



OPENING BID DESCRIPTIONS					Cecilia Rimstedt and Ida Grönkvist, Sweden	
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♠= 6+ no M and a) bal b) one/both m(s), 1NT=FG relay, "bal" or (4)5+♣, 2♣=FG unbal with 5+♦, 2♦/♥/♠= About 4-8 with 6+suit, 2NT=weak with 55+ minors, 3♣/♦/♥/♠=Preemptive	1♣-1red -1M =12-14 bal. w/o 4c supp (then 1♠= pup to 1NT, 2♣= pup to 2♦, 2♦= FG art.), -1NT=18-19 bal, -2NT=16+ w 6+♣, -3♣= 6+♣ 15-17 hcp w 3c M, -3M=18-19 bal w 4c supp.
1♦		4	4♥	Natural, semi- or unbalanced hand	1♥/♠=4+, F1, 1NT= FG relay, usually "bal" or 5+♣, 2♣= NF with 5+♣, 2♦=(4)6-9 3+ supp, 2♥/♠=About 4-8 with 6cM, 2NT=FG with 4+supp and (usually) a singleton, 3♣=Inv. with supp, 3♦=PRE with supp, 3M/4♣=Supp, void	1♦-1M; 1NT=F1 with 4+♣, 2♣=6+♦, 2NT=15+ with 4-card supp, 3M =typically min. 5♦4M(31)
1♥		5	4♦	11-23	1NT=Semi forcing, 2♣= FG relay, usually "bal" or 5+♣ or 3+supp, 2♦=Nat FG (usually unbal), 2♥=8-11, 3-card supp, 2♠=About 4-8 and 6+suit, 2NT=INV+ with 4+supp, 3♣= Nat INV, 3♦= ART 6-9 hcp 4+supp, 3♥=0-5 hcp 4+supp, 3♠=Supp, intermediate hand with any void, 3NT/4m=Void (3NT = ♠), better or worse than 3♠	1♥-1♠/NT; -2♣=14-16 6+♥ or 16+ "any" (then -2♦= ART, FG vs 16+, -other bids = negative), -2♥= 4+♣, <16 hcp, 3m=13-15, 55(+) 1♥-1♠; - 2NT=18-19 w/o 3♠ -3♠=normally min 45(31)
1♠		5	4♥	11-23	1NT=Semi forcing, 2♣= FG relay, usually "bal" or 5+♣ or 3+supp, 2♦/♥=Nat FG (usually unbal), 2♠=8-11, 3-card supp, 2NT=INV+ with 4+supp, 3♣= INV with 6+♥, 3♦= Nat INV, 3♥= ART 6-9 hcp 4+supp, 3♠=0-5 hcp 4+supp, 3NT=Supp, intermediate hand with any void, 4m/♥= Void, better or worse than 3NT	1♠-1NT; -2♣= 14-15 6+♠ or 16+ "any" (cont. see above), -2♠= 4+♣, <16 hcp, -3m/♥= 13-15, 55(+)
1NT		-	-	14+-17hcp, (semi)bal, 5M, 6m, all 5422:s possible, "NT-looking" 4441:s happens	2♣=Stayman (doesn't promise 4cM), 2♦/♥=Trf to ♥/♠, 2♠=NT-invite or 6+♣, 2NT=Trf to ♦, 3♣=FG with both ms, 3♦=Inv. with one 6+M, 3♥/♠=41(53/44)/14(53/44), 4♣/♦=Trf to ♥/♠, 4M=To play	1NT-2♦/♥- 2NT/3♣= 4+supp, min/max; 1NT-2♦/♥; 2M-2NT= 5332 or 4♣, -3♣=4♦ 1NT-2♣;2♦-3M = 4M and 5oM, FG 1NT-2♣; 2♦-2♥= wk with Ms, -2♠= Inv w 5♠
2♣	X	0		a) FG (not ♦ as longest suit) b) 20-21 (semi)bal	2♦= Waiting, 2♥= 5+♠, 2♠/3♣/♦ =At least HHxxxx/Hxxxxx in ♦/♣/♥ 2NT= 55+ in Ms, 3M=ShS with 4oM	2♣-2♦; 2♥= a) 20-21 bal b) 6+♥ c) 5+♥ 4+♠ 2♣-2♥; 2♠= 20-21 bal, 2♣-2♦/♥; 2NT= 25+bal
2♦	X	0	-	a) (5)6cM, (3)6-9 hcp b) FG with 5+♦	2M/3M/4♥=Pass or correct, 2NT=INV+ ask, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit	2♦-2NT; 3♣=♦ with any side suit, 3♦=weak ♥, 3♥=weak ♠, 3♠= 6+♦
2♥		6	-	10-13 hcp, 6(7)-card suit	3♣=Weak or FG with 5+♦, 3♦=5+♠, 2NT=Inv+ asking, 3♥=PRE, 3♠/4m=Splinter	
2♠		6	-	10-13 hcp, 6(7)-card suit	3♣=Weak w 5+♦/♥ or FG w 5+♦, 3♦= Inv+ w 5+♥, 3♥=5+♠, 2NT and 4m♥=See 2♥	
2NT		-	-	22-24 (semi)bal	3♣=Stayman, 3♦/♥=Transfer, 3♠=Puppet to 3NT, 3NT=Slamtry with 6+♣, 4♣=Slamtry with 6+♦, 4♦/♥=Transfer to ♥/♠, 4♠=Pick a minor	Accepting the transfer to 3M shows 2-card supp or 3+supp with 0-2 keycards. 2NT-3♣; 3♦-3M= 4+M and 5+oM.
3♣		6	-	PRE, about 4-10 hcp	4♦= Ask for kc w ♣ (step responses: 0, 1, 1+Q, 2, 2+Q), 3♦= Asks for 3-card M	3♣-3♦; 3M= 3-card oM
3♦		6	-	PRE, about 4-10 hcp	4♣= Ask for kc w ♦ (step responses: 0, 1, 1+Q, 2, 2+Q), New suit = Nat. FG	
3♥		7	-	PRE, about 3-9 hcp	4♠= Ask for kc w ♥ (step responses: 0, 1, 1+Q, 2, 2+Q), New suit = Nat. FG	
3♠		7	-	PRE, about 3-9 hcp	4♣= Ask for kc w ♠ (step responses: 0, 1, 1+Q, 2, 2+Q), New suit = Nat. FG	
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 w ♣ (step responses: 0, 1, 1+Q, 2, 2+Q), 4M= To play	
4♦		7	-	PRE	4M= to play, 4NT = RKC 1430, 5♣=slamtry in ♦	
4♥		6	-	To play	4♠= To play, 4NT= RKC 1430, 5m= cuebid	
4♠		6	-	To play	New suit= cuebid, 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						
RKC 1430, ask for specific kings and third round control after RKC. In some sequences after 1x-1NT/2♣ (FG relay, "bal" or (4)5+♣) 4♦ is a puppet to 4♥ ("end signal", to place contract) Splinters, Italian style cue-bids If OPPs dbl a bid asking for stoppers: NT = 1,5+stoppers, RDBL = xx+, pass = one stopper or semistopper, bid = nat with singleton in the doubled suit						

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+ suit) and normally not balanced.	Suit	3 rd from even, low from odd		Same			
Responses: New suit is F1. After (1m)-1♠, 2♣ = Inv+ w/o supp, 2♥ = at least a good raise, 2♦ = 5+♥	NT	Same (4 th from sensitive combinations possible)		Same	Category: Green		
Double cuebid: (5)7-9, 4+supp. When third hand double, we play transfers from 1NT.	Subsequent	2 nd and 4 th thru declarer in new suits		1 st , 3 rd , 5 th	NCBO: Sweden		
Reopening: Natural along lines stated above, but lighter.	Other:	K asks for count against 5-level and higher			Events: European Team Championships 2018		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
Live (2 nd and 4 th): 15-18, system on (see 1NT-opening).	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
11-14 when balancing vs 1m, system on (some modifications)	Ace	AKQ+, AKJ+, AKx+		AKQ+, AKJ+, AKx+	1♠=Bal (can be 3352) or natural, with transfer responses		
11-16 when balancing vs 1M, system on (some modifications)	King	KQ+, AK		KQ+, AKJT+	1♦ = 4+(never balanced, only 4 when some 4441)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ+		QJ+, KQT9+, (AQJ+)	1M = 5+M, 1NT=14+-17		
(1♣) - 2♦ = NF, 55+ ♠+♦	Jack	JT+, Jx		JT, JTx, AQJ+, Jx, (JT9x+)	2♦ = a) (5)6-card M, weak b) FG with 5+♦		
2M = Constructive ((10)11-16 hcp), 4M, 5+ m.	10	HJT+, Tx		HJT+, Tx,	2M = 10-13, 6+ suit		
2NT = 55+ both lowest unbid, constructive (Reopen: 19-21 bal).	9	KT9+, QT9+, KJ9+, 9x		HT9+, JT9x+, HJ9+, 9x	2/1: FG, 1m-1NT and 1M-2♣ is FG relay with 5+♣ or "bal"		
3♣=Constructive with a) 55+ highest unbid (after 1M) b) 55+ highest and lowest unbid (after 1m). Nat. responses	Hi-x	Even (xxXx, Xx, xxXxxx)		Same	Weak Jump Shifts on 2-level		
Passed hand: Same but weaker	Lo-x	Odd (xxxxX, xxX)		Same	PRE:s very dependent on vulnerability and position		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
(1x)-2x =55+ in Ms or highest and lowest unbid (after 1M).		Partner's Lead	Declarer's Lead	Discarding	The opening-bid 1♣: a) 12-14/18-19 bal. b) Natural		
(1m)-3m= 5+♠ and 5+om, stronger than jump to om	Suit: 1 st	ATT, low=enc	Count, low=even	ATT, low=enc	The opening-bid 2♦: a) (5)6-card M, weak b) FG with 5+♦		
(1M)-3M=Asks for stopper	2 nd	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 rd	Suit preference		Suit preference			
Dbl = Strength/Tricks, 2♣ = Both Ms	NT: 1 st	ATT, low=enc	Smith, low=enc	ATT, low=enc	Vs 1♣ Two-way (weak bal or strong) and Polish NV: 2-level=bid suit or two next higher (54+), 2NT= ♣+♥ or ♦+♠ (54+).		
2♦ = Weak or very strong 6+M, 2M = 5+ suit, 2NT = ms	2 nd	Count, low=even	Count, low=even	Count, low=even	All these bids are obstructive (normally less than 13 hcp)		
Reopening: Same	3 rd	Suit preference	Suit preference	Suit preference			
Passed Hand: Dbl=both Ms, 2m=m+M	Signals:	UDCA, Reverse Smith Echo against NT, UD original count					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O	TAKE-OUT DOUBLES (Style; Responses; Reopening)			After strength-showing dbls/rdbls and when in game force, otherwise rarely used.			
(2M)-4m = 55+ in m+oM, 2NT=16-18, 3NT=to play	Maybe down to 10 hcp in direct seat with nice distribution.						
Cue bid: ms/Highest +one, 4NT = unspecified 2-suiter	Cue bid is forcing as long as new suits are bid.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
VS. ARTIFICIAL STRONG OPENINGS	Reopening: Same as above, but could be lighter			Psychics: Pure psychics are not very common, but lighter or stronger openings/PRE:s in 3 rd hand may occur.			
1♣: Dbl = 4+♥ 5+other, 1♦ = 4+♠ 5+other, 1NT=both ms	SPECIAL AND ARTIFICIAL DOUBLES/REDOUBLES			Frequent use of transfers and artificial 2NT 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			