DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING LEAD</b>	OPENING LEADS STYLE		Milling	
Aggressive to 18+; can be 4 card suit at the one level	Lead In Partner's Suit			CATEGORY: RED	
New suit = NF; Jump in new suit = INV		st/3 <sup>rd/5<sup>th</sup></sup>	$1^{st}/3^{rd}/5^{th}$	NCBO: Finland	
CUE-BID = F1R, INV with support or FG		st/3 <sup>rd/5<sup>th</sup></sup>	$1^{st}/3^{rd}/5^{th}$	PLAYERS: Mika Salomaa – Pekka Viitasalo 🦉	
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise (7-11)	1		$1^{st}/3^{rd}/5^{th}$	EVENT: All events	
Resp DBL -> 4♥		Other: NT: K=strong $\rightarrow$ CT/UB; 4 <sup>th</sup> from KJ8x or similar; Q from KQx+			
		om AK bare; K from AKQ	) if interest in ATT for J		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18, BAL or SEMIBAL -> system on		's. Suit	Vs. NT		
		AKx(+) AKQ(+)	AK(+)	GENERAL APPROACH AND STYLE	
4 <sup>th</sup> live: good looking 15-18 BAL/SEMIBAL -> system on		K AKQx(+) KQ(+)	Strong holding: KT/UB		
		QJ(+) AKQ(+)	AKQ(+) QJ(+) KQ(+): ATT	BART SIMPSON CLUB:	
Reopen: 11-14, does not require stopper -> CUE-BID = F1R		op or rarely KQJ(+)	Top or AQJ(+) KQJ(+)	<b>1<sup>st</sup>/2<sup>nd</sup> Position:</b> 1♣=15+; 1♦=9-14, 2+ cards; 1M=9-14, 4+ cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)		op or (A K)J10(+)	Top or (A K)J10(+)	1NT=12-14; 2♣=9-14, 5+ cards; 2♦=3-8, 44/45/54/55 ♥&♠	
Weak jump overcalls (3-10) -> new suit F1R; 2NT =ASK		op or 3 <sup>rd</sup>	Top or 3 <sup>rd</sup>		
Random PRE jump overcalls (0-15) if partner has passed.			1 <sup>st</sup> /3 <sup>rd/</sup> 5 <sup>th</sup> SxS SxSx	<b>3<sup>rd</sup>/4<sup>th</sup> Position</b> : 1♣=19+; 1♦=12-18, 2+c; 1M=12-18, 4+c	
Unusual NT (PRE or strong), lowest unbid suits 55+		st/3 <sup>rd/5<sup>th</sup></sup> SxS SxSxS(+)	1 <sup>st</sup> /3 <sup>rd/</sup> 5 <sup>th</sup> SxS SxSxS(+)	1NT=16-18; 2♣=12-18, 5+ cards; 2♦=3-11, 44/45/54/55 ♥&♠	
Reopen: Intermediate jumps; 2NT = 18-19, system on		DER OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's			SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
CUE-BID = highest unbid + another 55+, PRE or strong	Suit 1 Hi = DIS		E = DISCRG + SP	III A = 1 <sup>st</sup> /2 <sup>nd</sup> Position B = 3 <sup>rd</sup> /4 <sup>th</sup> Position III	
(minimum about KQxxx KJxxx x xx)	2  Hi/Lo = 0	O S/P	Hi/Lo = O		
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of	3 S/P			1♦= (A:9-14) (B:12-18); can be as short as xx if BAL w/o 4cM	
3NTX shows doubt		CD C II'I O	E DIGGDG ( GD		
	NT 1 $Hi = DIS$		E = DISCRG + SP	2♦= At least 44 majors, preemptive (can be 4432/4423)	
VS. NT (vs. Strong/Weak; Reopening; PH)	2 Hi/Lo = O S/P		Hi/Lo = O	$3any = can be very weak in 1^{st}/3^{rd} position if NV vs. VUL$	
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:	3 S/P			3NT = A: preempt in either minor B: to play	
DBL=one m or both M; $2$ + other; $2$ + $M; 2$ + $M; 2$	Signals (including Trumps): We show present count, if we show count			4m = Strong preempt in M with solid or semisolid suit	
2NT =strong distributional, 3X=PRE	Only the 1 <sup>st</sup> discard is Roman (O=ENC, E=SP)			1M - 3M = PRE	
				1M(A) -> ART Splinters differentiating singletons and voids	
Vs weak NT (low+high <=28): Cappelletti, constructive:	DOUBLES			WEAK JUMP RESPONSES	
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m				(1x) - p - (1y) - 1NT = T/O with at least 4/5 in the unbid suits	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		BLES (Style; Responses;			
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)	May be light (10+) with classic shape; $CUE$ -BID = F to S/A			NOTE: All PRE/WEAK hcp ranges very approximate; tactical	
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M	JUMP-CUE = Asks stopper after $(1M)$ / shows both majors after $(1$			deviations possible	
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m	Resp DBL -> 4♥				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Reopening can be li	ight $(7+)$ ; CUE-BID = F to	o S/A	SPECIAL FORCING PASS SEQUENCES	
Vs 1*: DBL=good $\clubsuit$ -overcall or bad $\blacklozenge$ -overcall; 1 $\blacklozenge$ =g $\blacklozenge$ /b $\clubsuit$ ;	SPECIAL, ARTIF	TICIAL & COMPETITI	VE DBLS/RDLS		
1 = g / b ; $1 = g / b $ ; $1 NT = V + $ ; $2 = V + $ , strong; $2 = V $ or $A$	Our NEGATIVE D	BLs (after 1♦♥♠/2♣) ter	d to show unbid M(s)		
2♥=♥♣or♦♠; 2♠=♠♣or♦♥; 2NT=♣♦	SUPPORT DBL/RI	DBL when opener can rais	se 1/1 to 2 level		
OVER OPPONENTS' TAKEOUT DOUBLE	COMP DBL from 'under' tend to show xx(+); Good-Bad 2NT			IMPORTANT NOTES	
RDBL=12+(A) / 7-8(B), penalty seeking	DBL of Splinter asks lead in the suit below BUT NV vs VUL shows length			1 - (1NT): X = PEN, $2 = 1$ -suiter; $2 = majors$ , $2M = M + m$	
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP	Lightner DBL also at the game level			1M-(1NT): X = PEN, 2 = 1-suiter; 2 < =3M&5OM, 2OM=OM+m	
Weak jumps (3-8) but 1M-(X)-ART Splinters are on	COMP DBL above Negative DBL range (cards, shape less defined)			PSYCHICS:	
			,		

Mika Salo Opening		Min.	Neg X	DESCRIPTION		RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND
Pass	ARI		nug A		12 hcp	KESI ONSES	SUBSEQUENT AUCTION	
1 ass			5♦		0+, F1R	1 = 7-9; 1 = 0-6; 1 = 10+, no 5 card suits	1♣-1♦: 1♥=ART FG; 1NT=15-16	Passed hand responses 1♦-2♦ like
1 🕶	<i>,</i>		5	$\mathbf{A} = 1^{\text{st}} / 2^{\text{nd}} \operatorname{Position}$	/',11K	$10^{-1}$ $10^{-1}$ ,	1.4-1.4: 1NT=BAL->2.4=Stayman	A but ranges: 4-5, 0-3, and 6-8
				$\mathbf{B} = 3^{rd}/4^{th} \text{ Position}$		2M=0-4, 6 cards; 2NT=solid 6c suit; 3X=HHxxxx	1♣-1NT: 2♣=R->2♦=♥;2♥=♠->R=Support	2M=0-3; 2NT=6-8, 55+ minors
				$\mathbf{D} = \mathbf{J} / 4 \mathbf{\Gamma} 0 \mathbf{S} 1 1 0 1$		3NT=solid 7+ suit; 4m=semisolid M with shortness	<b>1</b> ♣-1NT. <b>2</b> ♣- <b>R</b> -> <b>2</b> ♥ + <b>m</b> 55+; 2NT=♥+♠ 55+	2M-0-5, 2N1-0-8, 55+ minors
1.				1 0 1 4 D 10	10			
1•	*	2	2♠	A: 9-14 B: 12		2♦=13+, 4+ ♦; 3♦=PRE (3-8);	1♦-2NT-3m-3M=SPL, 15+	Passed hand: 3 =PRE (0-5)
				A:9-11/B:12-15 BAL w		2NT=6-10/15+ both m	1 - 2 = 2M = 12 + stopper; 2NT = 9-11  BAL	Comp: see SS ①
				4+♦, ♣-canapé possible		2M = WJR (3-8)		
1♥		4	2♠	A: 9-14 B: 12	-18	3 = PRE(0-8); 2NT=SUPP, INV+; 3 = any singl.	1♥-2NT: 3♣=any min -> 3♦=FG, ASK	Passed hand:
				4+ 💙		SPL;3NT=SPL, <b>•</b> -void; 4m=SPL, void; WJR(3-8)	1♥-2NT: 3♥=1-suiter; 3♦♠=NAT; 3NT=♣	2NT=INV raise; 3♥= good INV
1♠		4	2♥	A: 9-14 B: 12	-18	3♠=PRE(0-8); 2NT=SUPP, INV+; 3NT=any singl.	1 <b>♦</b> -2NT: 3 <b>♣</b> =any min -> 3 <b>♦</b> =FG, ASK	Passed hand:
				4+ 🌲		SPL; 4m/♥=void; WJR(3-8)	1 <b>▲</b> -2NT: 3 <b>▲</b> =1-suiter; 3 <b>♦♥</b> =NAT; 3NT= <b>♣</b>	2NT=INV raise; 3 = good INV
1NT			3♠	A: 12-14 B: 16	-18	2♣=Stayman; 2♦♥=transfer; 2♠=♣s	1NT-2 <b>♣</b> -2any: 3m=4+, FG	IN COMP: System on over X= NOT
								PEN and over $2 = NOT$ both M;
				BAL or SEMIBAL		3♣=♦s, to play or FG; 3♦=NAT INV; 3M=Splinter	1NT-2 <b>♣</b> -2♦: 3M = 5OM+4M (Smolen)	LEBENSOHL
2♣		5	2♠	A: 9-14 B: 12	-18	2♦=ART INV+; 2M=5+cards F1R; 2NT=NAT INV	2 <b>♣</b> -2 <b>♦</b> -2M=4cards; 2NT/3 <b>♣</b> =6+ <b>♣</b> max/min	Passed hand:
				5 reasonable ♣s & 4cM	or 6+ 🗭	3 = 6+  cards,  INV; 3M = 6+  cards,  FG		2♦=ART INV; 2M=NAT NF
2 ♦	×		NO	A: 3-8 3 <sup>rd</sup> : (0		2NT=ART, INV+; 3M=PRE(0-13)	2♦-2NT: 3♣=min; 3♦=44; 3M=5; 3NT=55	After 4 <sup>th</sup> hand opening no
				44/54/45/55 ♥♠; 4 <sup>th</sup> 10	<b>-</b> 13, 55+♥♠	4m=slam try in M	2♦-2NT-3♣: 3♦=ART FG -> 3M=5, 3NT=44	conventions; value bidding
2♥		5	NO	A:3-8 3 <sup>rd</sup> : (0)6-11 4 <sup>th</sup> 10-13		2NT=ART, INV+ (OGUST); net suit F1R	2M-2NT: 3♣/3♦=minimum, bad/good suit	
2♠				Undisciplined weak two			2M-2NT: 3♥/3♠=maximum, bad/good suit	
2NT			NO	A: 19-20 B: 22-2	3	3♣=Muppet Stayman; 3♦♥=transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM	
	В		BAL (any 4333/4432/5332)		3♠=both minors; 4X=NAT slam try	2NT-3♣: 3♣=5 cards; 3NT = 5 card ♥-suit		
3♣♦♥♠		5	NO	PRE; can be weak 1/3 p	osition NV	New suit = $F1R$		
		5	NO	vs. VUL: min Qxxxx xx xxx xxx;				
		5	NO	other NV: min QJTxxx				
		5	NO	VUL: min KQTxxxx xx				
3NT	×	N/A	NO	PRE in either minor; be	tter than 3m	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
4 <b>♣</b>	×	N/A	NO	Strong 4♥: AKQ+/AKJ	+/AQJ+	$4 \oint /4 \oint /4 NT = slam try 1/2/3 key cards$		
4♦	×	N/A	NO	Strong 44: AKQ+/AKJ	+/AQJ+	4♥/4NT/5♣= slam try 1/2/3 key cards		
4NT	×	N/A	NO	Strong PRE in m; no 2 c	quick losers	5m/6m/7 <b>♣</b> =P/C		how we have a second se
5♣ ♦		7	NO	PRE, not suitable for 4N	NT.			
5 🎔 🌲		7	NO	NV vs VUL=PRE / top	honour ask			
				·····				
							HIGH LEVEL I	BIDDING
							Cue style: 1 <sup>st</sup> /2 <sup>nd</sup> round controls; skipping suit d	enies control
							When 3M agrees 8+ card trump suit, 3NT is not	
							RKCB: DOPI-ROPI below 4 level of trump sui	-
							Jump to 5M asks good trumps / shows good tru	
					PASS&PULL in forcing auction shows interest to proceed			
							Transferable value doubles when we are not in	forcing auction; FP only if we are in
			1	♣ ♦ ♥ ♠			FG with power / below forced level or opponen	

## Supplementary sheet

## 1

1  $\bullet$ -(X): XX = 12+ penalty seeking; 1M = F1R; 1NT = 8-13, NF; 2m = NF; 2NT = both minors, 6-10 or 15+ 1 $\bullet$ -(1 $\bullet$ ): X = 8+ hcp, 4-5 spades; 1 $\bullet$  = 8+ hcp, 0-3 spades; 2 $\bullet$  = 6+ spades, weak or FG, 2 $\bullet$  = 6+ spades, INV

## 2



