
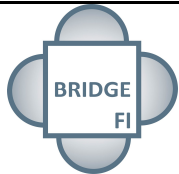



OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	0		1 st /2 nd 15*+ ANY 3 rd /4 th 15*+ ANY (no 15-17 bal) *or equal playing values	1♦=6-9p., 1♥=0-6, 1♠=bal or 4441 GF(9+), 1NT=5+M GF(9+), 2m=5+cards unbal (5422/6322pos.)GF, 2M=6-card 3-5p., 2NT=13-15 bal no 5M, 3X=HH7th. NF	1♣→1♦→1♥=GF→1♠=bal or 4441, 1NT=5+M, 2m=5+cards unbal (5422/6322pos.)	
1♦		1 st /2 nd 4 3 rd /4 th 1		1 st /2 nd 10-14 4+ cards unbalanced (5422/6322) 3 rd /4 th 10-14 1+ cards	1-level nat, 2♣=6+♣ inv or 4+♣ GF, 2♦=GF+fit, 2♥/2♠=weak, 2NT=11-13 nat, 3♣=inv+fit, 3♦=weak , 3♥/3♠/4♣= SPL(0),	1♦→2♦→2M=values, 2NT="bal min.", 3♦=unbal. min. 1♦→1M→1♠/1NT→XY-NT	after 3 rd /4 th 1♦ opening: 2NT=5+♦, 3♦=weak
1♥		1 st /2 nd 4 3 rd /4 th 5		1 st /2 nd 10-14 4+ cards unbalanced (5422/6322) 3 rd /4 th 10-14 5+ cards	1♠=F1 max 4♠, 1NT=5+♠ F1, 2♣/2♦=5+cards inv+ or 4+ cards GF, 2♠=weak, 2NT=GF+fit, 3♣=inv+fit+unbal., 3♦=inv+fit+bal, 3♥=weak, 3♠/4♣/4♦=SPL(0),	1♥→(D)→1NT2♣♦=TRF	3 rd /4 th 1♥ opening: 1NT=nat, 2♣=max. pass+3+♥, 2♦♥=nat. NF, 2♠=weak, 2NT=sup.max +4♥ +sigl/void, 3♣=6-8+fit+unbal., 3♦=4+fit+max bal,
1♠		1 st /2 nd (4)5+ 3 rd /4 th 5		1 st /2 nd 10-14 (4)5+ cards unbalanced (5422/6322) 3 rd /4 th 10-14 5+ cards	1NT=F1, 2♣/2♦=5+cards inv+ or 4+ cards GF, 2♥=5+ cards GF 2NT=GF+fit, 3♣=inv+fit+unbal., 3♦=inv+fit+bal, 3♠=weak, 3♥/4♣/4♦=SPL(0),	1♠→(D)→1NT2♣♦=TRF	3 rd /4 th 1♠ opening: 1NT=nat, 2♣=max. pass+3+♠, 2♦♥♠=nat. NF, 2NT=sup.max+4+♠+sigl/void, 3♣=6-8+fit+unbal., 3♦=4+fit+max bal,
1NT		2		1 st /2 nd 12-14 bal (6m/5Mpos.) 3 rd /4 th 15-17 bal (6m/5Mpos.)	2♣=asks, does not promise or deny(4+)M, 2♦/2♥=TRF, 2♠=6+♣, 2NT=6+♦/weak 5-5 m's, 3♣=Puppet, GF, 3♦=5-5 minors GF, 6+♥♠ slam try, 4♣♦=trf to 4♥♠, (3 rd and 3 th different after 2NT,)	1NT→(D)→pass=F to RD, bal to play or one suit or three suiter (short♣), RD=♦+♣ or ♠, 2♣/♦=minor+♥, 2♥= ♥+♠, 2♠=♠+♣	
2♣		5		1 st /2 nd 10-14 5+cards unbalanced (54♥♦22/6322) 3 rd /4 th 10-14 5+ cards unbalanced	2♦=F1 ask, 2♥, 2♠=NF, 2NT=trf 3♣ to play or GF5-5 suits, 3♣♦♥=TRF 6+cards inv+,	2♣→2♦→2♥/♠=4c+5+, 2NT=max +6+♣, 3♣=min/med+6+♣, 3♦=4-6, 3♥♠=max6♣+5♥♠	after 3 rd /4 th 2♣ opening: 2♦=asks side suit
2♦		5 or 4 th 0		1 st /2 nd 3-9p. 5+ 3 rd 7-11p. (5)6+ 4 th 10-14p. 5♥+5♠	2NT=F1 asks, 2/3 NEW=lead asking + raise or nat GF, 4♣ RKCBP	4 th hand: 2♥♠ to play, 2NT asks, 3M INV unless competitive	x
2♥♠		5		1 st /2 nd 3-9p. 5-7 cards 3 rd 0-12p. 5-7 cards 4 th 10-14p. 6 cards "one suiter"	2NT=F1 asks, 2/3 NEW=lead asking + raise or nat GF, 4♣ RKCBP		
2NT		2		1 st /2 nd 19-21 bal (6m/5Mpos.) 3 rd /4 th 21-22 bal (6m/5Mpos.)	Puppet Stayman; Transfers M, 3♠=TRF to 3NT 3NT=5♠+4♥, 4♣/4♦=texasTRF, 4♥/4♠=slamtry in m		
3♣		6		Nat pre	4♦ RKCBP in clubs		
3♦		6		Nat pre	4♣ RKCBP		
3♥♠		6		Nat pre	4♣ RKCBP		
3NT	x	6		Weak in minor 4 th TP	4♣ P/C; 4♦=slam try asks short →4♥♠ void, 4NT=no void, 5♣♦ suit and void in other m	x	
4♣/♦	x	7		Namyats, about 8 1/2 -9 playing tricks in ♥ or ♠	break=under R, slamtry asks cue, over R, slamtry with 2(+)A,		
4NT	x			Asking specific aces	5♣ no A, 5♦♥♠A, 5NT ♣ A, 6♣ two A		
HIGH LEVEL BIDDING							

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBL Convention Card						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE										
8-17 (4)5+cards, 2-level normal, usually sound		Lead	In Partner's Suit								
Advancer's : 2-level TRF'S from cue to raise, if not possible cue = good raise	Suit	1 st 3 rd 5 th	same								
Jump raise weak; Jump cue spl.	NT	1 st 3 rd 5 th (4 th if ...)	same			Category:	BLUE				
New suit 1-level constructive F1, Weak jump shifts	Subsequent	1 st 3 rd 5 th	same			NCBO:	The Bridge League of FINLAND				
	Other:	Vs NT king strong lead – ask UB or CT			Event:	All					
					Players:	Hulda Ahonen (1348) & Ilona Vänni (1416)					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY							
15-18, system on	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE					
4 th 11-14, system on	Ace	A+; A K x+		Ax+; AKx+		1♣ = 15+ ANY (or equal playing values)					
after ops. have bid two suits 1NT= unbid suits (4+-4+)	King	AK; KQ+; Kx		AKJ+; KQJ+; KQ10+		1 st and 2 nd seat 1♦/1♥/1♠ = 10-14p. 4+ cards unbalanced					
weaker than double.	Queen	Qx; QJ+		Qx; QJ+; KQx+		(5-4-2-2 or 6-3-2-2 possible) (1♠ = 5+ cards)					
	Jack	Jx; J10+		AQJ+; J10+; Jx		12-14 NT 1 st . and 2 nd . seat 15-17 NT 3 rd and 4 th . seat					
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x; 109+; KJ10+		Same							
weak jump overcalls 5-7 cards → 2NT= asking	9	9x; H109+; (98x+)		Same		Weak 2♦/2♥/2♠					
jump2NT= 5-5 lowest unbid suits weak or strong	Hi-x	Sx; HxSx; xxSx				notice: We open differently depending on position					
	Lo-x	XxS; xxS; xxSx; HxxxS+;		xxxxS+ (same)							
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding							
Michaels: 5-5 highest and other unbid suit weak or strong	Suit: 1 st	Reversed count	Rev count	Odd enc.		Weak Jump shifts and raises					
vs 1m always M's	2 nd	Reversed attitude	SP	Even SP		Michaels, UNT (weak or strong)					
Jump cue asks stopper	3 rd	Suit preference									
VS. NT (vs. Strong/Weak(max27); Reopening; Passed Hand)	NT: 1 st	Same		Same							
Vs. Strong/weak: D=atl. as strong as 1NT, 2♣=one suiter,	2 nd										
2♦ = M's (4+4+), 2♥/2♠ = 5cards+m(4+),	3 rd										
2NT=m's or any strong two-suiter	Signals (Trumps):										
[1X (1NT) Cappelletti]	Reversed: High-low = odd number or discouraging (vs NT also RSmithecho)										
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES							
Dbl t/o thru 4♦ - adv. 2NT LEB	TAKE-OUT DOUBLES (Style; Responses; Reopening)										
Cue m both Ms, cue 3M ask stopper, Leaping Michaels	TO- 10+p. if good shape, 17+ any										
(2X) 2NT = NAT 16-18+ (4 th 15-18) – system on	Advancer's cue F promising rebid										
VS.ARTIFICIAL STRONG OPENINGS(1♣ or magic 1♦)	Reopening dbl – all 15+			DOUBLES: * or asking lead or denying lead if no help in suit							
Dbl=♥+♠1, 1NT=m's											
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE							
	Neg dbls(2XNF); Support dbl/rdbl; Resp dbl, Max. overcall dbl, Lightner dbl,			After TOdbl by opps: No inverted raises in ♦, jump raise PRE							
OVER OPPONENTS' TAKE-OUT DOUBLE	when opp's bid our (strong) suit; pass promises* A/K/Q dbl denies* SnapDrD			SPECIAL DOUBLES continues: PASS= ½ or stopper							
Rdbl = 12+; 1/1 F1; 2/1 NF; 2NT(after1M)= INV+raise	If opps DBL their suit bid by us (in strong sequence): RDBL= Ax(+),			→ RDBL shows ½ stopper, 3NT= 1 ½ stopper							

Notes:

If opps have bid two suits (Nat) one level:

- DBL good t/o (13+) usually bal(4-4) or strong any
- 1NT t/o with less points (4-4 4-5 5-5 6-5)
- lower opps suit 5-4 suits (maybe 6-5,6-4,7-4)) longer lower suit, good hand
- higher opps suit 5-4 suits (maybe 6-5, 6-4,7-4) longer higher suit, good hand
- 1 new suit (7)8+ (4) 5+ cards
- 2 new suit (no jump) (8-9) 10+, 5+cards
- 2NT 5+-5+ suits strong hand

If we show singletons (or voids) any:

- we show "steps" : FIRST STEP= NO (or lowest possible if already shown) 2.nd. STEP= lowest etc.

Always when M trumps is set

- 3NT is serious (unless other agreement)

1X (1NT) Cappelletti

AFTER 1♥/♠ – (DBL):

pass NAT

RDBL (11)12+ (all 12+ hands must not first redouble)

1♠ 6+, 5+ c

1NT and up transfers, 5+c (unlimited)

Transfer to 2M (7)8-10(11), 3+c, good raise

2♥, ♠ raise, 3-7, 3+c

2♠ (jump) weak

2NT GF with support

3♣ min.

3♦ asks shortness

- 1.step no shortness
- 2.step lowest possible
- 3.step 2nd lowest possible
- 4.step highest possible

3♦ max, 3+c

3♥ asks shortness

3♥(after1♥) max, with extra length

3♠ asks shortness

3♥ (after1♠) max, 3+c

3♠ asks shortness

3♠ (after1♥) max, 3+c

3NT asks shortness

3♠ (after1♠) max, with extra length

3NT asks shortness

3NT max 3+♣

4♣,♦ void

4♥(after1♥) void in ♠

4♠(after1♥) supermax, void in ♠

4♠(after1♠) supermax, void in ♥

3♣ 4+ support. unbal. inv

3♦ 4+ support. bal. inv

3♥,♠ raise, 4♥,♠ raise= pre-emptive

Transfer bid is unlimited in strength; all 12+ hands must not first redouble!!!

