



OPENING BID DESCRIPTIONS					Emma Övelius and Ida Grönkvist	
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣		2	4♥	a) (11)12-14/18-19 bal w/o 5M b) Natural unbal with (4)5+♣	1♦=4+♥, 1♥=4+♠, 1♠=a) 6+ hcp w/o 4-card M, either balanced or with both minors, b) FG w/ 5+♦, 1NT=FG, "bal" or (4)5+♣, 2♣=5-9, 5+♣, 2♦/♥/♠=4-8 hcp w/ 6+ suit, 2NT= Nat. INV, 3♣/♦= INV vs balanced, 3♥/♠= pre-emptive	1♣-1red -1M=12-14 bal. w/ 2-3 c supp or 11-15 unbal. w/ 3c supp, -1NT=18-19 bal, -3uM=11-15 unbal w/ 4-c supp, -3M=18-19 bal. w/ 4-c supp.
1♦		4	4♥	Natural, semi- or unbalanced hand	1♥/♠=4+, F1, 1NT=5-11 hcp, nat, 2♣=FG, (3)4+♣, 2♦=8-11 w/ (3)4+ supp, 2♥/♠=3-8 w/ 6-card M, 2NT=FG with 4+ supp, 3♣=INV with 4♦, 3♦=6-9 with 4+ supp, 3M=0-8 w/ 7+ M	1♦-1M -1NT=F1 with 4+♣, 2♣=6+♦, 2NT=15+ w/ 6+♦ w/o 4-c supp, -3♣=13-15 w/ 5♣, -3M=11-15 w/ 4c supp.
1♥		5	4♦	11-23	1NT= semi forcing, 2♣=FG, 2+♣, 2♦=FG w/ 5+♦, 2♥=8-11, 3-c supp, 2♠=3-8 hcp and 6+♠, 2NT= INV+ with 4+ supp, 3♣= Nat INV, 3♦= ART 0-5 w/ 4+supp, 3♥=6-9 w/ 4+supp, 3♠=4+ supp, intermediate hand with any void, 3NT/4m= void (3NT=♠), better or worse than 3♠.	1♥-1♠/NT; -2♣=14-16 w/ 6♥ or 16+ "any" (then -2♦=ART, FG vs 16+, -other bids = negative), -2NT=16+ w/ 4c supp, -3m=13-15, 55(+).
1♠		5	4♥	11-23	1NT= semi forcing, 2♣=FG, 2+♣, 2♦=FG w/ 5+♦, 2♥=FG w/ 5+♥, 2♠=8-11, 3-c supp, 2NT=INV+ with 4+supp, 3♣= INV with 6+♥, 3♦= Nat INV, 3♥= ART 0-5 w/ 4+supp, 3♠=6-9 w/ 4+supp, 3NT=4+ supp, intermediate hand with any void, 4m/♥= void, better or worse than 3NT.	1♠-1NT; -2♣=14-16 w/ 6♠ or 16+ "any" (cont. see above), -2NT=15+ w/ 6M and 4-card m, -3m/♥=13-15, 55(+).
1NT		-	-	a) (8)10-13(14) bal (NV 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> ), sometimes unbal b) (14)15-17 bal (Vul or 4 <sup>th</sup> )	vs a) 10-13: 2♣=INV+ stayman, 2♦=FG stayman, 2M=to play, 2NT=INV bal or PRE in m, 3m=INV, 3M=PRE, 4♣=55+Ms and slam try, 4♦=55+Ms, 4M=To play. vs b) 15-17: 2♣=stayman, 2♦/♥=5+♥/♠, 2NT=INV bal or 6+♣, 2NT=6+♦, 3♣=FG both minors, 3♦=INV 6+M, 3M=1-3/3-1(45), 4m=Transfer to 4M, 4M=to play	vs b) 15-17: 1NT-2♦/♥; 2M-2NT=4♣, -3♣=4♦, -3♦=6+M, INV or slam try.
2♣	X	0		a) FG, 5+♣/♥/♠ or bal b) 20-21 bal	2♦=Waiting, 2M=5+M, to play, 2NT=Weak, 55+ Ms, 3m=6+m, to play	2♣-2♦; 2♥=a) 5+♥ b) 25+ bal.
2♦		-	-	a) 5-9 with (5)6♥/♠ b) FG with 5+♦	2/3M=Pass or correct, 2NT=INV+ asking, 4♣=Transfer to your M, 4♦=Bid your M, 4M=To play	2♦-2NT; -3♣=Any Max w/ 6M, -3♦=min w/ ♥, -3♥=min w/ ♠, -3♠+=FG w/ 5+♦.
2♥		6	-	10-13 hcp	2♠=F1, 5+♠, 2NT=INV+ asking, 3m=Nat, FG	2♥-2NT; -3♣=Any min, -3♦=Max w/o ShS, -3♥/♠/NT=Max w/ logic shortness.
2♠		6	-	10-13 hcp	2NT=INV+ asking, 3♣=INV+ w/ 5+♥, 3♦/♥=F1 w/ 5+♦/♣.	2♠-3♣; -3♦=2*♥, -3♥=3*♥, -3♠=SHO ♥, min -3NT=SHO ♥, max
2NT		-	-	22-24 (semi)bal	3♣=muppet stayman, 3♦/♥=Transfers, 3♠=puppet to 3NT (both minors), 3NT=To play, 4m=Slam try with 6+M, 4M=Slam try with 6+m	2NT-3♣; -3♦=one or both 4*Ms, -3♥=no M, -3♠/3NT=5+♠/♥
3♣		6	-	PRE, about 4-10 hcp	3♦=puppet to 3♥, 3M=NF constr, 4♦=Ask for KC (01122 responses), 4M=to play	
3♦		6	-	PRE, about 4-10 hcp	3♥=puppet to 3♠, 3♠=NF constr, 4♣=Ask for KC (01122 responses), 4M=to play	
3♥		6	-	PRE, about 3-9 hcp	3♠=nat FG, 4♣=Ask for KC (01122 responses), 4♦=general slam try	
3♠		6	-	PRE, about 3-9 hcp	4♣=Ask for KC (01122 responses), 4♦=general slam try	
3NT		-	-	Solid 7- or 8-card major	4♣=Ask for shortness, 4♦=Ask for side Q or K, 4M=P/C	
4♣		7	-	PRE	4♦=Ask for KC (01122 responses), 4M=To play	
4♦		7	-	PRE	4M=to play, 4NT=RKC 1430, 5♣=slam try in ♦	
4♥		6	-	To play	4♠=To play, 4NT=RKC 1430, 5m=cue bid	
4♠		6	-	To play	New suit=cue bid, 4NT=RKC 1430	
4NT		-	-	Asking for specific aces	5♣=No ace, 5♦/♥/♠=ace of ♦/♥/♠ 5NT=♣-ace, 6♣=2-aces	
5♣♦		7	-	To play		

### HIGH LEVEL BIDDING

RKCB 1430, ask for specific kings and third round control after RKC, Voidwood (0314-responses), splinters, Italian style cue-bids.

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and FSB Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		<b>OPENING LEADS STYLE</b>					
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+ suit) and normally not balanced.		Suit	3 <sup>rd</sup> from even, low from odd	Same			
<i>Responses:</i> Transfers from the opening suit up to 2 or 3 under our suit (NT-bids excluded). A jump to 3 in overcaller's suit = (5)7–9, with 4+ supp, double cue-bid: (0)3–6 with 4+ supp. When third hand double, we play transfers from 1NT.		NT	4 <sup>th</sup> best	3 <sup>rd</sup> and low, coded 9s and Ts	<b>Category:</b>	Green Sweden	
<i>Reopening:</i> Natural along lines stated above, but lighter.		Subsequent	2 <sup>nd</sup> and 4 <sup>th</sup> thru declarer in new suits	3 <sup>rd</sup> and low	<b>Events:</b>	World Bridge Games 2024	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		Other:	K asks for count against 5-level+, when declarer has "shown" a pre-emptive hand with 7+trumps		<b>Players:</b>	Emma ÖVELIUS and Ida GRÖNKVIST	
Live (2 <sup>nd</sup> and 4 <sup>th</sup> ): 15-18, system along the lines of 1NT-opening.		LEADS			<b>SYSTEM SUMMARY</b>		
11–14 when balancing, system on (some modifications)		Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE		
Bph: Two lowest suits		Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+	1♣ = a) 12-14/15-17/18-19 bal. w/o 5c M, or b) natural		
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	KQ+, AK	KQ+, AKJT+	1♦ = 4+ (never balanced, only 4 if 4441)		
(1♣) -2♦ = NF, 55 ♠+♦, -2NT = 55 ♦+♥, -3 = F1, 55 ♠+♦		Queen	QJ+	QJ+, KQT9+, AQJ+	1NT = a) (8)10–13(14) bal (NV 1 <sup>st</sup> –3 <sup>rd</sup> position), can sometimes be unbal, or b) 14 <sup>+</sup> –17 bal		
(1♦) -2NT = 55 ♣+♥, -3♣ = NF, 55 ♣+♠, -3♦ = F1, 55 ♣+♠		Jack	HJT+, JT+, Jx	JT, JT <sub>x</sub> , AJT+, KJT+, J <sub>x</sub> ,	2♦ = a) 5–9 with (5)6M, or b) FG with 5+♦		
(1M) -2NT = 55 oM+♦, 3♣ = NF, 55 ♣+♦		10	HT9+, T9+, Tx	HT9+, T9 <sub>x</sub> , Tx,	2M = 10–13 with 6M		
2NT reopening = 19–21 bal		9	xx9xxx, 9x	Q98+, J98+, 9 <sub>x</sub> , (9xx)	2 over 1: FG		
Other jump overcalls are natural and pre-emptive.		Hi-x	Even (xxXx, Xx, xxXXXX)	xXxx, xXx, (Xxx)			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Lo-x	Odd (xxxxX, xxX)	HxX, HxxX, HxxXx	Pre-empts very dependent on vulnerability and position		
(1x)-2x = 55+ in Ms (after 1m) or oM+♣ (after 1M).		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
(1m)-3m = 5+♠ and 5+om, stronger than a jump in other minor			Partner's Lead	Declarer's Lead	Discarding	The opening-bids 1♣ and 2♦	
(1M)-3M = 55+ minors, stronger than 3♣		Suit:	1 <sup>st</sup> ATT, low=enc	Count, low=even	ATT, low=enc	The responses 1♦, 1♥ and 1♠ to 1♣: Transfer responses	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)			2 <sup>nd</sup> Count, low=even	Suit preference	Count, low=even		
Dbl = Strength/Tricks, 2♣ = Both Majors			3 <sup>rd</sup> Suit preference		Suit preference		
2♦ = 5+M, 2M = 5+M and 4+m, 2NT = both minors		NT:	1 <sup>st</sup> ATT, low=enc	Smith, low=enc	ATT, low=enc		
Reopening: Same			2 <sup>nd</sup> Count, low=even	Count, low=even	Count, low=even		
Passed Hand: Dbl= both Ms or 1m, 2m= m+M, 2M= nat			3 <sup>rd</sup> Suit preference	Suit preference	Suit preference		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		Signals:	UDCA, middle card = enc in a shown 5+ suit (H/L=S/P)				
Dbl = T/O		<b>DOUBLES</b>			SPECIAL FORCING PASS SEQUENCES		
(2M)-4m = 55+ in m+oM, 2NT=16-18, 3NT=to play		TAKE-OUT DOUBLES (Style; Responses; Reopening)			After a card-showing Dbl/Rdbl and when a game force is set, otherwise rarely used.		
Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter		May be down to 10 hcp in direct seat with nice distribution.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. ARTIFICIAL STRONG OPENINGS		Reopening: Same as above, but could be lighter			Psychics: Pure psychics are not common, but lighter or stronger openings/PRE:s in 3 <sup>rd</sup> hand may occur.		
1♣: Dbl = Both Majors, 1NT = both minors		SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			Frequent use of transfers and art NT-bids in competition.		
OVER OPPONENTS' TAKE-OUT DOUBLE		3-card support doubles (frequent, but not obligatory, on through 2M)			We are not very strict about our hcp-ranges.		
Transfers after 1♣-(Dbl) (starting with 1♦) and 1M-(Dbl) (starting with 1NT), natural after 1♦-(Dbl). Rdbl=10+ hcp, penalty interest		1♣-(1♦)-Dbl = 4+♥, 1m-(1♥)-Dbl = 4+♠			Singleton A/K usually not shown as a singleton		