


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♥
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, BAL or SEMIBAL -> system on
4 th 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) -> new suit F1R; 2NT =ASK
Random 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:
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♦=g♦/b♥;
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	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	1 st /3 rd /5 th	1 st /3 rd /5 th	
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th	
Other:	NT: K=strong→ CT/UB; 4 th from KJ8x or similar; Q from KQx+		
	Suit: K from AK bare; K from AKQ 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 1 st 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♦♥♠/2♣) 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/2nd 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 = 1 st /2 nd Position B = 3 rd /4 th 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 1 st /3 rd 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 - 3 M = 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	
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:	

