



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♦/♥=3-7 hcp with 6+♥/♠ 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 (after 2♣/2red), 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 (but 2♥ can be NAT FG), 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, (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 3]
3♠		7	-	PRE, (1)3-8 hcp	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, (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 RKC, 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			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 2cue to our suit -1. 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		xXxx, hHxx+		Events:	Swedish Open Teams 2016		
Reopening: Like above but can be lighter	Other:	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+, QJT+ 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 NF with 15-17 hcp after 1♣-1red and 1♦-1♠			
Passed hand: Same but weaker.	Lo-x	xxxxX, xxX	HxX, HxxX+	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+ 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), constructive nature. Responses: See [Note 5]	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+♦		
	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 in the suit above		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT, low=enc	Count, low=even	ATT, low=enc	(3-7 hcp) or 4(+) in the suit above and 5+♣, FG		
Dbl = Strength/Tricks, 2♣ = 44+ Ms, 2♦ = One M, worse or better than 2M, 2M = 6+ M, 10-16 hcp, 2NT = ms or very good twosuit	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 = 4M, 5+ m 2♣ = 44+ Ms, 2♦/M = 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-suit	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 hand may occur)			
Dbl=Ms, 2x = 5+ x or 54+ x+1 and x+2, 1/2/4NT=ms	SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			Frequent use of transfers and artificial 2NT in competition.			
OVER OPPONENTS' TAKE-OUT DOUBLE	3-card support doubles and redoubles, Maximum Overcall Doubles (see [Note 8]), 1♣-(1♦)-dbl = 4+♥, 1m-(1♥)-dbl = 4+♠			We are not very strict about our hcp-ranges.			
Trfs after 1♣-(dbl) and 1M-(dbl), natural after 1♦-(dbl).				Singleton A/K usually not shown as singleton			
Rdbl 10+ hcp, interested in penalizing							