DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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

# 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2nd seat: 15-17; sys on 4th live: 16-18; sys on

Balancing: 10-14, might be without stopper; sys on with special responses to stayman

#### JUMP OVERCALLS (Style; Responses; Unusual NT)

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

#### DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

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= void, FG; 4th live: NAT

### VS. NT (vs. Strong/Weak; Reopening;PH)

Vs. Strong

DBL= minor+major two suiter OR at least 8,5 tricks in one M

 $2 \clubsuit$  = Both majors (→2 ♦= ask longer),  $2 \spadesuit$  = NAT

2 ♥ ♠= NAT (→ transfers), 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♣= Majors (balancing ♦ or MM), 2♦= minor+major, rest is NAT

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

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.

#### VS. ARTIFICIAL STRONG OPENINGS- i.e. 1\* or 2\*

DBL=4. 1NT= majors, 2NT= minors

After 1M-overcall advancer's 1NT= good raise.

#### OVER OPPONENTS' TAKEOUT DOUBLE

RDBL= 10+hcp

1-level= F1, 2-level= NF

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	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				

Other: K-strong lead against NT: ask unbock or count 4th possible if 3rd too expensive (eg. KJ93 -> 3)

#### LEADS

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		

## SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	1st O/E (trump suit)
Suit 2	Count		Attitude
3	Suit preference		Count
1	Attitude	Smith-Echo	Attitude
NT 2	Count	Count	Count
3	Suit preference		

Signals (including Trumps):

Low discouraging, low-high = odd, Smith-Echo (High likes lead by both)

1st discard = Odd: encouraging, Even: suit preference if not following trump suit. Not following any other suit STD attitude. STD. remaining count. In NT-contract discard of the opening lead suit is generally suit preference.

#### DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

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

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBL/RDBL -> 2♥

Maximal overcall DBL

Responsive DBL

Lightner DBL

#### W B F CONVENTION CARD

CATEGORY: Green NCBO: Finland



PLAYERS: FAGERLUND Vesa – KOISTINEN Kauko

EVENT: All

#### SYSTEM SUMMARY

## GENERAL APPROACH AND STYLE

2/1 Game forcing unless rebid

5 majors, 3 minors Weak 2s

1NT: 14+-17

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## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

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)

#### SPECIAL FORCING PASS SEQUENCES

After we double weak 1NT (lower and upper limit below 29 hcp), pass is generally forcing to 2♥

#### IMPORTANT NOTES

p/c = pass or correct

**PSYCHICS:** Rare

ප	F IAL	. OF	L	F	FAGERLUND Vesa – KOISTINEN Kauko F		NLAND
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		3	<b>4</b> ♠	~ 11-22 hcp	1x=4+c, ~ 4+p, 1N=6-10, 2NT=11-12, 3NT=13-16	XY-NT	Inverted minors on
				3-3 minors: open 1♣	2♣=10+, 5+♣, 2♦♥♠= 6c, 3-6hcp, 3♣=6-9, 5+♣		
1 ♦		3	same	4-4 minors: open 1 ♦	Same + $(3 = good 6/7 c, \sim 3-6hcp) + 3M = splinter$	Same	Same
1♥		5	same	~ 11-22 hcp,	1NT=~ 5-11p 2NT=FG 4+sup 2/1 FG (or rebid inv)	XY-NT	Comp: Bergen on if jump
				could be 4c suit in 3rd	3♣=6-9, 4+ supp, 3♦= 10-12 4+supp, 2M=7-10;	Gazilli: $2 = 17 + \text{hcp or } 4 - 5 \checkmark 14 - 16 \text{ or nat}$	Passed hand: Bergen on, drury
1 <b>A</b>		5	same	same	3oM= 9-11, 4+supp, any short; 3M=PRE (~2-6p)	2NT= 16+hcp 6M4m, 3x= 55 15-17	2NT= 6+ <b>4</b> , inv
INT			3 🛦	good 14 – 17 hcp, bal	stayman, transfers (2♠=♣ or bal INV, 2NT=♦), Puppet stayman, Texas, Gerber, 3♦=55MM, FG	1NT-4 <b>A</b> =BAL ST 16-17- or 18+	Many transfers in COMP.
					3 <b>♦</b> = shortness with both minors 54+, GF		
2.	✓			22 – 24NT or any FG	$2 \spadesuit$ = waiting, $2 \blacktriangledown \spadesuit / 3 \clubsuit \spadesuit$ = 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		
		- 1 - 0					
2♥		6(5)	3♦	~ 5-11 hcp	2NT= Ask, new suits forcing, 4♣=RKC-P		2♥-(DBL/2♠)-DBL= minors
		- 1 - 0	_				and transfers starting from 2NT
2♠		6(5)	3♥	~ 5-11 hcp	2NT= Ask, new suits forcing, 4♣=RKC-P		2♠-(DBL) trfs starting from 2NT
ON ITT				(10)20 211	0 1 4 5 · · · · · · · · · · · · · · · · · ·		
2NT				(19)20-21 hcp	3♣=ask 4♥ or 5♠, transfers, 3♠= forces 3NT		
2.0		6		~ 5-11 hcp	Gerber, SA-Texas, 4 = BAL ST 12- or 13+		
3 <b>♣</b> 3 <b>♦</b>				~ 5-11 hcp	4♦=RKC-P, New suits forcing		
3 <b>♦</b> 3 <b>♥</b>		6		~ 5-11 hcp	4♣=RKC-P, New suits forcing 4♣=RKC-P, New suits forcing		
3 <b>A</b>		6		~ 5-11 hcp	4. =RKC-P, New suits forcing		
3 🖚		U		~ 3-11 ncp	4#-RRC-F, New Suits forcing		
3NT	<b>√</b>			(7)8 minor, ~ 5-11 hcp	4♣= pass/correct, 4♦= Ask for shortness		
5111				(7,0 mmor, 3 11 nep	4NT=RKC-P		
4.	<b>√</b>			good 4♥-opening (~ 8-9 tricks)	4♦=ask for cues, 4NT=RKCB		<del>                                     </del>
<b>4♦</b>	<b>√</b>			good 4♠=opening (~ 8-9 tricks)	4♥=ask for cues, 4NT=RKCB		<del>                                     </del>
4♥		7		PRE, ~ 5-13 hcp	4NT=RKC-P		
<b>4</b> ♠		7		PRE ~ 5-13 hcp	4NT=RKC-P		
4NT	✓			Ask for specific ace	5 <b>♣</b> =no aces, 5 <b>♦ ♥ ♠</b> =ace, 5NT= <b>♣</b> Ace, 6 <b>♣</b> =2A		
					<u>.</u>	HIGH LEVEL BIDDING	
						RKCB0314, cue bids (1st/2nd), exclusion blackwood (0-1-2-3), GSF, minorwood	
						Some special key card asking -sequences	
						Splinters  DOPL POPUNEDO	
						DOPI-ROPI/DEPO	