




OPENING BID DESCRIPTIONS				Ida Grönkvist-Mikael Grönkvist, 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) 18-19 BAL c) Natural, 4+ ♣ UNBAL	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♦/♥=3-7 hcp with 6+ ♥/♠ or FG, 4♥/♠ and 5+♣ 2♠=INV+, 6+ ♣, 2NT=55+ ms, S/O or FG, 3X = PRE w/ 6+ suit	1♣-1♦/♥; 1♥/♠=12-14NT/3M, 5+♣, min 1NT=18-19 BAL, 3M=18-19 BAL, 4-c M 3♣=6+♣, 3M, 15-17
1♦		4	4♥	Natural, semi/unbalanced hand. Only 4♦ when 4441	1♥/♠=6+hcp 4+suit, 1NT=6-12 no 4-card M, 2♣= FG bal/♣, 2♦=8-11, 3+ supp, 2♥/♠=3-7 hcp, 6(+)♥/♠, 3♣=Nat INV, 3♦=PRE with 4+ supp	1♦-1M; 1NT=4+♣, 2♣=11-14, 6+♦ or 18+ “any”, 2NT=15+ w/ supp, 3M = MIN 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semiforcing, 2♣= FG BAL/♣, 2♦= FG, 2♥=8-11, 3(4)-c supp, 2♠=3-7 hcp, 6(+)♠, 2NT=INV+ with 4+ supp, 3m=Nat INV, 3♥=4(5)-c supp 4-8 hcp, 3♠=Supp, intermediate hand with any void, 3NT/4m=Void (3NT=♠), worse/better than 3♠	1♥-1♠/NT; 2♣= 6+♥ or 16+”any”, 2♥ = 11-16, 5♥+4♣, 2NT =15+, 6♥ 4-c m 1♥-1♠; 3♠= MIN 5♥4♠ (31)
1♠		5	4♥	11-23	1NT=Semiforcing, 2♣= FG, BAL/♣, 2♦/♥= FG, 2♠=8-11 w 3(4)-c supp, 2NT=INV+ with sup, 3♣/♦/♥=Nat INV, 3♠=4(5)-c supp 4-8 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+, 6♠ 4-c m 1♥/♠-2NT: See [Note 1]
1NT		---	-	14+-17hcp, (semi)BAL, 5- card M or 6-card m possible	2♣=ASK for 4c M(s) (doesn't promise 4cM), 2♦/♥=Trf ♥/♠, 2♠/NT=Trf ♣/♦, 3♠=FG, 54+ ms, 3♦=INV, 6+M, 3♥/♠=Short M, 4c oM, 44/54 ms, 4♣/♦=Trf ♥/♠	Super accepts, Second-round transfers (after 2♣/2red), 1NT-2♣; 2♦-3M = 4M and 5oM, FG
2♣	√	0		a) FG (not ♦ as longest suit) b) 20-21 BAL	2♦= Waiting (4+ hcp if 5+ M), 2M=To play facing 20-21 NT, 2NT-3♥=Trf to next suit w/ HHxxxx+	2♣-2♦, 2♥=5+ ♥/FG, BAL (forces 2♠) Accepting 2NT+ trf = Hx/xxx+ in support
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+ supp, 3♥=PRE, 3♠/4m=Splinter	2♥-2NT: See [Note 1]
2♠		6	-	10-13 hcp, 6(7)c-suit	New suit=Nat. F1 (3♣=♥ and 3♥=♣), 2NT=INV+ supp, 3♠=PRE, 4m/♥=Splinter	2♠-2NT: See [Note 1]
2NT		----	-	22-24 BAL	3♣=ASK for 4/5c M, 3♦/♥=Transfer, 3♠=54+ ms, FG, 3NT=To play 4♣/♦=Slamtry with 6+ ♥/♠, 4♥/♠=Slamtry with 6+♣/♦	2NT-3♣; 3♥=No M, 3NT=5♥ Super accepts after 3♦/♥ (can show 2M+5oM)
3♣		6	-	PRE, (1)3-8 hcp	4♦=Slamtry in ♣, New suit = Nat. FG, 4NT = RKC 1430	
3♦		6	-	PRE, (1)3-8 hcp	4♣=Slamtry in ♦, New suit = Nat. FG, 4NT = RKC 1430	
3♥		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♥, 4NT = RKC 1430	4 th seat openings: [Note 2]
3♠		7	-	PRE, (1)3-8 hcp	New suit = Nat. FG, 4♣ = Slamtry in ♠, 4NT = RKC 1430	Passed hand bidding: [Note 3]
3NT	√	---	-	Solid 7+ M	4♣ = Trf to your M, 4♦ = ASK for 8 th trump, 4M = To play	
4♣		7	-	PRE, (1)3-8 hcp	4♦ = Slamtry in ♣, 4M=To play, 4NT = RKC 1430	
4♦		7	-	PRE, (1)3-8 hcp	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 asking for aces, can ask for complete distribution in most game forcing sequences
 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** semistopper, bid = nat with singleton

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 SVENSK BRIDGE			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			WBF and FSB Convention Card			
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 2cue to our suit -1. Lower suit is F1.		NT	2 nd /4 th (third from Hxx)	3 rd and low				
2NT = INV+, 4+ supp, Double cuebid: 6-9, 4(5)-c supp.		Subsequent	2 nd , 4 th through declarer when opening suits		Category:	Green		
3our = PRE, 0-5 hcp 4(+) supp			that partner hasn't bid (xX(x), Hx, hXx, xXxx, hHxx+)		NCBO:	Sweden		
Reopening: Like above but can be lighter		Other:	K asks for count against 5-level and higher		Events:	Sweden U26 vs Sweden Seniors		
					Players:	Ida GRÖNKVIST – Mikael GRÖNKVIST		
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 “transfer-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/9+, AQJ+, QJ+, KQT9+		1NT=(14)15-17, 5-card M and semibal. common	
(1m)-2M= 10-16, 4c M and 5+ om, (1m 2+)-2M=3-9 hcp, 6-c M		Jack	JT+, Jx, KJT+/AJT+		JT+, KJT+/AJT+, Jx		2♦= a) (5)6-c M, weak b) FG with 5+♦	
(1♥)-2♠=3-9 hcp, 6-c ♠, (1♣)-2♦ = 55+ ♦+♠, NF,		10	T9+, HT9+, Tx		T9+, T(9)x, HT9+		2M = 10-13, 6(7)c-suit	
2N = 55+ both lowest unbid, constructive. (Reopening: 19-21 NT)		9	KJ9+, 9x,		KJ9+, 9x,		2/1 = FG (2♣ = 2+♠, relay, others unbalanced)	
(1M)-3♣ = 55+ ♦+ oM, constructive. (1♦)-3♣ = 55+ ♣+♠, NF		Hi-x	xxXx, Xx, xxXxxx		Xx, xXx, xXxx, xXxxx+		Weak Jump Shifts on 2-level (but see 1♣), INV on 3-level	
Passed hand: Same but weaker. Responses: See [Note 4]		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			
(1m)-2m=55+ Ms, (1M)-2M=55+ oM + ♣, both constructive			Partner's Lead	Declarer's Lead	Discarding	1) The opening-bid 1♣: a) 12-14 BAL/18-19 BAL b) NAT		
(1M)-3M=Stopper ask, (1m)-3m = 55+ ♠ + om, constructive		Suit: 1 st	ATT, low = enc	Count, low=even	ATT, low = enc	2) The opening-bid 2♦: a) (5)6-c M, weak b) FG with 5+♦		
constructive nature. Responses: See [Note 4]		2 nd	Count, low=even	Suit preference	Count, low=even	3) The responses 1♦/♥ and 1♠ to 1♣: “Transfer-responses”:		
Reopening: Cue = 55+, any two unbid suits, Jump cue = same		3 rd	Suit preference		Suit preference	1♦/♥ = 4+ ♥/♠ (could be 0 hcp)		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	ATT, low=enc	Smith, low = enc	ATT, low=enc	1♠= a) 4+♦ (no M unless FG) b) 6+ bal. w/o M		
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 twosuit		2 nd	Count, low=even	Count, low=even	Count, low=even	4) The responses 2♦ and 2♥ to 1♣: WJS in the suit above		
Reopening: Same, but everything can be lighter		3 rd	Suit preference	Suit preference	Suit preference	(3-7 hcp) <u>or</u> 4(+) in the suit above and 5+ ♣, FG		
Reopening: Same, but everything can be lighter		Signals:	Hi-lo=discouraging	Hi-lo = odd				
Passed Hand: Dbl = ♠ + other, 2m = m + ♥, 2M = NAT		Smith: hi-lo = disc. Special signals: See [Note 6]						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O, vs 4♠: Dbl = Optional Responses: See [Note 5]		TAKE-OUT DOUBLES (Style; Responses; Reopening)			When we have forced to game (not just bid it), 1M-2NT,			
(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+.			1x-(Dbl)-Rdbl and (1NT)-Dbl-(escape to 2m).			
Cue bid: ms/Highest +one, 4NT = unspecified 2-suit		Responses: (1M)-D-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/stronger openings/PRE:s in 3 rd			
Vs. 1♣: Dbl=Ms, NT = ms, 2♣/♦ = 4+ ♥/♠, 5+ other		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			hand possible). We are not very strict about our hcp-ranges.			
OVER OPPONENTS' TAKE-OUT DOUBLE		3-card support doubles and redoubles, Maximum Overcall Doubles (see			Frequent use of transfers and artificial 2NT in competition,			
Trfs after 1♣-(dbl) (from 1♦) and 1♦/1M-(dbl) (from 1NT)		[Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠			see [Note 9] for examples.			
Rdbl: 10+ hcp, interested in penalizing					Singleton A/K usually not shown as singleton			