




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				WBF and SBF Convention Card			
Aggressive at 1-level, 4+suit common		Lead	In Partner's Suit					
Responses: new suit F1	Suit	3/5	3/5					
TRF after (1m) – 1M, starts with 2♦ showing 5+♥	NT	Attitude	3/5 or Attitude		Category:	Green		
2♣ =art 10+ w/o M-support (typically 5+m or NT invite+)	Subsequent	1/3/5 (always in p suit)			NCBO:	Sweden		
Jump cue = about 7-9 4+ supp		2/4 through declarer in untouched suits			Event:	All		
Sound on 2-level 5+suit	Other :	K asks for count against 5-level and higher			Players:	Mikael Rimstedt – Ola Rimstedt		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY			
15-18 sys on	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE			
4 th live 15-18 sys on	Ace	AKQ+ AKx+ Ax		AKx+ Ax	Generally sound openings, preempts may be (very) light			
Reopen: 11-14 sys on or 11-16 sys off	King	KQJ+ KQT+ KQ+ AK		KQ+ Kx AKQx+	1♣ = 12-14 bal or nat			
JUMP OVERCALLS (Style;Responses;Unusual NT)	Queen	QJT+ QJ9+ QJ+		KQJx+ QJ+ Qx KQT9+	1♦ = 11+ 4♦ always unbal / semi-bal (can be bal 3 rd /4 th seat)			
Weak 5+ suit (Exceptions: (1♣ neb) – 2♦ = 5/5M	Jack	JT9+ JT+		JT+ Jx	1M = 11+ 5+M			
(1♦ neb) – 2♥ = 5/5M NF, (1M) – 3♣ = 5/5 oM+♦)	10	HJT Tx		HJT+ T9x	1NT = 15-17			
2NT = 5-5 2 lowest unbid	9	HT9+ KJ9+ 9x		HT9+ or discouraging	2♣ = FG or weak 5+♦ 3-10			
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	Hi-x	Xx xxXxxx		Discouraging	2♦ = 18-19 bal			
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	xxX xxXx xxxX		Encouraging	2M = Weak 5+M 5-10			
(1M) – 2M = 5-5 oM+♣	SIGNALS IN ORDER OF PRIORITY				2NT = 20-21			
(1m) – 2m = 5-5 M's		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
(2M) – 3M = ♣+♦	Suit: 1 st	Low = enc	Low = even	Low = enc	1♣ opening = 2+			
(1m neb) – 2m = nat	2 nd	Low = even	S/P	Low = even	2♣ opening = May be weak w/ diamonds			
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 rd	S/P		S/P	2♦ opening = 18-19 bal			
Dbl = strength; 2♣ = MM; 2♦= a) weak M b) strong M+m; 2M = Nat (better than 2♦) 2NT = both m's	NT: 1 st	Low = enc	Low = even	Low = enc	1♣ - 2♦ = 6+M 9-11			
	2 nd	Low = even	S/P	Low = even	1♣ - 2♥ = 5+♥ 4♣ 3-9			
By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat	3 rd	S/P		S/P	1♦ - 2♥ = 5+♠ 4♥ 3-9			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	Other signals: Trump S/P				SPECIAL FORCING PASS SEQUENCES			
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM	DOUBLES				In game force situations			
(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5 M	TAKE-OUT DOUBLES (Style; Responses; Reopening)				After we 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 almost always 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 = MM; 2X = nat; 2NT = any two-suits	Maximal doubles when no other bid available				Often transfers in competition (See examples below);			
OVER OPPONENTS' TAKE-OUT DOUBLE	Non-lead directing dbls in dbler's suit or supported suit				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) 12-14 bal (includes 5♦2♣) b) 11-23 nat	1♦ = (3)4+♦ denies majors (may have 3334); 1M = 4+M F1 1NT = Nat 11-13; 2♣ = 5+♣ 5-11; 2♦ = 6+M 8-11 2♥ = 5+♥ 4♣ 3-9; 2♠ = 6+♠ FG; 2NT = both m's 0-10 3m = 6+m good suit INV; 3♠ = TRF to 3NT; 3NT = to play	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) 11-22 1st/2nd always unbal or 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♥ 3-9; 2♠ = 6+♠ 9-12; 2NT = Nat 11-13; 3♣ = 4+♦ 9-12; 3♦ = 4+♦ 0-8; 3M/4♣ = void SPL, FG	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♦-1NT: Artificial responses
1♥		5	4♣	5+♥ 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			4♣	(14)15-17 bal	2♣ = Stayman; 2♦/2♥/2♠/2NT = TRF; 3♣ = FG both m 3♦ = 6+M INV; 3M = 4M w/ SPL oM; 4♣/♦ = TRF to 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 25+ bal; 2♠ = 5+♠; 2NT = 22-24 bal 3♣ = 5+♣ 4X; 3♦ = 5+♦ 4+♣ or 6+♦; 3M = 5+♦ 4M
2♦	X	2	4♣	18-19 bal	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♠ = both m's 4♣/4♦ = S/T in ♥/♠	2NT-3♣: 3♦=one or both M; 3♥=no M; 3♠ = 5+♠; 3NT = 5+♥
3X		(5)6		Preemptive	New suit = nat F1; 3X-4♣ = RKC; 3♣-4♦ = RKC	
3NT	X			1 st /2 nd Solid M, no outside A/K	4♣ = ask short; 4♦ = ask length; 4M = P/C	HIGH LEVEL BIDDING
4♣		6		Preemptive	4♦ = S/T; 4M = to play	1430 (5NT = odd + void, 6X = even + void)
4♦		6		Preemptive	4M = to play; 4NT = to play; 5♠ = S/T	Non-srs 3♠/3NT/4m, last train, voidwood 0314, DOPI, DEPO
4♥		6		Preemptive	4♠ = to play; 4NT = RKCB	Cue bids up the line 1 st or 2 nd
4♠		6		Preemptive	4NT = RKCB	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 = 2 Aces	When FP pass and pull is S/T