OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 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 V 1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
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♥	
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Jump raise = PRE(0-6); JUMP-CUE = Mixed raise (7-11) Resp DBL → 4♥	
Resp DBL -> 4♥	
•	
1NT OVERCALL (2 nd /4 th Live: Responses: Reopening)	
INT OVERCALL (2""/4" Live: Responses: Reopening)	
15-18, BAL or SEMIBAL -> system on	
4th live: good looking 15-18 BAL/SEMIBAL -> system on	
Tive. good looking 15-16 Bittl/BliviiBitl > System on	
Reopen: 11-14, does not require stopper -> CUE-BID = F1R	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
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	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
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 -> RDE	3L (
3NTX shows doubt	

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; $2 = \forall + \Rightarrow$; 2M = M + m

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

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

VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24

Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; $1 = g \cdot /b$;

1♥=g♥/b♠; **1♠=g♠/b♣**; **1NT=♥+♠**; **2♣=♥+♠**, strong; **2♦=♥or♠ 2♥=♥♣or♦♠**; **2♠=♠♣or♦♥**; **2NT=♣♦**

OVER OPPONENTS' TAKEOUT DOUBLE

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 OPENING LEADS STYLE Lead In Partner's Suit Suit 1st/3rd/5th NT 1st/3rd/5th Subseq 1st/3rd/5th 1st/3rd/5th 1st/3rd/5th

Other: NT: K=strong→ CT/UB; 4th from KJ8x or similar; Q from KQx+ Suit: K from AK bare; K from AKO if interest in ATT for J

LEADS

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 rd	Top or 3 rd
Hi-X	1 st /3 rd /5 th SxS SxSx	1 st /3 rd /5 th SxS SxSx
Lo-X	1 st /3 rd /5 th SxS SxSxS(+)	1 st /3 rd /5 th SxS SxSxS(+)

SIGNALS IN ORDER OF PRIORITY

	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 1st discard is Roman (O=ENC, E=SP)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light (10+) with classic shape; CUE-BID = F to S/A

JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)
Resp DBL -> 4♥

Reopening can be light (7+); CUE-BID = F to S/A

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Our NEGATIVE DBLs (after $1 \diamondsuit \heartsuit \spadesuit/2 \clubsuit$) 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(+)

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

CATEGORY: RED

NCBO: FINLAND

PLAYERS: Sanna Kitti – Mika Salomaa

EVENT: Lisbon Mixed 2019



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

BART SIMPSON CLUB:

1st/2nd 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 ♥&♠

3rd/4th **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 ♥&♠

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

|| || A = 1st/2nd Position || || B = 3rd/4th 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 1st/3rd 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 - 3M = PRE

1M(A) -> ART Splinters differentiating singletons and voids

WEAK JUMP RESPONSES

(1x) - p - (1y) - 1NT = T/O with at least 4/5 in the unbid suits

NOTE: All PRE/WEAK hcp ranges very approximate and marked only because required by organisator; tactical deviations possible

SPECIAL FORCING PASS SEQUENCES

1♣ (4♥+) - pass = F1R promising values

IMPORTANT NOTES

1 ♦-(1NT): X = PEN, 2 ♣=1-suiter; 2 ♦=majors, 2M = M+m1M-(1NT): X = PEN, 2 ♣=1-suiter; 2 ♦=3M&5OM

PSYCHICS:

Mika Salomaa - Pekka Viitasalo; Finland; Ostend Open 2018								
Opening	ART	Min.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND	
Pass				A: 0-8 hcp B: 0-12 hcp				
1.	N		4•	A: 15+, F1R B: 19+, 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	
				$A = 1^{st}/2^{nd} Position$	1NT=10+, 5+M; 2m=10+, 5+ cards	1♣-1♠: 1NT=BAL->2♣=Stayman	A but ranges: 4-5, 0-3, and 6-8	
				B = 3 rd /4 th 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	
					3NT=solid 7+ suit; 4m=semisolid M with shortness	1♣-1NT-2♣: 2♠=♥+m 55+; 2NT=♥+♠ 55+	, ,	
1 •	N	2	2.	A: 9-14 B: 12-18	2♦=13+, 4+ ♦; 3♦=PRE (3-8);	1♦-2NT-3m-3M=SPL, 15+	3♦=PRE (0-5)	
				A:9-11/B:12-15 BAL w/o 4cM OR	2NT=6-10/15+ both m	$1 \diamondsuit - 2 \diamondsuit : 2M = 12 + \text{ stopper}; 2NT = 9 - 11 BAL$, ,	
				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	2NT=INV raise; 3♥= good INV	
				4+ ♥	SPL;3NT=SPL, \(\Phi\) -void; 4m=SPL, void; WJR(3-8)	1♥-2NT: 3♥=1-suiter; 3♦♠=NAT; 3NT=♣		
1 🛧		4	2♥	A: 9-14 B: 12-18	3♠=PRE(0-8); 2NT=SUPP, INV+; 3NT=any singl.	1♠-2NT: 3♣=any min -> 3♦=FG, ASK	2NT=INV raise; 3♠= good INV	
				4+ ♠	SPL; 4m/♥=void; WJR(3-8)	1♠-2NT: 3♠=1-suiter; 3♦♥=NAT; 3NT=♣	, ,	
1NT			3♠	A: 12-14 B: 16-18	2♣=Stayman; 2♦♥=transfer; 2♠=♣s	1NT-2♣-2any: 3m=4+, FG	LEBENSOHL	
				BAL or SEMIBAL	3♣=♦s, to play or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2♦: 3M = 5OM+4M (Smolen)		
2.		5	2♠	A: 9-14 B: 12-18	2♦=ART INV+; 2M=5+cards F1R; 2NT=NAT INV	2♣-2♦-2M=4cards; 2NT/3♣=6+♣ max/min	2♦=ART INV; 2M=NAT NF	
				5 reasonable ♣s & 4cM or 6+ ♣	3♦=6+ cards, INV; 3M=6+ cards, FG			
2•	×		NO	A: 3-8 3 rd : (0)6-11	2NT=ART, INV+; 3M=PRE(0-13)	2♦-2NT: 3♣=min; 3♦=44; 3M=5; 3NT=55	After 4 th hand opening no	
				44/54/45/55 ♥ ♠; 4 th 10-13, 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 rd : (0)6-11 4 th 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: 22-23	3♣=Muppet Stayman; 3♦♥=transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM		
				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 position NV	New suit = F1R			
		5	NO	vs. VUL: min Qxxxx xx xxx xxx;				
		5	NO NO	other NV: min QJTxxx xx xx xxx XX VUL: min KQTxxxx xx xx xx				
3NT	N	N/A	NO	PRE in either minor; better than 3m	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om		
4 .	<i>N</i>	N/A	NO	Strong 4♥: AKQ+/AKJ+/AQJ+	4♦/4♠/4NT= slam try 1/2/3 key cards	51\1-4 ▼. 4\vi=Short, 5\lii=\vA1 short 0\lii		
4.	<i>N</i>	N/A	NO	Strong 4. AKQ+/AKJ+/AQJ+	4♥/4NT/5♣= slam try 1/2/3 key cards			
4NT	<i>N</i>	N/A	NO	Strong PRE in m; no 2 quick losers	5m/6m/7♣=P/C			
5 ♣ ♦		7	NO	PRE, not suitable for 4NT	Jin Olin / T 1/C			
5 ♥ ♠		7	NO	NV vs VUL=PRE / top honour ask	1			
3 🗸 👊		<u> </u>	110	TV VS VOE TRE/ top honour usk				
						_		
						HIGH LEVEL B	IDDING	
						Cue style: 1 st /2 nd round controls; skipping suit denies control		
						When 3M agrees 8+ card trump suit, 3NT is non-serious slam try		
						RKCB: DOPI-ROPI below 4 level of trump suit, DEPO above		
			-			Jump to 5M asks good trumps / shows good trumps / asks control in opponents' suit		
						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		
		-		♣♦♥		FG with power / below forced level or opponents are clearly sac'ing		
				· · · -		1 G with power / below forced level of opponents are clearly sacing		