DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

SBF, WBF and EBL Convention Card

Category:	Green
NCBO:	Sweden
Event:	All
Players:	Mikael Rimstedt – Ola Rimstedt

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Aggressive at 1-level, (4)5+ suit
Responses: new suit F1
2♣ = good raise; 2♦ = 5+♥; 2M-1 = good hand, no fit
2NT = 4+ supp and 10+;
Jump cue = about 6-9 4+ supp; Jump to new suit = fit-jump

Sound on 2-level, (5)6+suit
Responses: new suit F1; 2NT = nat NF; Jumps = fit-jump

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 sys on

4th live 15-18 sys on

Reopen: 11-14 (♣/♦) sys on or 11-16 (♥/♠) sys off

JUMP OVERCALLS (Style;Responses;Unusual NT)

Weak; (1m neb) 2m+1 = 5/5M; (1M) - 3♣/3M = 5/5 minors
2NT: vs 1♣/♦ = two lowest; vs 1♥/♠ = two highest
(2♦ multi): 3♥ = 5♠+5m; 3♠ = 5/5 minors, 4m = 5♥+5m
(2♦ weak): 3M = 5M+5♣ NF, 4m = 5♣ 5M forcing

DIRECT AND JUMP CUE BIDS (Style; Responses)

(1M) – 2M = 5-5 oM+♣

(1m) – 2m = 5-5 M´s

(2M) – 3M = ♣+♦

(1m neb) – 2m = nat

VS. NT (vs. Strong/Weak; Reopening; Passed Hand)

Dbl = strong; 2♣ = ♥+♠; 2♦ = a) (5)6+M b) strong 5M+5m;
2M = 5M 4+m; 2NT = 4♥ 5+m; 3m = 4♠ 5+m

By PH: dbl = 4♥/♠ 5+♣/♦

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)

Dbl = T/O; (2M/3♠) – 4m = 5-5 m+oM

(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M

2♦ multi: dbl =13-15 bal/17+; 2NT–16-18

VS. ARTIFICIAL STRONG OPENINGS

Vs strong 1♣: dbl = good hand; 1X = Nat
1NT = ♠+♦ or ♥+♣; 2X = X or next two suits

Vs strong 2♣/♦: dbl = ♥+♠; 2X = nat; 2NT = ♣+♦

OVER OPPONENTS' TAKE-OUT DOUBLE

TRF after 1M – (dbl) starts with 1NT showing 5+suit

Rdbl = strength

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5 (*Rusinow)	3/5 or Attitude
NT	Attitude	3/5 or Attitude
Subsequent	3/5 or attitude through dummy or in partner's suit	
	2/4 with attitude through declarer (not in partner's suit)	
	* = Preemptive hand is declarer in shown suit	
Other:	K ask for count against 5+level or preemptive declarer	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+ AKx+ Ax	AKx+ Ax
King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+
Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+
Jack	JT9+ JT+	HJT+ JTx+ Jx
10	HJT+ T9x+ Tx	HT9+ T9x+ Tx
9	HH9+ KJ9+ 9x	H98+ or discouraging
Hi-x	Xx xxXxxx xxXx	Xx XXx XXxx **H9XX HxxXX**
Lo-x	xxX xxXx xxxxX	Hxx **H9xx** HHxx **H9xxx**

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit:	1st	Low = enc	Low = even	Low = enc
	2nd	Low = even	Suit-pref	Low = even
	3rd	Suit-pref		Suit-pref
NT:	1st	Low = enc	Low = even	Low = enc
	2nd	Low = even	Suit-pref	Low = even
	3rd	Suit-pref		Suit-pref

Other signals: Trump Suit-preference; suit-pref often top-prioritized;
3-way signal* when **a)** singleton / void in dummy / declarer **b)** shown 5+suit
* = Low or high card = suit-preference; Middle card = encouraging or neutral

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

May be light with good distribution

Dbl is most of the time take-out

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support r/dbls on the 1-level (Except 1♣-1♦ and 1♥-1♠)

Invitational doubles when no other bid available

Non-lead directing dbls when **a)** bid the suit naturally **b)** supported the suit

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Generally sound openings, preempts may be (very) light

1♣ = 12-14 / 13-16 / 15-17 bal or nat

1♦ = 11+ 4+♦ unbal / semi-bal (can be bal 3rd/4th seat)

1M = 11+ 5+M

1NT = 10-12(14) or 12-14 or 15-17 (depends on vul / pos)

2♣ = Any FG or weak (5)6+♦ 5-10

2♦ = (17)18-19 bal

2M = Weak (5)6+M 5-10

2NT = 20-21

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1NT opening = 10-12 / 12-14 / 15-17 depending on vul / pos

2♣ opening = Any FG or weak 5+♦ 5-10

2♦ opening = (17)18-19 bal

1♣ - 2♦ = 6+M invitational

1♣ - 2♥ = 5+♥ 4♠ less than invitational

1♦ - 2♥ = 5+♠ 4♥ less than invitational

SPECIAL FORCING PASS SEQUENCES

In game force situations

After we dbl or rdbl for strength

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Occasionally

Not strict about hcp ranges

3rd hand openings may be light

Often transfers in competition (See examples below);

1♣ (dbl/1♦) 1♦/dbl = 4+♥, 1♥ = 4+♠; 1m (1♥) dbl = 4+♠

1♦ (1♠) 2♣ = 5+♥; 2♥ = 5+♣

1♥ (1♠) 2♣ = 5+♦; 2♦ = good ♥ raise; 2♠ = 5+♣

OPENING BID DESCRIPTIONS   Mikael Rimstedt & Ola Rimstedt – Sweden

Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	X	2	4♠	a) (11)12-14 / 13-16 / 15-17 bal b) 11-23 nat	1♦ = (3)4+♦, **NOT** 4♥/♠; 1M = 4+M F; 1NT = Nat INV; 2♣ = 5+♣ NF; 2♦ = 6+M INV opp bal; 2♥ = 5+♥ 4♠ NF; 2♠ = 6+♣ FG; 2NT = 5/4+ m´s less than inv; 3♣ = 6+♣ INV; 3♦/♥ = 6+♥/♠ a) preemptive b) FG sets suit; 3♠ = TRF to 3NT; 4m = good 4M bid, 4M = bad 4M bid	1♣-1♦: 1M nat unbal; 1NT = 12-14 bal; 2NT = 6+♣ 16+ 1♣-1M: 1♠ = Nat unbal F1;1NT = 12-14 bal; 2♣ = 5+♣ 11-15; 2♦ = Art 16+ not 3M; 2oM = Art 16+ w/ 3+M; 2M= 3-4M;2NT= 6+♣ 16-18;3♣= Strong suit 13-15
1♦		4	4♠	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-23 1st/2nd always unbal / semi-bal 3rd/4th may be balanced	1M = 4+M F1; 1NT = FG bal or ♣ or ♦; 2♣ = 5+♣ 4-11; 2♦ = 3+♦ 0-9; 2♥ = 5+♠ 4♥ 3-8; 2♠ = 6+♣ INV; 2NT = Nat 11-13; 3♣ = 4+♦ 9-12; 3♦ = 4+♦ 0-8; 3M = void SPL; 4m = good 4M bid; 4M = bad 4M bid	1♦-1♥: 1♠=4+♠ F1;1NT=3♥ 11-13; 2♣ = 4+♣ 11-15 / 16+ any 2♦=6+♦not3♥; 2♥=good 3♥/bad 4♥;2♠=Art 16+w/ 3+♥ 2NT= 6+♦ 16+;3♣ = 5/5 14-16;3♦ = Strong suit 13-15 1♦-1♠: 1NT = 6+♦ or 4♥ 11-15; 2♣ = 4+♣ 11-15 / 16+ any 2♦=3♠ 11-13; 2♥=Art 16+ w/ 3+♠; 2♠=good 3♠/bad 4♠ 2NT= 6+♦ 16+; 3♣= 5/5 14-16; 3♦= Strong suit 13-15
1♥		5	4♠	5+♥ (10)11-23	1NT = Nat NF; 2♣ = FG bal or ♣ or ♥;2♦ = FG 5+♦ unbal; 2♥ = normal raise; 2♠ = FG 6+♠ or 5/5 ♠+m; 2NT=3+♥ INV+; 3♣=mixed raise; 3♦=6+♦ weak;3♥=0-6; 3♠=any void	1M-1X: 2♣ = 4+♣ 11-14 or 15+ any; 2NT = 6+M 4m 15+; 3m = 5/5 14-16; 3♥ = 5/5 13-15; 3M=6+M mild inv 1M-2♣: Artifical responses
1♠		5	4♥	Same as above	Same;2♥=5+♥FG;3♣=6+♥inv;3♦=mixed raise;3♥=6+♥weak	Same as above
1NT	X		4♠	10-12(14) NV / V 1st/2nd/(3rd) 12-14 **NV** 1st/2nd/3rd 15-17 **V** and 4th	2♣ = Stayman; 2♦ = 5+M INV+; 2M/3m NF; 2NT = FG m's 2♦/♥ = 5+♥/♠; 2♠ = range ask or ♣; 2NT = 5+♦; 3♣ = ask 5M 3♦ = 5-5M inv+; 3♥/♠ = 6+♦/♣ short ♦/♣; 4♦/♥ = TRF 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M 1NT-2♠/2NT: 3♣/♦ = min/max 1NT-3♣: 3♦ = no 5♥/♠; 3♥/♠ = 5♥/♠; 3NT 5♥ 4♠
2♣	X	0		a) Weak (5)6+♦ (See 2M) b) 22+ bal c) Any FG	2♦ = P/C; 2M = Nat F1; 2NT = INV+ relay; 3♣ = Nat F1; 3♦ = P/C; 3M = good 6+M forcing	2♣-2♦: 2♥ = 5+♥ or 24+ bal; 2♠ = 5+♠; 2NT = 22-23 bal 3♣ = 5+♣ 4X; 3♦ = 5+♦ 4+♦ or 6+♦; 3M = 5+♦ 4M
2♦	X	2	4♠	18-19 bal 17-19 **NV vs V** 1st/2nd	2♥ = ♠ or one-suiter S/T; 2♠ = ♥ or NT or 6+m short om; 2NT = ♣ or ♥ or bal S/T w/o M; 3♣ = Stayman; 3♦ = 5+♠ 4♥; 3M = short M w/ both m or one m; 3NT = 5-5M forcing;	2♦-2♥: 2♠ = 2-3♠; 2NT = 4♠ 2♦-3♣: 3♦ = one or both M; 3♥ = 3♥ not 4♠; 3NT = not 3♥/4♠ 2♦-3NT: 4♣ = sets ♥; 4♦ = sets ♠; 4♥ = 2-2M
2♥		5		White: 5+♥ 5-10 Red: 6+♥ 5-10	2♠ = 5+♠ F1; 2NT = INV+ asking; 3♣ = 5+♦ or to play 3♠; 3♦ = 5+♣; 3♥ = PRE; 3♠ = 6+♠ FG; 4♣ = opt. RKC	2M-2NT (White): 3♣ = 5M; 3♦ = 6M not the worst 3M+ = Same as below 2M-2NT (Red): 3♣ = max; 3♦ = medium; 3M = the worst
2♠		5		White: 5+♠ 5-10 Red: 6+♠ 5-10	2NT = INV+ asking; 3♣ = 5+♦ or to play 3♥; 3♦ = 5+♥ INV+; 3♥ = 5+♣; 3♠ = PRE; 4♣ = opt. RKC, 4♦ = pick-a-M	3oM = nat; 3NT = good suit, no spl; 4X = void
2NT			4♠	20-21 bal	3♣ = puppet; 3♦/3♥ =TRF; 3♠ = ♣+♦; 4♣/♦/♥/♠ = 6+♥/♠/♣/♦	2NT-3♣: 3♦=one or both M; 3♥=no M; 3♠ = 5+♠; 3NT = 5+♥
3X		(5)6		Preemptive, v light NV vs V	3♣-3♦ = pupp to 3♥; 3♦-3♥ = pupp to 3♠; 3M-4♦ = pick-a-M	
3NT	X			1st/2nd solid M, no A/K	4♣ = ask short; 4♦ = ask length; 4M = P/C	**HIGH LEVEL BIDDING**
4♣		6		Preemptive	4♦ = pick-a-major or S/T in ♣; 4M = to play; 4NT = to play	1430 (5NT = odd + void, 6X = even + void), opt-RKC 01122
4♦		6		Preemptive	4M = to play; 4NT = to play; 5♣ = S/T in ♦	Non-srs 3♠/3NT/4m, last train, voidwood 0314, DOPI, DEPO
4♥		6		Preemptive	4♠ = to play; 4NT = RKC	Cue bids up the line 1st or 2nd
4♠		6		Preemptive	4NT = RKC	5NT pick a slam or even/odd RKC
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♠ = that Ace; 5NT=♣ Ace; 6X = X+1	When FP, pass and pull is S/T