





DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			SBF, WBF and EBL Convention Card 		
Aggressive at 1-level, (4)5+ suit Responses: new suit F1; TRF after (1m) – 1M, starts with 2♦ showing 5+♥ and 2♣ = art 10+ w/o M-support (typically 5+m or NT INV+); 2NT = 4+ supp and 10+; Jump cue = about 7-9 4+ supp; Jump to new suit = fit-jump	Suit	Lead 3/5 (*Rusinow)	In Partner's Suit 3/5	Category: Green		
Sound on 2-level, (5)6+suit Responses: new suit F1; 2NT = nat NF; Jumps = fit-jump	NT	Attitude	3/5 or Attitude	NCBO: Sweden		
	Subsequent	3/5 with 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		Event: All		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Other:	K ask for count against 5+level or preemptive declarer		Players: Mikael Rimstedt – Ola Rimstedt		
15-18 sys on	LEADS			SYSTEM SUMMARY		
4 <sup>th</sup> live 15-18 sys on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Reopen: 11-14 (♣/♦) sys on or 11-16 (♥/♠) sys off	Ace	AKQ+ AKx+ Ax	AKx+ Ax	Generally sound openings, preempts may be (very) light		
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+	1♣ = 12-14 bal or nat		
Weak 6+ suit - (1♣ neb) 2♦ = 5/5M; (1♦ neb) 2♥/3♦ = 5/5M	Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+	1♦ = 11+ 4+♦ unbal / semi-bal (can be bal 3 <sup>rd</sup> /4 <sup>th</sup> seat)		
(1M) – 3♣ = 5/5 minors NF; (1M) – 3M = 5/5 minors strong	Jack	JT9+ JT+	JT+ Jx	1M = 11+ 5+M		
2NT: vs 1♣/♦ = two lowest; vs 1♥/♠ = two highest	10	HJT Tx	HJT+ T9x	1NT = 10-12 or 12-14 or 15-17 (depends on vul / pos)		
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	9	HH9+ KJ9+ 9x	HH9+ or discouraging	2♣ = Any FG or weak 5+♦ 5-10		
DIRECT AND JUMP CUE BIDS (Style; Responses)	Hi-x	Xx xxXxxx	Xx XXx XXxx H9XX HxxXX	2♦ = (17)18-19 bal		
(1M) – 2M = 5-5 oM+♣	Lo-x	xxX xxXx xxxxX	Hxx H9xx HHxx H9xxx	2M = Weak 5+M 5-10		
(1m) – 2m = 5-5 M's	SIGNALS IN ORDER OF PRIORITY			2NT = 20-21		
(2M) – 3M = ♣+♦	Suit: 1 <sup>st</sup>	Partner's Lead Low = enc	Declarer's Lead Low = even	Discarding Low = enc	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m neb) – 2m = nat	2 <sup>nd</sup>	Low = even	Suit-pref	Low = even	1NT opening = 10-12 / 12-14 / 15-17 depending on vul / pos	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 <sup>rd</sup>	Suit-pref		Suit-pref	2♣ opening = Any FG or weak 5+♦ 5-10	
Dbl = strength; 2♣ = ♥+♠; 2♦ = a) (5)6+M b) strong 5M+5m;	NT: 1 <sup>st</sup>	Low = enc	Low = even	Low = enc	2♦ opening = (17)18-19 bal	
2M = 5M 4+m; 2NT = ♣+♦; (Vs weak; 2NT/3m = 4M 5+m)	2 <sup>nd</sup>	Low = even	Suit-pref	Low = even	1♣ - 2♥ = 5+♥ 4♣ less than invitational	
By PH or 4th: dbl=6+♣/♦ or ♥+♠; 2m = m+higher; 2M = nat	3 <sup>rd</sup>	Suit-pref		Suit-pref	1♦ - 2♥ = 5+♠ 4♥ less than invitational	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	Other signals: Trump Suit-preference; suit-pref sometimes 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			SPECIAL FORCING PASS SEQUENCES		
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM	<b>DOUBLES</b>			In game force situations		
(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5M	TAKE-OUT DOUBLES (Style; Responses; Reopening )			After we dbl or rdbl for strength		
2♦ multi: dbl=13-15 bal/17+; 2NT=16-19; 4m = 5-5 m+♥	May be light with good distribution			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. ARTIFICIAL STRONG OPENINGS	Dbl is most of the time take-out			Psychics: Occasionally		
Vs strong 1♣: dbl = good hand; 1X = Nat	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Not strict about hcp ranges		
1NT = ♠+♦ or ♥+♠; 2X = X or next two suits	Support r/dbls on the 1-level			3rd hand openings may be light		
Vs strong 2♣/♦: dbl = ♥+♠; 2X = nat; 2NT = ♣+♦	Invitational doubles when no other bid available			Often transfers in competition (See examples below);		
OVER OPPONENTS' TAKE-OUT DOUBLE	Non-lead directing dbls when a) bid the suit naturally b) supported the suit			1♣ (dbl/1♦) 1♦/dbl = 4+♥, 1♥ = 4+♠; 1m (1♥) dbl = 4+♠		
TRF after 1M – (dbl) starts with 1NT showing 5+suit				1♣ (1♠) 2♣/♦/♥ = 5+♦/♥/♠; 1♦ (1♠) 2♣ = 5+♥; 2♥ = 5+♠		
Rdbl = strength				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+♦, <b>NOT</b> 4♥/♠; 1M = 4+MF; 1NT = Nat INV; 2♣ = 5+♣ NF; 2♦ = 6+M INV opp bal; 2♥ = 5+♥ 4♣ NF; 2♠ = 6+♠ FG; 2NT = both m's 0-10; 3♣ = 6+♣ INV; 3♦/♥ = 6+♥/♠ a) preemptive b) FG solid 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 3+M; 2oM = Art 16+ w/ 3+M; 2M = 3-4M; 2NT = 6+♣ 16-18; 3♣ = Solid 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♦ = Solid 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♦ = Solid suit 13-15
1♥		5	4♣	5+♥(10)11-23	1♠ = 4+♠ F1; 1NT = Nat 4-11; 2♣ = FG bal or ♣ or ♥; 2♦ = FG 5+♦ unbal; 2♥ = 8-11 3/4♥; 2♠ = FG 6+♠ or 5/5 ♠+m; 2NT=4+♥ INV+; 3m=Nat INV; 3♥=3-7; 3♠=any void 12-14	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 invite 1M-2♣: Artificial responses
1♠		5	4♥	Same as above	Same as above (2♥ = 5+♥ FG; 2♠ = 8-11 3/4♠)	Same as above
1NT	X		4♣	(9)10-12 NV vs V 1st/2nd (11)12-14 NV 1st/2nd/3rd (14)15-17 V and 4th	2♣ = Stayman; 2♦ = 5+M FG; 2M/3m NF; 2NT = FG minor; 2♦/♥ = 5+♥/♠; 2♠ = 5+♠; 2NT = 5+♦; 3♣ = 5♠ 5♣/♦; 3♦ = 54 minors; 3♥/♠ = 6+♠/♦ short ♦/♠; 4♣/♦ = TRF 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M; 2NT/3♣ = 4/4M min/max 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦
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	2M-2NT (Non-vul): 3♣ = min with 5M; 3♦ = max with 5M 3♥ = min with 6M; 3♠ = max with 6M
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	2M-2NT (Vul): 3♣ = max; 3♦ = min with bad suit 3M = min with good suit; 3oM = 4♣/♦ max
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, very light NV vs V	3♣-3♦ = pupp to 3♥; 3♦-3♥ = pupp to 3♠; 3M-4♦ = pick-a-M	
3NT	X			1 <sup>st</sup> /2 <sup>nd</sup> Solid M, no outside A/K	4♣ = ask short; 4♦ = ask length; 4M = P/C	<b>HIGH LEVEL BIDDING</b>
4♣		6		Preemptive	4♦ = pick-a-major or S/T in ♣; 4M = to play; 4NT = to play	1430 (5NT = odd + void, 6X = even + void)
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 1 <sup>st</sup> or 2 <sup>nd</sup>
4♠		6		Preemptive	4NT = RKC	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♠ = that Ace; 5NT=♣ Ace; 6X = X+1 Ace	When FP pass and pull is S/T