DEFENSIVE AND COMPETITIVE BIDDING	
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♥	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-18, BAL or SEMIBAL -> system on	
4th live: good looking 15-18 BAL/SEMIBAL -> system on	
Reopen: 11-14, does not require stopper -> CUE-BID = F1R	

JUMP OVERCALLS (Style; Responses; Unusual NT) Weak jump overcalls $(3-10) \rightarrow \text{new suit F1R}$; 2NT = ASKRandom 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 -> RDBL of 3NTX shows doubt

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

Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:

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. 14 or 24

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 1st/3rd/5th 1st/3rd/5th 1st/3rd/5th 1st/3rd/5th 1st/3rd/5th 1st/3rd/5th

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

LEADS

Subseq

Suit

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	1st/3rd/5th 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 (1 Resp DBL -> 4♥

Reopening can be light (7+); CUE-BID = F to S/A SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Our NEGATIVE DBLs (after $1 \diamondsuit \heartsuit \diamondsuit / 2 \clubsuit$) 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: Mika Salomaa – Pekka Viitasalo

EVENT: **Nordic Championships 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 ♥&♠

 $3^{\text{rd}}/4^{\text{th}}$ Position: 1 = 19+; 1 = 12-18, 2+c; 1M=12-18, 4+c 1NT=16-18: 24=12-18, 5+ cards: 2 = 3-11, 44/45/54/55

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

 $\| A = 1^{st}/2^{nd}$ Position $\| \| B = 3^{rd}/4^{th}$ Position

 $1 \rightleftharpoons (A:9-14)$ (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; tactical deviations possible

SPECIAL FORCING PASS SEQUENCES

 \clubsuit (4 \heartsuit +) - pass = F1R promising values

IMPORTANT NOTES

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

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

PSYCHICS:



Mika Salo	Mika Salomaa - Pekka Viitasalo; Finland; Nordic Championships 2019						
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; $1 = 0 - 6$; $1 = 10 + 10 + 10 = 10 + 10 = 10 + 10 = 10 =$	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•	M	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)	11 7	
1♥		4	2♠	A: 9-14 B: 12-18	$3 \stackrel{\bullet}{\mathbf{V}} = PRE(0-8)$; $2NT = SUPP$, $INV +$; $3 \stackrel{\bullet}{\mathbf{A}} = any singl$.	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=♣	, 5
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
-		<u> </u>		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•	M		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	other NV: min QJTxxx xx xx xxx			
3NT	<i>N</i>	5 N/A	NO NO	VUL: min KQTxxxx xx xx xx	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	2NIT 4A. 4M-chart. Sm-NAT short am	
				PRE in either minor; better than 3m		3NT-4♦: 4M=short; 5m=NAT short om	
4♣ 4♦	<i>N</i>	N/A	NO NO	Strong 4♥: AKQ+/AKJ+/AQJ+ Strong 4♠: AKQ+/AKJ+/AQJ+	4 ♦ /4 ♠ /4 NT = slam try 1/2/3 key cards 4 ♥ /4 NT/5 ♣= slam try 1/2/3 key cards		
4NT	<i>/</i> /	N/A	NO NO		5m/6m/7 &= P/C		
4N1 5♣ ♦		N/A 7	NO NO	Strong PRE in m; no 2 quick losers PRE, not suitable for 4NT	JII/0III/ /♣=P/C		
5 ♥ ♠		7	NO NO	NV vs VUL=PRE / top honour ask	 		
3 ▼ ♠		/	NO	NV VS VUL=PRE / top nonour ask			
						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	
				-X		FG with power / below forced level or opponents are clearly sac'ing	