



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level: ~ 7-17 hcp, may be good 4c suit
2-level: ~ 10-17 hcp good 5+c suit
Responses:
New suits NF constructive (~ 7-14 hcp), cue= inv+ supp. or ART GF
Jump cue= mixed raise (4c supp, 7-9p), jump raise to 3: PRE (~3-7p)
Jump shift in a new suit: FG with 6+c
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd seat: 15-17; sys on
4th live: both unbid suits at least 54, weaker than DBL (~ 8-13 hcp)
4 <sup>th</sup> live if 1m promises less than 3 c suit: 15-18 hcp; sys on
Balancing: 11-14, might be without stopper; sys on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls (VUL dependent, usually ~ 5-11 hcp)
Responses: new suit forcing; cue= inv+ with sup.
Unusual 2NT: two lowest unbid, ~ 10+ hcp (VUL dependent)
Reopen: Intermediate jumps (6 card suit ~ 12-15 hcp), 2NT= ~18-20
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over minor: 2m= both majors, about 8+p (if 1m 3+c) (->2NT=ask)
Over major: 2M= oM + minor, about 8+p (->2N ask suit, 3m NAT)
Jump cue bid: Asking for stopper (weak nat if 1x shows less 3c suit)
Reopening cue= any 55, good hand (generally ~ 13+ hcp)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs. Strong
DBL= 1 minor or both majors (-> 2m=p/c, 2M=NAT, 2NT=ask)
2♣= ♣+other, 2♦= ♦+major (-> 1 <sup>st</sup> step= p/c, 2NT= ask)
2♥♠= NAT (-> 2NT= ogust ask), 2NT= FG distributional hand
Generally, all bids promise ~ 8+hcp depending vul. + suit quality; reopening may be weaker.
Vs. Weak (lower and upper limit below 29 hcp)
DBL= PEN, 2♣= Both majors (-> 2♦= ask), rest is NAT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl after 2M, (NON) -Leaping Michaels, Cue = Ask stopper
(2/3M)-4M= minors, (2/3X)-4NT= one-suit Slam try
2NT= 16-18 (14-16 in balancing), 2NT sys. on.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=♣, 1NT= majors, 2NT= minors
After 1M-overcall advancer's 1NT= good raise.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL= 10+hcp
1-level= F1, 2-level= NF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1st/3rd/5th	1st/3rd/5th	
NT	1st/3rd/5th	1st/3rd/5th	
Subseq	Attitude in NT	Attitude in NT	
Other: K-strong lead against NT: ask unbock or count			
4th possible if 3rd too expensive (eg. KJ93 -> 3)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax+	AK+	
King	KQ+, AK	AKJ+, KQT9+	
Queen	QJ+	QJ+, KQ+	
Jack	JT+	JT+,	
10	T9+, HJT+	HJT+, T9+	
9	HT9+, 9x, (98+)	HT9, 9x, 98+	
Hi-X	1st/3rd/5th	1st/3rd/5th	
Lo-X	1st/3rd/5th	1st/3rd/5th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	1st discard: O/E
Suit 2	Count		Count
3	Suit preference		
1	Attitude	Smith-Echo	1st discard: O/E
NT 2	Count	Count	Count
3	Suit preference		
Signals (including Trumps):			
Low encouraging, low-high = even, Smith-Echo (High likes lead by both)			
1st discard = Odd: encouraging, Even: suit preference			
STD. remaining count (high-low = even): if suit has been played before and we did not show a count signal yet.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normally 12+hcp other suits or 17+; Reopening may be weaker.			
Responses:			
cue= forcing until trump agreed.			
Jump cue (after M)= ask stopper, (After m)= both majors			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL/RDBL -> 2♥			
Maximal overcall DBL			
Responsive DBL			
Lightner DBL			

W B F CONVENTION CARD	
<b>CATEGORY: Green</b>	
<b>NCBO: Finland</b>	
<b>PLAYERS: FAGERLUND Vesa – KOISTINEN Kauko</b>	
<b>EVENT: 54<sup>th</sup> European Team Championships (Open)</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2/1 Game forcing unless rebid	
5 majors, 3 minors	
Weak 2s	
1NT: 14+-17	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
3NT-Opening: Weak PRE in one minor: 7/8 card suit, ~ 5-11 hcp	
4♣-opening: good 4♥-opening (~ 8-9 playing tricks)	
4♦-opening: good 4♠-opening (~ 8-9 playing tricks)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After we double weak 1NT (lower and upper limit below 29 hcp), pass is generally forcing to 2♥	
<b>IMPORTANT NOTES</b>	
p/c = pass or correct	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	FAGERLUND Vesa – KOISTINEN Kauko				FINLAND	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		3	4♠	~ 11-22 hcp 3-3 minors: open 1♣	1x=4+c, ~ 4+p, 1N=6-10, 2NT=11-12, 3NT=13-16 2♣=10+, 5+♣, 2♦♥♠= 6c, 3-6hcp, 3♣=6-9, 5+♣	XY-NT	Inverted minors on		
1♦		3	same	4-4 minors: open 1♦	Same + (3♣= good 6/7 c, ~3-6hcp) + 3M= splinter	Same	Same		
1♥		5	same	~ 11-22 hcp, could be 4c suit in 3rd	1NT=~ 5-11p 2NT=FG 4+supp 2/1 FG (or rebid inv) 3♣=6-9, 4+ supp, 3♦= 10-12 4+supp, 2M=7-10;	XY-NT	Comp: Bergen on if jump		
1♠		5	same	same	3oM= 9-11, 4+supp, any short; 3M=PRE (~2-6p)	Gazilli: 2♣= 17+hcp or 4♠-5♥ 14-16 or nat 2NT= 16+hcp 6M4m, 3x= 55 15-17	Passed hand: Bergen on, drury		
INT				good 14 – 17 hcp, bal	stayman, transfers (2♠=♣, 3♣=♦), Texas, Gerber				
					3♥♠= shortness with both minors 54+, GF				
2♣	✓			22 – 24NT or any FG	2♦= waiting, 2♥♠/3♣♦= NAT, 2NT=both minors	2♣-2♦; 2NT= 2NT-sys on., Kokish-relay			
2♦		6(5)		~ 5-11 hcp	2NT= ogust ask, new suits forcing, 4♣=RKC-P				
2♥		6(5)		~ 5-11 hcp	2NT= ogust ask, new suits forcing, 4♣=RKC-P				
2♠		6(5)		~ 5-11 hcp	2NT= ogust ask, new suits forcing, 4♣=RKC-P				
2NT				(19)20-21 hcp	puppet stayman, transfers, 3♠= both minors FG 4x= at least slam-try and a transfer (♣=6+♥, ♦=6+♠ ♥=6+♣, ♠=6+♦)				
3♣		6		~ 5-11 hcp	4♦=RKC-P, New suits forcing				
3♦		6		~ 5-11 hcp	4♣=RKC-P, New suits forcing				
3♥		6		~ 5-11 hcp	4♠=RKC-P, New suits forcing				
3♠		6		~ 5-11 hcp	4♣=RKC-P, New suits forcing				
3NT	✓			(7)8 minor, ~ 5-11 hcp	4♣= pass/correct, 4♦= Ask for shortness				
					4NT=RKC-P				
4♣	✓			good 4♥-opening (~ 8-9 tricks)	4♦=ask for cues, 4NT=RKCB				
4♦	✓			good 4♠=opening (~ 8-9 tricks)	4♥=ask for cues, 4NT=RKCB				
4♥		7		PRE, ~ 5-13 hcp	4NT=RKC-P				
4♠		7		PRE ~ 5-13 hcp	4NT=RKC-P				
4NT	✓			Ask for specific ace	5♣=no aces, 5♦♥♠=ace, 5NT=♣ Ace, 6♣=2A				
						<b>HIGH LEVEL BIDDING</b>			
						RKCB0314, cue bids (1st/2nd), exclusion blackwood (0-1-2-3), GSF, minorwood			
						Some special key card asking -sequences			
						Splinters			
						DOPI-ROPI/DEPO			