DEFENSIVE AND COMPETITIVE BIDDING

Overcalls(Style, responses, 1/2 level)

Sound overcalls, about 7-17hcp 1 level, 8-17hcp 2 level 1 level responses forcing and two level responses semiforcing, 2NT limit+ support with jump, cue starting transfers up to 2M, fitjumps, jump cue mixed raise 7-9hcp 4+c

1NT Overcall(2nd, live, reopening)

About 15 –18hcp sys on. (1x) - (1y) - 1NT 16-18hcp sys on Balancing after 1m 13-16hcp, after 1M 12-15hcp

Jump overcalls and cuebids

Weak jumps (4-11hcp)and UNT 2NT(weak 6-11 or strong 16+hcp hand) Michaels cue (1m) - 2m majors (1M)- 2M oM+m 55+ 6-11/16+ hand. Jumpcue asking stopper usually.

Vs. Pre-empts

Lebensohl, Leaping Michaels, cue asking stopper 3-level. Ag three level pre– empts 4x could be leaping style.

Vs. NT

Dbl 5+m 4M, 2♠ majors, 2♦ multi with M, 2M M+m 2NT minors. Against weak NT(max 29)dbl penalty, else same.

Vs. strong club or diamond

Dbl good ♠ or bad ♦ overcall, 1♦ good ♦ or bad ♥, 1♥ good ♥ or bad ♠, 1♠ good ♠ or bad ♠, 1NT minors , 2♠ majors, 2♦ multi, 2M two— suiters. Same against 2♠ Against strong diamond: dbl majors, 1NT minors

Some defensive bidding

Rubensohl after NT disturb. 1 - (1x) transfers, 1 - (2x) 2NT+transfers, 1M-(dbl)-1NT+ transfers, 2NT limit + supp 3M-1 mixed raise, 1M-(1/2x)-3M-1= Mixed raise 7-9hcp with 4+supp ,1 - (DBL)-2NT= Mixed raise with shape, 7-9hcp , Good-bad 2NT by 1 - (2x)-opener

LEADS AND SIGNALS

Opening lead style						
	Lead	In partner's suit				
Suit	3rd- 5th	3rd-5th				
NT	3rd- 5th	3rd– 5th				
Subseq	3rd– 5th	3rd– 5th				

Other: Against NT King is strong lead asking unblock or count; 4th best possible aga NT if 3rd expensive. Against 5 level+ contracts A asks attitude, K count

Leads	Suit	NT
Α	Ax+, AKx+	AKx+
K	AK, KQx+, Kx	Asks UB, KQ109+ etc
Q	QJx+, QJ10+,AKQ	AQJ+, KQx+, QJx+, QJ
J	J10+	AJ10+,KJ10+,J10+
10	KJ10+, 109x, 10x	K109+, 109x, 10x
9	KJ9, K109, Q109,9x	Н9хх, 9хх, КЈ9, 9хххх
x	3rd 5th, high from Xx	3rd 5th, high from Xx

Signals and discards

Udca + odd/even 1st discard, further discards standard count. Smith echo aga NT contracts. Low card likes the lead

Count showing only when needed.

Special doubles

Support double/Rdbl

Some lightner doubles

Advancers double when three suit bidded is takeout with 5+c in 4th suit and 2-3c support (snap)



SYSTEM CARD

CATEGORY	RED- POLISH CLUB	
NCBO/team		
Finland		
Event:		
Lissabon		
Mixed		
Players:	Arttu Karhulahti	Pia Erkkilä

SYSTEM SUMMARY

General aproach and style

- Polish club 3– way
- 5c Majors
- 15-17NT, could be 5M or 6m/9-12 in NV-VUL

Special bids that may require defence

1♣= a) 12-14bal b)15+ 4+♠ c) 18+ any

2♦= Multi 6M weak 5-10hcp

2♥= 55(4)♥+m 5-10hcp

2♠ = 55(4)♠+m 5-10hcp

2NT = 55 **♣**+♦ 5-10hcp

3NT = 8-9.5 playing tricks in ♥/♠

Some psyches possible with fit

Opening	Artificial	Min cards	Neg x	Description	Responses	Sub Auction	Passed hand bidding
1♣	х	0	4♥	a) 12-14 bal, could be 4414 style b) 15+ 4+♣ c) 18+ any	1 → = 0-8 or 9-11 minor— oriented or 12+ hcp bal GF, 2NT GF, 2m GF, 2M weak, 2NT GF bal 3m inv good suit, 3M 7c 2/3 top H, 3NT solid	1♠-1♦- = 1M two— way, 1NT 18-20, 2♦GF, 3M 55 Super jumps	Same, but 2♠ is 5+♦ 4♠ 8-10 hcp, 2♦ 55+ MM 7-10 hcp, 2NT 4♦ 5+♠ 8-10hcp.
1 ♦ 1 ♦ *		4 2	4♥	11-17hcp 4+♦, 4♦5♠ possible 11-17hcp 2+♦, 15-17NT possible	Inv minors, 2♥/♠ 5+♠ 4+♥ 6-9/9-11hcp, 2NT inv Changes: 1M, could be 3M, 2M 4-7hcp Weak	3♠ weak jump, Gawrys rele, XYZ NT 2NT 55mm 4-7hcp	Transfers ag 1M overcalls.
1♥		5	4.	11-17hcp 5+♥, 5♥6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3♠= weak splinter any, 3NT/4m strong splinter	Rev Bergen 3♣= 11-14hcp 3♥, 3♦ 7-9hcp 4♥, 3M weak ,2NT limit+4sup,1♥-2♠ strong	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♠/NT Superfit 4/5♥
14		5	4♥	11-17hcp 5+♠, 5♠6m possible	Semi F NT, 2/1 GF unless rebid, rev Bergen 3NT = weak splinter any, 4x strong splinter	2NT limit+ sup, 1♠-3♥ inv 6♥	Two– way Drury, 2NT Mixed, 3m natural 8-10, 3♥/NT Superfit 4/5♠ sup
1NT 1NT*				(14)15-17hcp bal, 5M, 6m poss. (9)-12hcp bal,3♠ res.SI w/♦ or M	Stayman, transfers, range— check, 2NT D or minors, puppet stayman, 3 ♦= minors, 3M (13)(54) style	4♠ hearts, 4♦ spades Rubensohl aga overcalls	Same
2♣		5	4♥	(11)12-14 5 ♣ 4M or 6+ ♣	2♦ rele, 2M NF, 2NT clubs or 55 GF, 3♠ ♦ inv+, 3♦ ♥inv+, 3♥ ♠ inv+,3♠ 6+♠ 4♥ GF, 4♦ rkcb ♣	Relays after 2♣-2♦-2M	2NT Clubs or 55MM inv, 3c inv, 3x fitjumps
2 ♦ 2 ♦ *	х	0		Multi, weak 6M 5-10 hcp 0-7hcp 5+M/4th hand 10-13 6+♦	2NT asking, 3♠ some own suit, 3♦ inv with majors, 3M P/C, 4♠ ask to underbid, 4♦ bid suit	4th hand 10-13 6+♦	Same, but 3m nat.
2♥ 2♥*	х	5 6		55+ ♥+m 5-10hcp 8-11p 6+♥/4th hand 10-13 6+♥	2NT asking inv+, 3♠ P/C, 3♦ inv + ♥ support, 4/5♠ P/C, other jumps splinter, 2♠ NF		
2 ♠ 2 ♠ *	х	5		55+ ♠+m 5-10hcp 8-11p 6+♠/4th hand 10-13 6+♠	2NT asking inv+, 3♠ P/C, 3♦ inv + ♥, 3♥ inv + ♠ 4/5♠ P/C, other jumps splinter		HIGH LEVEL BIDDING
2NT 2NT*				55+ ♠ +♦ 5-10hcp 55+mm 11-14p/4th20-21hcp bal	3♥ asking distribution	4th hand 20-21hcp bal -> Stayman + smolen, transfers, 3♠ minors SI, 4m nat SI	RKCB 1430, Kickback in minors, Cue bids (1st/2nd controls)
3x				6+cards 5-10hcp	4♠ RKCB pre(4♦ after 3♠ opening)		Exclusion Blackwood, Non- Serious 3NT,
3NT	х			8-9.5 playing tricks in ♥/♠	4♠: ask shortness, 4♦: SI about 3 tricks, 4♥: Pass/correct 4♠: Pass with ♠, Roman Ask ♥,		5NT often "pick-a-slam", DEPO, DOPI/ROPI,
4x		7					5NT honour asking jump possible
4NT				Ask lowest ace	5♣=0, 5♦-♠= A, 5NT=♣A, 6♣♦= 2A, low no A suit		* 1st-3rd NV-VUL

DEFEN	SIVE AND COMPETITIVE BIDDING
OVERCALLS (S	Style: Responses: 1 / 2 Level; Reopening)
	; can be 4 card suit at the one level
	ump in new suit = INV
	INV with support or FG
	(0-6); JUMP-CUE = Mixed raise (7-11)
Resp DBL -> 4♥	
	L (2 nd /4 th Live; Responses; Reopening)
15-18, BAL or SI	EMIBAL -> system on
4th 1: 1 1 1	in 15 10 DAI /CEMIDAI
4" live: good look	ring 15-18 BAL/SEMIBAL -> system on
Reopen: 11-14, de	pes not require stopper -> CUE-BID = F1R
JUMP OVERCA	ALLS (Style; Responses; Unusual NT)
	alls (3-10) -> new suit F1R; 2NT =ASK
Random PRE jun	np overcalls (0-15) if partner has passed.
Unusual NT (PRI	E or strong), lowest unbid suits 55+
Reopen: Intermed	liate jumps; 2NT = 18-19, system on
DIRECT & JUN	IP CUE BIDS (Style; Response; Reopen)
CUE-BID = high	est unbid + another 55+, PRE or strong
	KQxxx KJxxx x xx)
	ss stopper with solid suit, can be weak -> RDBL
3NTX shows dou	ht

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

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. 1♣ or 2♣

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

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/**2**nd **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+m 1M-(1NT): X = PEN, 2 ♣=1-suiter; 2 ♦=3M&5OM

PSYCHICS:

Mika Salo	maa - P	ekka Vi	iitasalo; F	Sinland; 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 ♦ -2 ♦ : 2M = 12 + 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	
24				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	31\1-4▼: 4IVI—SHOIT, 3III—I\A1 SHOIT OIII	
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 Oliv / 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	BIDDING
						Cue style: 1 st /2 nd round controls; skipping suit de	
						When 3M agrees 8+ card trump suit, 3NT is nor	
						RKCB: DOPI-ROPI below 4 level of trump suit	
			-			Jump to 5M asks good trumps / shows good trum PASS&PULL in forcing auction shows interest	
						Transferable value doubles when we are not in f	
		-		♣♦♥		FG with power / below forced level or opponent	
				· · · · -		1 3 with power / below forced level of opponent	as are crearry sacring

DEFENSIVE AND COMPETITIVE BIDDING		IFA	DC AND SIC	NAT C		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	LEADS AND SIGNALS OPENING LEADS STYLE					
Aggressive to 18+; can be 4 card suit at the one level	OI EITH O	Lead		In Part	tner's Suit	
New suit = NF; Jump in new suit = INV	Suit	Suit 1st/3rd/5th			1st/3rd/5th	
CUE-BID = F1R, INV with support or FG	NT	1 st /3 rd /5 th			1 st/3 rd/5 th	
Jump raise = PRE(0-6); JUMP-CUE = Mixed raise(7-11)	Subseq	1 st /3 rd /5 th		1 st /3 ^{rd/5}		
Resp DBL -> 4♥			/UB: 4 th from	- ,	imilar; Q from KQx+	
Aggressive to 18+; can be 4 card suit at the one level		t: K from AK bar				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS		- , -			
15-18, BAL or SEMIBAL -> system on	Lead	Vs. Suit		Vs. N	Γ	
in the state of th	Ace	AKx(+) AK	Q(+)	AK(+)		
4th live: good looking 15-18 BAL/SEMIBAL -> system on	King	AK AKQx(-			holding: KT/UB	
	Queen	QJ(+) AKQ	(+)		+) QJ(+) KQ(+): ATT	
Reopen: 11-14, does not require stopper -> CUE-BID = F1R	Jack	Top or rarel	y KQJ(+)	Top or	AQJ(+) KQJ(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or (A K)J10(+)	Top or	(A K)J10(+)	
Weak jump overcalls(3-10) -> new suit F1R; 2NT =ASK	9	Top or 3 rd		Top or	- 3 rd	
Unusual NT (PRE or strong), lowest unbid suits 55+	Hi-X	1st/3rd/5th SxS	S SxSx	1 st/3 rd/5	5 th SxS SxSx	
· · · · · · · · · · · · · · · · · · ·	Lo-X	1st/3rd/5th SxS	S SxSxS(+)	$1^{\text{st}}/3^{\text{rd}}/5^{\text{th}} \text{ SxS SxSxS}(+)$		
Reopen: Intermediate jumps; 2NT = 18-19, system on	SIGNALS I	N ORDER OF P	RIORITY	•		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead Declarer's Le		ead	Discarding		
CUE-BID = highest unbid + another 55+, PRE or strong	1 Hi	= DISCRG	Hi/Lo = O		E = DISCRG + SP	
(minimum about KQxxx KJxxx x xx)	Suit 2 Hi	/Lo = O	S/P	S/P Hi/Lo		
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of	3 S/	P				
3NTX shows doubt						
					E = DISCRG + SP	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi		S/P	Hi/Lo = O		
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:	3 S/					
DBL=one m or both M; $2 - + \text{other}$; $2 - + \text{M}$; $2 - \text{M} = \text{NAT}$	Signals (incl	uding Trumps): V	Ve show prese	nt count,	if we show count	
2NT =strong distributional, 3X=PRE		(Only the 1st disc	card is Ro	oman (O=ENC, E=SP)	
Vs weak NT (low+high <=28): Cappelletti, constructive:			DOUBLES			
DBL=PEN; $2 \clubsuit$ =any 1-suiter; $2 \diamondsuit = \heartsuit + \spadesuit$; $2M = M + m$						
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Styl				
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)	, ,	(10+) with classi				
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M		= Asks stopper af	ter (1M) / show	ws both m	najors after (1m)	
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m	Resp DBL -					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		an be light (7+); (
Vs 1♣: DBL=good ♣-overcall or bad ♦-overcall; 1♦=g♦/b♥;	SPECIAL,	ARTIFICIAL &	COMPETITI	VE DBL	S/RDLS	
1♥=g♥/b♠; 1♠=g♠/b♣; 1NT=♥+♠; 2♣=♥+♠, strong; 2♦=♥or♠		TVE DBLs tend to		. ,		
2 ♥=♥♣ or ♦♠ ; 2 ♠=♠♣ or ♦♥ ; 2NT=♣♦	COMP DBL	above Negative I	OBL range (car	rds, shape	less defined)	
OVER OPPONENTS' TAKEOUT DOUBLE	OVER OPPONENTS' TAKEOUT DOUBLE SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level					
RDBL=10+, penalty seeking or INV+ in lower ranking suit	L=10+, penalty seeking or INV+ in lower ranking suit COMP X at low (2/3) level when fit has not been established					
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP -> system on	ith SUPP -> system on DBL of Splinter asks lead in the suit below BUT NV vs VUL shows length					
Weak jumps but 1M-(X)-ART Splinters are on Lightner DBL also at the game level						

W B F CONVENTION CARD

CATEGORY: GREEN NCBO: FINLAND

PLAYERS: Raija Tuomi – Pekka Viitasalo

EVENT: Lisbon Mixed 2019

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2/1 (FEM 2017)

5 card majors, 15-17 NT, weak twos, 2/1 forcing to game

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

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3any = can be very weak in 1st/3rd position if NV vs. VUL

4m = Strong preempt in M with solid or semisolid suit

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

WEAK JUMP RESPONSES at 2-level

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

1m-(1NT): X = PEN, 2 = 1-suiter; 2 = majors, 2M = M+m

1M-(1NT): X = PEN, 2 = 1-suiter; 2 = 2-3M&5OM

PSYCHICS:

Opening	ART	Min.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND
1♣		3	2	12+ BAL or 10+ UNBAL	2♣=SUPP, INV+; 3♣=PRE(3-7); 3♦♥♠=Splinter	1♣-2♣: 2NT=12-14 BAL; 3♣=UNBAL min	CUE=SUPP, INV+
				We open 1♣ if 4M333	2♦♥♠=WEAK JUMP RESPONSE (0-7)		
1♦		3	2♠	12+ BAL or 10+ UNBAL	2♦=SUPP, INV+; 3♦=PRE(3-7); 3♥♠/4♣=Splinter	1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	CUE=SUPP, INV+
				Can be 3 iff 4-4- 3 -2	2♣=FG; 2♥♠=WEAK JUMP RESPONSE (0-7)	,	,
1♥		5	2♠	12+ BAL or 10+ UNBAL	1NT = F1R; 2/1=FG; 3♥=PRE(0-7); 3m=NAT INV	1♥-2NT: 3♣=any min -> 3♦=FG, ASK	2♣=DRURY FIT (SUPP & INV)
					2NT = 4+ SUPP, INV+; 3♠=any singleton SPL	1♥-2NT : 3♥=1-suiter/♣-suit ; 3♦♠=NAT	CUE=SUPP, INV+
					3NT=SPL, ♠-void; 4m=SPL, void	,	,
1		5	2♥	12+ BAL or 10+ UNBAL	1NT=F1R; 2/1=FG; 3♠=PRE(0-7); 3m/♥=NAT INV	1♠-2NT: 3♣=any min -> 3♦=FG, ASK	2♣=DRURY FIT (SUPP & INV)
					2NT = 4+ SUPP, INV+;	1♠-2NT: 3♠=1-suiter/♣-suit; 3♦♥=NAT	CUE=SUPP, INV+
					3NT=any singleton SPL; 4m/♥=void		,
1NT			3♠	15-17 BAL or SEMIBAL	2♣=Stayman; 2♦♥=transfer; 2♠=♣s	1NT-2♣-2any: 3m=4+, FG	LEBENSOHL
					3♣=♦s, weak or FG; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	
2♣	M		NO	22-24 BAL or any FG	2♦=negative/waiting; 2M=NAT positive;	2♣-2♦-2♥=puppet to 2♠, NAT or BAL	
	,			j	2NT=both minors; 3m=NAT positive	* **	
2♦		5	NO	Weak two opening:	2NT = ART, INV+ (OGUST), new suit=F1R	2X-2NT: 3♣/3♦=minimum, bad/good suit	
2♥				1 st /3 rd NV vs VUL: random, 5+		2X-2NT: 3♥/3♠=maximum, bad/good suit	
2♠				3 rd random; otherwise sound			
2NT			NO	20-21 BAL or SEMIBAL	3♣=Muppet Stayman; 3♦♥=transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM	
					3♠=both minors; 4X=NAT slam try	2NT-3♣: 3♠=5 cards; 3NT = 5 card ♥-suit	
3♣		5	NO	PRE; can be very weak 1/3 nv vs vul	New suit = F1R		
3♦				(Qxxxxx xx xx xxx) up to 2 nd hand			
3♥				vul vs nv (AKQxxxx xx xx xx)			
3♠							
3NT	×	N/A	NO	1 st /2 nd position: solid m, no side A/K	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
				3 rd /4 th position: gambling, to play			
4♣	M	N/A	NO	Strong 4♥: AKQ+/AKJ+/AQJ+	4♦= ART slam try		
4 ♦	N	N/A	NO	Strong 4♠: AKQ+/AKJ+/AQJ+	4 ♥ = ART slam try		
4NT	N	N/A	NO	Specific ace ask	5♣=no aces; ♦♥♠=A; 5NT=♣A; 6♣=2 aces		
5♣		7	NO	PRE			
5♦		7	NO	PRE			
5♥		7	NO	NV vs VUL=PRE / top honour ask			
5♠		7	NO	NV vs VUL=PRE / top honour ask			
						HIGH LEVEL B	
						Cue style: 1 st /2 nd round controls; skipping suit	
						RKCB: DOPI-ROPI below 4 level of trump su	
						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 oppone	nts are clearly sac'ing
♣ ♦ ♥ ♠							