$(1m) - 2m = 5-5 \text{ M's}$ Suit: $1^s$ $(2M) - 3M = \clubsuit + \bullet$ Suit: $1^s$ $(1m \text{ neb}) - 2m = \text{ nat}$ $2^r$ VS. NT (vs. Strong/Weak; Reopening; Passed Hand) $3^r$ Dbl = strength; $2\clubsuit = MM$ ; $2\bullet = a$ ) weak M b) strong M+m; $2M = Nat$ (better than $2\bullet$ ) $2NT = both$ m's $NT$ : $1^{st}$ By PH or 4th: dbl=MM or one m; $2m = m+higher$ ; $2M = nat$ $3^{rd}$	ent	Lead  3/5 Attitude 1/3/5 (always in p su 2/4 through declarer K asks for count aga  Vs. Suit  AKQ+ AKx+ Ax  KQJ+ KQT+ KQ+ A  QJT+ QJ9+ QJ+  JT9+ JT+  HJT Tx  HT9+ KJ9+ 9x  Xx xxXxxx  xxX xxXxxx	in unto	3/5 3/5 or Attitu		Convention  Category: NCBO: Event: Players:  SYSTEM SU GENERAL AF Generally sou 1♣ = 12-14 bs 1♦ = 11+ 4+♦ 1M = 11+ 5+1 1NT = 15-17 2♣ = FG or w	Green Sweden All Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal. M  yeak 5+• 3-10	preempts may b		
Responses: new suit F1  TRF after (1m) – 1M, starts with 2 showing 5+suit  2 = art 10+ w/o M-support (typically 5+m or NT invite+)  Jump cue = about 7-9 4+ supp  Sound on 2-level 5+suit  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 5+ suit (Exceptions: (1♣ neb) – 2 ♣ = 5/5M  (1♠ neb) – 2 ♥ = 5/5M NF, (1M) – 3♣ = 5/5 oM+♠)  2NT = 5-5 2 lowest unbid  Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on  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 = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m;  2M = Nat (better than 2♠) 2NT = both m's  By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat		3/5 Attitude 1/3/5 (always in p su 2/4 through declarer K asks for count aga  Vs. Suit  AKQ+ AKx+ Ax  KQJ+ KQT+ KQ+ A  QJT+ QJ9+ QJ+  JT9+ JT+  HJT Tx  HT9+ KJ9+ 9x  Xx xxXxxx  xxX xxXxxx	in unto	3/5 3/5 or Attitu  ouched suits evel and higher  Vs. NT  AKx+ Ax  KQ+ Kx AKQ  KQJx+ QJ+ Q  JT+ Jx  HJT+ T9x  HT9+ or disco	de 	Category: NCBO: Event: Players: SYSTEM SU GENERAL AF Generally sou 1♣ = 12-14 bt 1♦ = 11+4+ 1M = 11+5+1 1NT = 15-17 2♣ = FG or w	Green Sweden All Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal. M  yeak 5+• 3-10	O STYLE preempts may b	e (very) light	
TRF after (1m) – 1M, starts with 2 showing 5+suit  2		Attitude  1/3/5 (always in p su 2/4 through declarer K asks for count aga  Vs. Suit  AKQ+ AKx+ Ax  KQJ+ KQT+ KQ+ A  QJT+ QJ9+ QJ+  JT9+ JT+  HJT Tx  HT9+ KJ9+ 9x  Xx xxXxxx  xxX xxXxxx	in unto	3/5 or Attitue ouched suits evel and higher Vs. NT AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco		NCBO: Event: Players: SYSTEM SU GENERAL AF Generally sou 1♣ = 12-14 b: 1♦ = 11+4+♦ 1M = 11+5+1 1NT = 15-17 2♣ = FG or w	Sweden All Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal M  yeak 5+• 3-10	O STYLE preempts may b	e (very) light	
2♣ =art 10+ w/o M-support (typically 5+m or NT invite+)SubsequenceJump cue = about 7-9 4+ suppOther :Sound on 2-level 5+suitOther :1NT OVERCALL (2nd/4th Live; Responses; Reopening)LEADS15-18 sys onLead4th live 15-18 sys onAceReopen: 11-14 sys on or 11-16 sys offKingJUMP OVERCALLS (Style; Responses; Unusual NT)QueenWeak 5+ suit (Exceptions: (1♣ neb) - 2♦ = 5/5MJack(1♠ neb) - 2♥ = 5/5M NF, (1M) - 3♣ = 5/5 oM+♦)102NT = 5-5 2 lowest unbid9Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys onHi-xDIRECT AND JUMP CUE BIDS (Style; Responses)Lo-x(1M) - 2M = 5-5 oM+♠SIGNALS(1m) - 2m = 5-5 M'sSuit: 1st(2M) - 3M = ♣+♦Suit: 1st(1m neb) - 2m = nat2nVS. NT (vs. Strong/Weak; Reopening; Passed Hand)3rDbl = strength; 2♠ = MM; 2♠ a) weak M b) strong M+m; 2M = Nat (better than 2♠) 2NT = both m'sNT: 1stBy PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat3rd		1/3/5 (always in p su 2/4 through declarer K asks for count aga Vs. Suit AKQ+ AKx+ Ax KQJ+ KQT+ KQ+ A QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxx	in unto	vs. NT AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco		NCBO: Event: Players: SYSTEM SU GENERAL AF Generally sou 1♣ = 12-14 b: 1♦ = 11+4+♦ 1M = 11+5+1 1NT = 15-17 2♣ = FG or w	Sweden All Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal M  yeak 5+• 3-10	O STYLE preempts may b	e (very) light	
Jump cue = about 7-9 4+ suppSound on 2-level 5+suitOther :1NT OVERCALL ( $2^{nd}/4^{th}$ Live; Responses; Reopening)LEADS15-18 sys onLead $4^{th}$ live 15-18 sys onAceReopen: 11-14 sys on or 11-16 sys offKingJUMP OVERCALLS (Style; Responses; Unusual NT)QueenWeak 5+ suit (Exceptions: ( $1 \clubsuit$ neb) - $2 \clubsuit$ = 5/5MJack( $1 \spadesuit$ neb) - $2 \blacktriangledown$ = 5/5M NF, ( $1 M$ ) - $3 \clubsuit$ = 5/5 oM+ $\spadesuit$ )102NT = 5-5 2 lowest unbid9Reopen: $2 M$ 6+M 10-13; $2 NT$ 19-21 bal sys onHi-xDIRECT AND JUMP CUE BIDS (Style; Responses)Lo-x( $1 M$ ) - $2 M$ = 5-5 oM+ $\spadesuit$ SIGNALS( $1 M$ ) - $2 M$ = 5-5 oM+ $\spadesuit$ Suit: $1 ^{s}$ ( $2 M$ ) - $3 M$ = $\clubsuit$ + $\spadesuit$ Suit: $1 ^{s}$ $1 M$ Strong/Weak; Reopening; Passed Hand)Signals $1 M$		2/4 through declarer K asks for count aga Vs. Suit AKQ+ AKx+ Ax KQJ+ KQT+ KQ+ A QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXxxx	in unto	Vs. NT AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco	ex+ x KQT9+	Event: Players:  SYSTEM SU  GENERAL AF  Generally sou  1♣ = 12-14 b:  1♦ = 11+4+♦  1M = 11+5+!  1NT = 15-17  2♣ = FG or w	All Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal M  yeak 5+• 3-10	O STYLE preempts may b	e (very) light	
Sound on 2-level 5+suit  1NT OVERCALL ( $2^{nd}/4^{th}$ 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 5+ suit (Exceptions: (1♣ neb) − 2♦ = 5/5M  (1♦ neb) − 2♥ = 5/5M NF, (1M) − 3♣ = 5/5 oM+♦)  2NT = 5-5 2 lowest unbid  Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on  DIRECT AND JUMP CUE BIDS (Style; Responses)  (1M) − 2M = 5-5 oM+♣  (1M) − 2M = 5-5 oM+♣  (2M) − 3M = ♣+♦  (1m neb) − 2m = nat  VS. NT (vs. Strong/Weak; Reopening; Passed Hand)  Dbl = strength; 2♣ = MM; 2♦ = a) weak M b) strong M+m;  2M = Nat (better than 2♦) 2NT = both m´s  By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat		K asks for count aga  Vs. Suit  AKQ+ AKx+ Ax  KQJ+ KQT+ KQ+ A  QJT+ QJ9+ QJ+  JT9+ JT+  HJT Tx  HT9+ KJ9+ 9x  Xx xxXxxx  xxX xxXx xxxx	inst 5-l	Vs. NT AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco	ex+ x KQT9+	Players:  SYSTEM SU  GENERAL AF  Generally sou  1♣ = 12-14 ba  1♦ = 11+ 4+♦  1M = 11+ 5+1  1NT = 15-17  2♣ = FG or w	Mikael Rims JMMARY PPROACH AND and openings, pal or nat always unbal. M  yeak 5+• 3-10	O STYLE preempts may b	e (very) light	
1NT OVERCALL ( $2^{nd}/4^{th}$ Live; Responses; Reopening)LEADS15-18 sys onLead $4^{th}$ live 15-18 sys onAceReopen: 11-14 sys on or 11-16 sys offKingJUMP OVERCALLS (Style; Responses; Unusual NT)QueenWeak 5+ suit (Exceptions: $(1 \clubsuit neb) - 2 \spadesuit = 5/5M$ Jack $(1 \spadesuit neb) - 2 \spadesuit = 5/5M$ NF, $(1M) - 3 \clubsuit = 5/5$ oM+ $\spadesuit$ )10 $2NT = 5-5$ 2 lowest unbid9Reopen: $2M$ 6+M 10-13; $2NT$ 19-21 bal sys onHi-xDIRECT AND JUMP CUE BIDS (Style; Responses)Lo-x $(1M) - 2M = 5-5$ oM+ $\spadesuit$ SIGNALS $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ Suit: 1s $(2M) - 3M = \clubsuit + \spadesuit$ NT (vs. Strong/Weak; Reopening; Passed Hand)NT: 1st $(2M) - 3M = \clubsuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(2M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st $(3M) - 3M = \spadesuit + \spadesuit$ NT: 1st		Vs. Suit  AKQ+ AKx+ Ax  KQJ+ KQT+ KQ+ A  QJT+ QJ9+ QJ+  JT9+ JT+  HJT Tx  HT9+ KJ9+ 9x  Xx xxXxxx  xxX xxXxxx	K	Vs. NT AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco	ex+ x KQT9+	SYSTEM SU GENERAL AF Generally sou 1 ♣ = 12-14 ba 1 ◆ = 11+ 4+ ◆ 1M = 11+ 5+1 1NT = 15-17 2 ♣ = FG or w	PROACH AND and openings, pal or nat always unbal M	O STYLE preempts may b	e (very) light	
15-18 sys on		AKQ+ AKx+ Ax KQJ+ KQT+ KQ+ A QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxx		AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco Discouraging	x KQT9+	GENERAL AF Generally sou  1♣ = 12-14 ba  1♦ = 11+ 4+♦  1M = 11+ 5+   1NT = 15-17  2♣ = FG or w	PPROACH AND and openings, pal or nat always unbal M	preempts may b		
4th live 15-18 sys on Reopen: 11-14 sys on or 11-16 sys off King  JUMP OVERCALLS (Style; Responses; Unusual NT) Queen  Weak 5+ suit (Exceptions: $(1 - 2) = 5/5M$ $(1 - 2) = 5/5M$ NF, $(1M) - 3 - 5/5$ Reopen: $(1 - 2) = 5/5M$ NF, $(1M) - 3 - 5/5$ Reopen: $(1 - 2) = 5/5M$ NT (VERSIONALS)  (1M) $(1 - 2) = 5/5M$ SIGNALS  (1M) $(1 - 2) = 5/5M$ SIGNALS  (1M) $(1 - 2) = 5/5M$ SUIT: $(1 - 2) = 5/5M$ (1m) $(1 - 2) = 5/5M$ SUIT: $(1 - 2) = 5/5M$ VS. NT (VS. Strong/Weak; Reopening; Passed Hand)  Dbl = strength; $(1 - 2) = 5/5M$ Dbl = strength; $(1 - 2) = 5/5M$ By PH or 4th: $(1 - 2) = 5/5M$ SIGNALS  (1 - 2) Suit: $(1 - 2) = 5/5M$ NT: $(1 - 2) = 5/5M$ Suit: $(1 - 2) = 5/5M$ NT: $(1 - 2) = 5/5M$ Suit: $(1 - 2) = 5/5M$ NT: $(1 - 2) = 5/5M$ Suit: $(1 - 2) = 5/5M$ Physical Suit: $(1 - 2) = 5/5M$ S		AKQ+ AKx+ Ax KQJ+ KQT+ KQ+ A QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxx		AKx+ Ax KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco Discouraging	x KQT9+	Generally sou $1 \stackrel{\bullet}{=} = 12\text{-}14 \text{ bs}$ $1 \stackrel{\bullet}{=} = 11\text{+}4\text{+} \stackrel{\bullet}{=} 1M = 11\text{+}5\text{+} \text{:}$ 1NT = 15-17 $2 \stackrel{\bullet}{=} = \text{FG or w}$	and openings, pal or nat always unbal of M	preempts may b		
Reopen: 11-14 sys on or 11-16 sys off  JUMP OVERCALLS (Style; Responses; Unusual NT)  Weak 5+ suit (Exceptions: $(1 - 2) = 5/5M$ $(1 - 2) = 5/5M$ NF, $(1 - 2) = 5/5M$ Queen  Weak 5+ suit (Exceptions: $(1 - 2) = 5/5M$ $(1 - 2) = 5/5M$ NF, $(1 - 2) = 5/5M$ Reopen: $(1 - 2) = 5/5M$ Reopen: $(1 - 2) = 5/5M$ Reopen: $(1 - 2) = 5/5M$ NF, $(1 - 2) = 5/5M$ Reopen: $(1 - 2) = 5/5M$ Parameters on the system of the sy		KQJ+ KQT+ KQ+ A QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxX		KQ+ Kx AKQ KQJx+ QJ+ Q JT+ Jx HJT+ T9x HT9+ or disco Discouraging	x KQT9+	1♣ = 12-14 ba 1♦ = 11+ 4+♦ 1M = 11+ 5+1 1NT = 15-17 2♣ = FG or w	al or nat always unbal M			
JUMP OVERCALLS (Style; Responses; Unusual NT)QueenWeak $5+$ suit (Exceptions: $(1 - 9) - 2 - 5/5M$ Jack $(1 - 9) - 2 - 5/5M$ NF, $(1M) - 3 - 5/5$ oM+ $\bullet$ )10 $2NT = 5-5$ 2 lowest unbid9Reopen: $2M 6+M 10-13$ ; $2NT 19-21$ bal sys onHi-xDIRECT AND JUMP CUE BIDS (Style; Responses)Lo-x $(1M) - 2M = 5-5$ oM+ $\bullet$ SIGNALS $(2M) - 3M = -5-5$ M'sSuit: $1^{15}$ $(2M) - 3M = -5-5$ M'sSuit: $1^{15}$ $(1m neb) - 2m = nat$ $2^{17}$ VS. NT (vs. Strong/Weak; Reopening; Passed Hand) $3^{17}$ Dbl = strength; $2 - 5/5M$ suit: $1^{15}$ $1^{15}$ $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a weak M b) strong M+m; $2M = Nat$ (better than $2 - 5/5M$ ) a w		QJT+ QJ9+ QJ+ JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxX		KQJx+QJ+Q JT+Jx HJT+T9x HT9+ or disco	x KQT9+	1   = 11 + 4 + 4 $1M = 11 + 5 + 1$ $1NT = 15 - 17$ $2   = FG  or  w$	e always unbal M yeak 5+♦ 3-10	/ semi-bal (can	be bal 3 <sup>rd</sup> /4 <sup>th</sup> seat)	
Weak 5+ suit (Exceptions: (1♣ neb) – 2♦ = 5/5M (1♦ neb) – 2♥ = 5/5M NF, (1M) – 3♣ = 5/5 oM+♦)  2NT = 5-5 2 lowest unbid  Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on  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 = strength; 2♣ = MM; 2♦ = a) weak M b) strong M+m;  2M = Nat (better than 2♦) 2NT = both m's  By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat		JT9+ JT+ HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxXX		JT+ Jx HJT+ T9x HT9+ or disco		1M = 11 + 5 + 1 1NT = 15 - 17 2 = FG  or  W	M yeak 5+♦ 3-10	/ semi-bal (can	be bal 3 <sup>rd</sup> /4 <sup>th</sup> seat)	
(1♠ neb) - 2♥ = 5/5M NF, (1M) - 3♣ = 5/5 oM+♠)       10         2NT = 5-5 2 lowest unbid       9         Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on       Hi-x         DIRECT AND JUMP CUE BIDS (Style; Responses)       Lo-x         (1M) - 2M = 5-5 oM+♠       SIGNALS         (2M) - 3M = ♣+♠       Suit: 1s         (1m neb) - 2m = nat       2r         VS. NT (vs. Strong/Weak; Reopening; Passed Hand)       3r         Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m;       NT: 1st         2M = Nat (better than 2♠) 2NT = both m´s       2nd         By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat       3rd		HJT Tx HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxX		HJT+ T9x HT9+ or disco	ouraging	1NT = 15-17 2♣ = FG or w	yeak 5+♦ 3-10			
2NT = 5-5 2 lowest unbid       9         Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on       Hi-x         DIRECT AND JUMP CUE BIDS (Style; Responses)       Lo-x         (1M) - 2M = 5-5 oM+♣       SIGNALS         (1m) - 2m = 5-5 M's       Suit: 1s         (2M) - 3M = ♣+♦       Suit: 1s         (1m neb) - 2m = nat       2r         VS. NT (vs. Strong/Weak; Reopening; Passed Hand)       3r         Dbl = strength; 2♠ = MM; 2♠ = a) weak M b) strong M+m;       NT: 1st         2M = Nat (better than 2♠) 2NT = both m's       2nd         By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat       3rd		HT9+ KJ9+ 9x Xx xxXxxx xxX xxXx xxxxX		HT9+ or disco	ouraging	2 <b>♣</b> = FG or w				
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on		Xx xxXxxx xxX xxXx xxxxX		Discouraging	uraging					
DIRECT AND JUMP CUE BIDS (Style; Responses) $(1M) - 2M = 5-5 \text{ oM} + \clubsuit$ $(1m) - 2m = 5-5 \text{ M's}$ $(2M) - 3M = \clubsuit + \spadesuit$ $(1m \text{ neb}) - 2m = \text{ nat}$ $VS. \text{ NT (vs. Strong/Weak; Reopening; Passed Hand)}$ $Dbl = \text{strength; } 2\clubsuit = \text{MM; } 2 \clubsuit = \text{a) weak M b) strong M+m;}$ $2M = \text{Nat (better than } 2 \clubsuit) \text{ 2NT} = \text{both m' s}$ $By \text{ PH or 4th: dbl=MM or one m; } 2m = m + \text{higher; } 2M = \text{nat}$		xxX xxXx xxxxX				2 = 18-19  ba	1 / 534	2♣ = FG or weak 5+♦ 3-10		
$(1M) - 2M = 5-5 \text{ oM} + \clubsuit$ $(1m) - 2m = 5-5 \text{ M's}$ $(2M) - 3M = \clubsuit + \blacklozenge$ $(1m \text{ neb}) - 2m = \text{ nat}$ $VS. \text{ NT (vs. Strong/Weak; Reopening; Passed Hand)}$ $Dbl = \text{strength; } 2\clubsuit = MM; 2 \spadesuit = a) \text{ weak M b) strong M+m;}$ $2M = \text{Nat (better than } 2 \spadesuit) 2\text{NT} = \text{both m's}$ $By \text{ PH or 4th: dbl=MM or one m; } 2m = m + \text{higher; } 2M = \text{nat}$				Engourgaina		2 = 18-19  bal w/o 5M				
$(1m) - 2m = 5-5 \text{ M's}$ Suit: $1^s$ $(2M) - 3M = \clubsuit + \bullet$ Suit: $1^s$ $(1m \text{ neb}) - 2m = \text{ nat}$ $2^r$ VS. NT (vs. Strong/Weak; Reopening; Passed Hand) $3^r$ Dbl = strength; $2\clubsuit = MM$ ; $2\bullet = a$ ) weak M b) strong M+m; $2M = Nat$ (better than $2\bullet$ ) $2NT = both$ m's $NT$ : $1^{st}$ By PH or 4th: dbl=MM or one m; $2m = m+higher$ ; $2M = nat$ $3^{rd}$	IN OR		Lo-x xxX xxXx xxxxX			$2M = \text{Weak } 5 + M \ 3 - 10$				
$(2M) - 3M = \clubsuit + \blacklozenge$ $(1m \text{ neb}) - 2m = \text{ nat}$ $VS. \text{ NT (vs. Strong/Weak; Reopening; Passed Hand)}$ $Dbl = \text{strength; } 2\clubsuit = MM; 2 \spadesuit = a) \text{ weak M b) strong M+m;}$ $2M = \text{Nat (better than } 2 \spadesuit) 2NT = \text{both m' s}$ $By \text{ PH or 4th: dbl=MM or one m; } 2m = m + \text{higher; } 2M = \text{nat}$ $3^{rd}$	2	DER OF PRIORITY				2NT = 20-21				
		Partner's Lead	Decl	arer's Lead	Discarding	SPECIAL BID	OS THAT MAY	REQUIRE DE	FENCE	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)  Dbl = strength; 2♣ = MM; 2♣ = a) weak M b) strong M+m;  2M = Nat (better than 2♠) 2NT = both m´s  By PH or 4th: dbl=MM or one m; 2m = m+higher; 2M = nat  3rd	t	Low = enc	Low	= even	Low = enc	1♣ opening =	2+			
Dbl = strength; $2 \clubsuit = MM$ ; $2 \spadesuit = a$ ) weak M b) strong M+m;NT:1st $2M = Nat$ (better than $2 \spadesuit$ ) $2NT = both$ m's $2^{nd}$ By PH or 4th: dbl=MM or one m; $2m = m+higher$ ; $2M = nat$ $3^{rd}$	d	Low = even S/P			Low = even	2♣ opening = May be weak w/ diamonds				
$2M = Nat$ (better than $2 \bullet$ ) $2NT = both m's$ $2^{nd}$ By PH or 4th: dbl=MM or one m; $2m = m + higher$ ; $2M = nat$ $3^{nd}$	/Weak; Reopening; Passed Hand) 3 <sup>rd</sup> S/P			S/P	2♦ opening = 18-19 bal					
By PH or 4th: dbl=MM or one m; $2m = m + higher$ ; $2M = nat$	Low = enc Low		= even	Low = enc	1♣ - 2♦ = 6+M 9-11					
	$2^{nd}$ Low = even S		S/P	P Low = even		1♣ - 2♥ = 5+	<b>∀</b> 4 <b>♠</b> 3-9			
•		S/P			S/P	1				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids) Other sign	Other signals: Trump S/P					SPECIAL FORCING PASS SEQUENCES				
Dbl = T/O; (2/3M) - 4m = 5-5  m+oM		ump 5/1				In game force situations				
/ \ /	TAKE-OUT DOUBLES (Style; Responses; Reopening )					After we rdbl for strength				
,	May be light with good distribution					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
, ,	Dbl is almost always take-out					Psychics: Occasionally				
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					May choose to show single A/K as no single				
	Sometimes use rdbls to gain space when asking for A/K/Q in relay sequences					Not strict about hcp ranges				
Sometime	Support dbls on the 1-level only (NOT mandatory)					Often transfers and 2NT as artificial in competition				
	Support dots on the 1-lever only (NO1 mandatory) $(1X) - 1Y - (1/2Z) dbl = 2(3)Y (4)5 + unbid$					3rd hand openings may be light				
, , ,	$(1X) - 1Y - (1/2Z) dol = 2(5)Y (4)5 + unbid$ $1m - (1 \lor ) - dbl = 4 + 4$									
· · · · · · · · · · · · · · · · · · ·	Maximal doubles when no other bid available									
	Non-lead directing dbls in dbler's suit or supported suit									

OPE	NING	BID	DESC	CRIPTIONS	stedt & Ola Rimstedt - Sweden		
Open Tick		Min	Neg	Description	Responses	Subsequent Auction	
ing	if	No	Dbl				
	Art	Cards	Thru				
1 <b>♣</b> X		2	4♠	a) 12-14 bal (includes 5•2♣) b) 11-22 nat	1 ◆ = (3)4+ ♦ denies majors (may have 3334); $1M = 4+M$ F1 1NT = Nat 11-13; $2 ♠ = 5+ ♠ 5-11$ ; $2 ♦ = 6+M$ 9-11 $2 \blacktriangledown = 5+ \blacktriangledown 4 ♠ 3-9$ ; $2 ♠ = 6+ ♠$ FG; $2NT = both m's 0-10$	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;	
					$3m = 6 + m$ good suit INV; $3 \triangleq TRF$ to $3NT$ ; $3NT = to play$	2M = 3-4M; $2NT = 6+4.16-18$ ; $34.8 = 80$ Solid suit 13-15	
1♦		4	4♠	a) 5+• 11-22 (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 $\clubsuit$ or $\spadesuit$ ; $2\clubsuit = 5+\clubsuit$ 4-11; $2\spadesuit = 3+\spadesuit$ 0-9; $2\blacktriangledown = 5+\spadesuit$ 4 $\blacktriangledown$ 3-9; $2\spadesuit = 6+\clubsuit$ 9-12; $2NT = Nat 11-13$ ; $3\clubsuit = 4+\spadesuit$ 9-12; $3\spadesuit = 4+\spadesuit$ 0-8; $3M/4\clubsuit = void SPL, FG$	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: Artifical responses	
1♥		5	4♠	5+♥ 11-22 May be 4♥ in 3rd/4th	$1 \triangleq 4 + \triangleq F1$ ; 1NT = Nat 4-11; $2 \triangleq FG$ bal or $\clubsuit$ or $\blacktriangledown$ ; $2 \spadesuit = 5 + \spadesuit$ unbal FG; $2 \blacktriangledown = 8 - 11$ 3/4 $\blacktriangledown$ ; $2 \spadesuit = 6 + \spadesuit$ or 5/5 $\spadesuit$ +m FG; 2NT=4+ $\blacktriangledown$ INV+; 3m=Nat INV; 3 $\blacktriangledown$ =0-8; 3 $\spadesuit$ =any void 12-14	1M-1X: $2 = 4 + 11-14$ or $15 + 3$ any; $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 15 + 3$ and $2NT = 6 + 3 + 3 + 15 + 3$ and $2NT = 6 + 3 + 3 + 3 + 3 + 3 + 3 + 3 + 3 + 3 +$	
1•		5	4♥	Same as above	Same as above $(2 \lor = 5 + \lor FG; 2 \spadesuit = 8-11 3/4 \spadesuit)$	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	$2 \bullet = P/C$ ; 2M = Nat F1; 2NT = INV+ relay; $3 \bullet = Nat F1$ ; $3 \bullet = P/C$ ; 3M = splinter with 3+ $\bullet$	$2 - 2 \cdot 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 No 5M	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; $3$ NT = $5$ - $5$ M forcing;	$2 - 2 \cdot 2 = 2 - 3 \cdot 2NT = 4$ $2 - 3 \cdot 3 \cdot = 0$ one or both M; $3 \cdot = 3 \cdot 0$ not $4 \cdot 2 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 2 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot 4 \cdot 4 \cdot 4 \cdot 3NT = 0$ not $3 \cdot 4 \cdot $	
2♥		5		NV: 5+♥ 3-10 V: 6+♥ 5-10	$2 \stackrel{\blacktriangle}{=} 5 + \stackrel{\blacktriangle}{=} F1$ ; 2NT = INV+ relay; $3 \stackrel{\clubsuit}{=} 5 + \stackrel{\blacktriangledown}{=} or$ to play $3 \stackrel{\clubsuit}{=} ;$ 3 \( = 5 + $\stackrel{\clubsuit}{=} ;$ 3 \( = PRE \)	2 <b>V</b> -2NT (V): $3$ <b>♦</b> = any max; $3$ <b>♦</b> = min, bad suit; $3$ <b>V</b> = min, good suit; $3$ <b>♦</b> = $6$ <b>V</b> 4m	
2♠		5		NV: 5+♠ 3-10 V: 6+♠ 5-10	$2NT = INV + relay$ ; $3 \clubsuit = 5 + \spadesuit$ or to play $3 \heartsuit$ ; $3 \spadesuit = 5 + \blacktriangledown$ $INV + 3 \blacktriangledown = 5 + \clubsuit$ ; $3 \spadesuit = PRE$	2 - 2NT: (V) $3 = 4$ any max; $3 = 4$ min, bad suit; $3 = 4$ min, good suit	
2NT			4♠	20-21 bal	$3 \clubsuit$ = Puppet; $3 \spadesuit / 3 \heartsuit$ =TRF; $3 \spadesuit$ = both m's $4 \clubsuit / 4 \spadesuit$ = S/T in $\heartsuit / \spadesuit$	2NT-3♠: 3♦=one or both M; $3$ ♥=no M; $3$ ♠= $5+$ ♠; $3NT=5+$ ♥	
3X		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	New = F1; $3X-4 \stackrel{\bullet}{\bullet} = RKC$ ; $3 \stackrel{\bullet}{\bullet} - 4 \stackrel{\bullet}{\bullet} = RKC$		
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	HIGH LEVEL BIDDING	
4♣		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	$4 \bullet = S/T$ ; $4M = \text{to play}$	Relay bidding, $1430 (5NT = odd + void, 6X = even + void)$	
4♦		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4M = to play; 4NT = to play; 5♣ = S/T	Non-serious 3♠/3NT/4m, last train, voidwood, DOPI, DEPO	
4♥		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4♠ = to play; 4NT = RKCB	Cue bids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>	
4♠		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4NT = RKCB	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam	
4NT	X		_	Specific ace asking	$5\clubsuit$ = no Ace; $5♦/♥/♠$ = that Ace; $5NT=\clubsuit$ Ace; $6X = 2$ Aces	When FP pass and pull is S/T	