS						
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣		2	4♥	a) (11)12-14/18-19 bal. b) Natural	1♦=4+♥, 1♥=4+♠, 1♠= a) 6-11 no M b) Inv+ bal, w/o M, INT=FG bal or ♣, 2♣=GF, 5+♦, 2♦= 4-8 46/64/55 ms, 2♥/♠=WJS, 3♣=(3)6-9 6+♣, 3♦/♥/♠=Inv.	1♣-1♦/♥; 1♥/♠=12-14 bal. w/o 4c supp Two-way check-back Stayman
1♦		4	4♥	Natural, semi- or unbalanced hand	1♥/♠=6+hcp 4+suit, 1NT=6-12 no 4-card M, 2♣= a) Inv 6+♣ b) GF 5+♣ or bal, 2♦=(4)6-9 3+supp, 2♥/♠=WJS, 3♣=Inv. with supp, 3♦=PRE with supp	1♦-1M; 1NT=4+♣, 2♣=6+♦, 3M = typically minimum 5431
1♥		5	4♦	11-23	1NT=Semiforcing, 2♣= a) Inv 6+♣ b) GF 5+♣ or bal 2♦=Nat FG unless rebid, 2♥=8-11, 3(4)-c supp, 2♠=WJS, 2NT=INV+ with supp, 3♣=6-9 4c supp, 3♦=12-14 bal. with 3-c supp, 3♥=PRE, 3♠=Intermediate splinter, any void, 3NT/4m=Splinter, void (3NT = ♠)	1♥-1♠/NT; 2♣= 6+♥ or 16+any (not 55), Two way check-back Stayman
1♠		5	4♥	11-23	1NT=semiforcing, 2♣= a) Inv 6+♣ b) GF 5+♣ or bal, 2♦=Nat FG unless rebid, 2♥=Nat FG, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with supp 3♣=6-9 4-c supp, 3♦=12-14 bal. with 3-c supp, 3♥=Nat INV, 3♠=PRE, 3NT=Intermediate splinter, any void, 4m/♥= Splinter, void	1♠-1NT; 2♣= 6+♠ or 16+any (not 55)
1NT		---	-	14 <sup>+</sup> -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♥/♠=31(54)/13(54), 4♣/♦=Trf to ♥/♠	Super accepts, Second-round transfers, 1NT-2♣; 2♦-3M = 4M and 5oM
2♣		0		a) GF (not ♦ as longest suit) b) 20-21 BAL	2♦ = Relayish, 2♥/♠ = Signoff vs. 20-21BAL, 3♣/♦ = Signoff vs. 20-21BAL	2♣-2♦; 3♣ = ♣ + another suit 2♣-2♦; 3♦ = 6+ ♣
2♦		0	-	a) (5)6cM, (3)6-9 hcp b) FG with 5+ ♦	2/3M=Pass or correct, 2NT=Inv+, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit	2♦-2NT; 3♣=Max, 3♦=Min with ♥, 3♥=Min with ♠
2♥		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1, 2NT=Inv+ with supp, 3♥=PRE, 3♠/4m=Splinter	
2♠		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1, 2NT=Inv+ with supp, 3♠=PRE, 4m/♥=Splinter	
2NT		----	-	22-24 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 ♣	
3♦		6	-	PRE	4♣ = slamtry in ♦	
3♥		7	-	PRE		
3♠		7	-	PRE		
3NT		---	-	Solid 7(8)-card minor	4♣ or 5♣ = pass or correct	
4♣		7	-	PRE		
4♦		7	-	PRE		
4♥		6	-	To play		
4♠		6	-	To play		
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		
<b>HIGH LEVEL BIDDING</b>						
RKCB 1430 Asking for specific Kings semistopper Splinter, Cue-bids					If OPPs bid vs. our RKC: pass=1step, DBL=2steps, bid=3+steps If OPPs dbl a bid asking for stoppers: NT=1,5+stoppers, RDBL=no stopper, pass=one stopper <b>or</b>	