

Supplementary sheets I. Grönkvist - M. Grönkvist Sweden Mixed

[Supplementary Note 1] – 1M-2NT/2M-2NT

1♥-2NT (4+ support, invitational+)

3♣	Minimum					
		3♦	FG, asking for ShS			
				3♥	No ShS	
				3♠	Short ♠	
				3NT	Short ♦	
				4♣	Short ♣	
		3♥	Inv.			
		3♠, 4♣	Showing singleton			
		3NT	Singleton ♦			
3♦	Extras w/o ShS					
						3♥ No ShS, 3NT singleton ♦, 3♠/4♣ showing singleton
3♥	Extras, short ♣					
3♠	Extras, short ♠					
3NT	Extras, short ♦					
4m	Void m					
4♥	Void ♠					
4♠	Void ♠, stronger					

1♠-2NT: (4+ support, invitational+)

3♣	Minimum					
		3♦	FG, asking for ShS			
				3♥	No ShS	
				3♠	Short ♥	
				3NT	Short ♦	
				4♣	Short ♣	
		3♠	Inv.			
		3♥, 4♣	Showing singleton			
		3NT	Singleton ♦			
3♦	Extras w/o ShS					
						3♥ No ShS, 3NT singleton ♥, 3♠ singleton ♦, 4♣ singleton ♣
3♥	Extras, short ♥					
3♠	Extras, short ♣					
3NT	Extras, short ♦					
4m	Void m					
4♥	Void ♥					
4♠	Void ♥, stronger					

Also used (with logical modifications) after 1♦-2NT and 2M-2NT (then 3NT suggestion to play by responder and 2♥-2NT, 4♥ = 4♠+6♥).

[Supplementary Note 2] – 4th seat openings

2♣: a) FG with ♣ or ♥ b) 20-21 BAL

2♦: FG with ♦ or ♠

2NT: 22-24 BAL

3X: 10-13 hp, good 7-c suit

3NT: To play

[Supplementary Note 3] – Passed hand bidding

After 1♣: 1NT = 10-11 BAL

After 1♦: 2♣ = 8-11 hcp, 4(+) supp, 2♦ = 3-7 hcp, (3)4(+) supp, 3♦ = 2-6 hcp, 4(+) supp

After 1M: 1NT = Can't have supp, 2♣ = 8-11 hcp, 3-c supp, 2♦ = 6-9 hcp, 4(+) supp, 2M = 2-7 hcp, 3(+) supp, 3M = 0-5 hcp, 4(+) supp

[Supplementary Note 4] – Responses to jump overcalls, direct/jump cue bids

Jump overcalls ((1m)-2M) and direct cuebids:

The two suits are always known.

Giving preference at 2-level: Natural, to play

Giving preference at 3-level ((1M)-2M): "Invitational", promises some values

2NT is a puppet to 3♣, to show a weak hand that wants to play one of the suits on 3-level or "any" game force

Cuebid: Primarily a stopper ask

Other bids: "Natural"

Jump cue:

3NT = I have a stopper

4/5m = Pass or correct

[Supplementary Note 5] – Responses to T/O-doubles of preempts

After 2-level opening:

2NT is a puppet to 3♣, to show a weak hand (0-7 hcp) that wants to play a suit lower than the opening or a game force with 4-c oM/doubt about NT.

3-level bids (non jumps): Natural and "Invitational", about 8-11 hcp

Cuebid: Stopper ask without 4-c oM

Other bids: "Natural"

[Supplementary Note 6] – Special signals

- Against suit contracts when dummy has a singleton in the suit lead and partner leads A (or another honour that wins the trick – implying that third hand has the ace): Suit-preference
- In a suit where we have promised 5+ cards in the bidding: High or low = Suit-preference, middle card = encouraging

[Supplementary Note 7] – Responses to T/O-doubles over 1M

1♠ = 0-11 hcp (if 6-11, 4 card X)

1NT = Puppet to 2♣, 0-7 hcp or FG (Pass/2lower = 0-7 hcp, 2cue+ = "NAT" FG)

2lower = 8-11 hcp, (3)4+ suit

2♠ = 6-10 hcp, 5+ suit

2cue: 8-11 hcp, 4-c oM and 5+ m

[Supplementary Note 8] – Special doubles and redoubles

3-card support doubles and redoubles:

Played up to (and including) 2M after 1♣-1red. Not obligatory but we may double with 12 balanced and 4333. The support double also includes 18-19 NT with two-card support for partner's suit and no stopper in the opponent's suit.

Maximum Overcall Doubles

Double is invitational when we are in 2M after a raise and opponents bid 3M-1. This is independently if they raise each other, bid after a T/O-double or if it's their side's first bid. Over lower bids, dbl is for penalty and 3new is ART INV.

[Supplementary Note 9] – Use of transfers and artificial 2NT in competition

Transfers in competitive bidding

- After 1♣-(1X): Transfers from Dbl (over 1♦/♥, then 1NT NAT, NF) or 2♣ (over 1♠) to 2X-1 (showing 5+ ♣)
- After 1♦/M-(Dbl): Transfers from 1NT to 2♦/M-1
- After (1X)-1/2Y-(P): Transfers from 2X to 2Y-1/3Y-1
- After (1X)-1Y-(Dbl): Transfers from 1NT to 2Y-1
- 1♦-(1♠): 2♣ = 5+ ♥, 6+ hcp, 2♥ = F1, 5+ ♣

Accepting the one-level transfers shows 12-14 NT with 2-/3-c M or a MIN UNBAL hand with 3-c M. Accepting the two-level transfers shows a hand that would have passed a natural NF-bid in the suit shown.

Artificial 2NT in competition

- After (2X)-Dbl-(Pass): 2NT = Puppet to 3♣, weak or FG
- After 1♣/NT-(2X): 2NT = INV+ 5+ ♣
- After other T/O-doubles of 2M: 2NT = INV+ 5+ ♣ (if bidding voluntarily)/asking for partner's longer m (otherwise)
- 1♥-1NT-(2♠): 2NT = "Good/Bad" – Weak or FG with one m (normally 55+)
- (1X)-2lower-(2X)-P, (P)-2NT: 4-6 in two suits

[Supplementary Note 10] – Preempting style

All preempts are very dependent on vulnerability and position. 1st and 3rd NV vs. V is (of course) the situations where we are most aggressive. 2nd seat and V is more constructive. Here, however, suit quality is much more important than hcp or number of tricks.

Mikael tends to be more aggressive than Ida 1st seat NV vs V but Ida is more aggressive than Mikael when V. 1st seat NV vs. V Mikael normally opens 3X with Jxxxx and 6322. 3rd seat NV vs. V both players has preempted on five-card suits.