


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive to 18+; can be 4 card suit at the one level
New suit = NF; Jump in new suit = INV
CUE-BID = F1R, INV with support or FG
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise (7-11)
Resp DBL -> 4♥
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, BAL or SEMIBAL -> system on
4 <sup>th</sup> live: good looking 15-18 BAL/SEMIBAL -> system on
Reopen: 11-14, does not require stopper -> CUE-BID = F1R
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls (3-10) -> new suit F1R; 2NT =ASK
Random PRE jump overcalls (0-15) if partner has passed.
Unusual NT (PRE or strong), lowest unbid suits 55+
Reopen: Intermediate jumps; 2NT = 18-19, system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
CUE-BID = highest unbid + another 55+, PRE or strong (minimum about KQxxx KJxxx x xx)
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:
DBL=one m or both M; 2♣=♣+other; 2♦=♦+M; 2♥/♠=NAT
2NT =strong distributional, 3X=PRE
Vs weak NT (low+high <=28): Cappelletti, constructive:
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥;
1♥=g♥/b♠; 1♠=g♠/b♣; 1NT=♥+♠; 2♣=♥+♠, strong; 2♦=♥or♠
2♥=♥♣or♦♠; 2♠=♠♣or♥♦; 2NT=♣♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=12+(A) / 7-8(B), penalty seeking
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP
Weak jumps (3-8) but 1M-(X)-ART Splinters are on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Other: NT: K=strong→ CT/UB; 4 <sup>th</sup> from KJ8x or similar; Q from KQx+			
Suit: K from AK bare; K from AKQ if interest in ATT for J			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ(+)	AK(+)	
King	AK AKQx(+) KQ(+)	Strong holding: KT/UB	
Queen	QJ(+) AKQ(+)	AKQ(+) QJ(+) KQ(+): ATT	
Jack	Top or rarely KQJ(+)	Top or AQJ(+) KQJ(+)	
10	Top or (A K)J10(+)	Top or (A K)J10(+)	
9	Top or 3 <sup>rd</sup>	Top or 3 <sup>rd</sup>	
Hi-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	
Lo-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
NT 1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
Signals (including Trumps): We show present count, if we show count			
Only the 1 <sup>st</sup> discard is Roman (O=ENC, E=SP)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light (10+) with classic shape; CUE-BID = F to S/A			
JUMP-CUE = Asks stopper after (1M) / shows both majors after (1			
Resp DBL -> 4♥			
Reopening can be light (7+); CUE-BID = F to S/A			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Our NEGATIVE DBLS (after 1♦♥♠/2♣) tend to show unbid M(s)			
SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			
COMP DBL from 'under' tend to show xx(+); Good-Bad 2NT			
DBL of Splinter asks lead in the suit below BUT NV vs VUL shows length			
Lightner DBL also at the game level			
COMP DBL above Negative DBL range (cards, shape less defined)			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: Finland</b>
<b>PLAYERS: Mika Salomaa – Pekka Viitasalo</b>
<b>EVENT: All events</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>BART SIMPSON CLUB:</b>
1 <sup>st</sup> /2 <sup>nd</sup> Position: 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards
1NT=12-14; 2♣=9-14, 5+ cards; 2♦=3-8, 44/45/54/55 ♥&♠
3 <sup>rd</sup> /4 <sup>th</sup> Position: 1♣=19+; 1♦=12-18, 2+c; 1M=12-18, 4+c
1NT=16-18; 2♣=12-18, 5+ cards; 2♦=3-11, 44/45/54/55 ♥&♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
!!!    A = 1 <sup>st</sup> /2 <sup>nd</sup> Position     B = 3 <sup>rd</sup> /4 <sup>th</sup> Position     !!!
1♦ = (A:9-14) (B:12-18); can be as short as xx if BAL w/o 4cM
2♦ = At least 44 majors, preemptive (can be 4432/4423)
3any = can be very weak in 1 <sup>st</sup> /3 <sup>rd</sup> position if NV vs. VUL
3NT = A: preempt in either minor B: to play
4m = Strong preempt in M with solid or semisolid suit
1M - 3 M = PRE
1M(A) -> ART Splinters differentiating singletons and voids
<b>WEAK JUMP RESPONSES</b>
(1x) - p - (1y) - 1NT = T/O with at least 4/5 in the unbid suits
<b>NOTE: All PRE/WEAK hcp ranges very approximate; tactical deviations possible</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1♦-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m
1M-(1NT): X = PEN, 2♣=1-suiter; 2♦=3M&5OM, 2OM=OM+m
<b>PSYCHICS:</b>



Supplementary sheet

①

1♦-(X): XX = 12+ penalty seeking; 1M = F1R; 1NT = 8-13, NF; 2m = NF; 2NT = both minors, 6-10 or 15+

1♦-(1♥): X = 8+ hcp, 4-5 spades; 1♠ = 8+ hcp, 0-3 spades; 2♥ = 6+ spades, weak or FG, 2♠ = 6+ spades, INV

②

Optional minorwood: A power raise to 4m is an optional RKCB: the 1<sup>st</sup> step promises a bad hand → relay RKCB; 4NT to play

Pre-empt key card ask: after 2M, 3♦ and 3M: 4♣ = KC ask; after 3♣: 4♦ = KC ask; responses: 1<sup>st</sup> = 0, 2<sup>nd</sup> = 1, 3<sup>rd</sup> = 1+Q, 4<sup>th</sup> = 2, 5<sup>th</sup> = 2+Q

