



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) 4+ (no M unless FG) b) 6-12 bal. w/o M, 1NT=FG bal/♠, 2♣=5-9, 5+♣, 2♦= 4-8 46/64/55 Ms, 2♥/♠=WJS, 3m/M=Inv. vs 12-14 bal.	1♣-1♦/♥; 1♥/♠=12-14 bal. w/o 4c supp, 3M=typically min 5♣4M(31)
1♦		4	4♥	Natural, semi- or unbalanced hand	1♥/♠=6+hcp 4+suit, 1NT=6-12 no 4-card M, 2♣= "Nat" FG, 2♦=8-11(12) 3+supp, 2♥/♠=WJS, 3♣=Nat Inv, 3♦=PRE with supp	1♦-1M; 1NT=4+♣, 2♣=6+♦, 2NT=15+ with supp, 3M =typically min. 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semiforcing, 2m =Nat FG, 2♥=8-11, 3(4)-c supp, 2♠=WJS, 2NT=INV+ with supp, 3♣=ART 6-9 hcp 4(5)-c supp, 3♦=Nat INV, 3♥=4(5)-c supp 0-5 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 = 15-16 5♥, 4♣ 1♥-1♠, 2NT=15+ with supp, 3♠=typically min. 5♥4♠ (31)
1♠		5	4♥	11-23	1NT=semiforcing, 2m/♥ = Nat FG, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with supp 3♣=ART 6-9 hcp, 4(5)-c supp, 3♦/♥=Nat INV, 3♠=4(5)-c supp 0-5 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 = 15-16 5♠, 4♣ 1♥/♠-2NT: See [Supplementary note 1]
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♥/♠=41(44/53)/13(54), 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) 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♣= ♦ + sidesuit, 3♦=Min with ♥, 3♥=Min with ♠, 3♠/4♣/♥ = Long ♦, ShS
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 [Supplementary note 1]
2♠		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1, 2NT=Inv+ with supp, 3♠=PRE, 4m/♥=Splinter	2♠-2NT: See [Supplementary note 1]
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 ♣, 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, 4NT = RKC 1430	Passed hand bidding:
3♠		7	-	PRE	New suit = Nat. FG, 4NT = RKC 1430	[Supplementary note 2]
3NT	√	---	-	Solid 7(8)-card minor	4 or 5m = pass or correct	
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	New suit=cuebid, 4NT=RKC 1430	
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

Splinters, Italian style cue-bids, Last Train

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		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	2 <sup>nd</sup> , 4 <sup>th</sup> through declarer when opening suits		<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>	Mikael RIMSTEDT – Mikael GRÖNKVIST	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
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+	1♣=Bal (can be 3352) or natural, with "trf-responses"		
11-16 when protecting vs 1M, sys on (some modifications)		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		
2M = 10-13, 6c M, Nat. Responses		Jack	JT+, Jx	JT+, AQJ+, Jx	2♦= a) (5)6-c M, weak b) FG with 5+♦		
3♣ = 55+ both highest unbid, 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, JT9+	2/1: FG		
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 <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 and 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) constructive nature Responses: See [Note 3]		Suit: 1 <sup>st</sup>	ATT, low=enc	Count, low=even	ATT, low=enc	The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦	
		2 <sup>nd</sup>	Count, low=even	Suit preference	Count, low=even	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♣ = 4+♥ and 5+ other		NT: 1 <sup>st</sup>	ATT, low=enc	Count, low=even	ATT, low=enc	Vs 1♣ Two-way and Polish: 2-level=bid suit <u>or</u> two next higher (54+), 2NT=Rounded or pointed suits (54+). All these bids are <u>obstructive</u> .	
2♦ = 4+♠ and 5+ other, 2M = 5+ suit, 2NT = ms		2 <sup>nd</sup>	Count, low=even	Suit preference	Count, low=even		
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. Responses: See [Note 4]		TAKE-OUT DOUBLES (Style; Responses; Reopening )			When we have forced to game (not just bid it), 1M-2NT , 1x-(dbl)-rdbl and (1NT)-dbl-(escape to 2m).		
(2M)-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+.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter		Cue bid is forcing as long as new suits are bid.			Psychics: Rare (lighter or stronger openings/PRE:s in 3 <sup>rd</sup> hand may occur)		
VS. ARTIFICIAL STRONG OPENINGS		Reopening: Same as above, but could be even lighter			Frequent use of transfers and artificial 2NT in competition.		
1♣: Dbl = 4+♥ 5+ other, 1♦ = 4+♠ 5+ other, 1/2/4NT ms, rest nat.		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			We are not very strict about our hcp-ranges.		
OVER OPPONENTS' TAKE-OUT DOUBLE		3-card support doubles and redoubles, Maximum Overcall Doubles [see Note 5], 1♣-(1♦)-dbl = 4+♥, 1♠-(1♥)-dbl = 4+♠			Singleton A/K usually not shown as singleton		
Trfs after 1♣-(dbl) and 1M-(dbl), natural after 1♦-(dbl).							
Rdbl 10+ hcp, interested in penalizing							