


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 (2nd/4th 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 suite (5m+4M)
2♣= Both majors (→2♦= ask longer), 2♦= 1 major
2♥♠= 5M+4m, 2NT= both minors
Vs. Weak (lower and upper limit below 29 hcp), DBL= PEN,
Rest is the same as against strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl after 2M, (NON) -Leaping Michaels, Cue = Ask stopper
(2/3M)-4M= minors, (2/3X)-4NT= minors (weaker)
2NT= 16-18 (14-16 in balancing), 2NT sys. on.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=♣, 1NT= majors, 2NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL= 10+hcp
Transfer's starting from 1NT.

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			
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 encouraging, low-high = even, Smith-Echo (High likes lead by both)			
1st discard = Odd: encouraging, Even: suit preference. STD. remaining count.			
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: SALONEN Jari – KOISTINEN Kauko or FAGERLUND Vesa	
EVENT: All	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game forcing unless rebid	
5 majors, 4 diamonds, 2+clubs 1D=5+D or unbal	
Weak 2s	
1NT: 14+-17	
Walsh-Style responses to 1♣-opening.	
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	
IMPORTANT NOTES	
p/c = pass or correct	
PSYCHICS: Rare	

SALONEN Jari – KOISTINEN Kauko or FAGERLUND Vesa

FINLAND



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	SALONEN Jari – KOISTINEN Kauko or FAGERLUND Vesa			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	~ 11-22 hcp 5D332 may choose to open 1C	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, Walsh-style: Regularly bypass longer ♦ to bid 1M if not FG values.	Inverted minors on
1♦		4	same	unbal or 5332	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+sup 2/1 FG (or rebid inv) 3♣=6-9, 4+ supp, 3♦= 10-12 4+supp, 2M=7-10; 3oM= 9-11, 4+supp, any short; 3M=PRE (~2-6p)	XY-NT	Comp: Bergen on if jump Passed hand: Bergen on, drury
1♠		5	same	same	same		2NT= 6+♣, inv
INT			3♠	good 14 – 17 hcp, bal	stayman, transfers (2♠=♣ or bal INV, 2NT=♦), Puppet stayman, Texas, Gerber, 3♦=55MM, FG 3♥♠= shortness with both minors 54+, GF		Many transfers in COMP.
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= Ask, new suits forcing, 4♠=RKC-P		2♥-(DBL/2♠)-DBL= minors and transfers starting from 2NT
2♠		6(5)		~ 5-11 hcp	2NT= Ask, new suits forcing, 4♠=RKC-P		2♠-(DBL) trfs starting from 2NT
2NT				(19)20-21 hcp	3♣=ask 5M, transfers, 3♠= forces 3NT Gerber, SA-Texas, 4♠=BAL ST 12- or 13+	3NT = 5S4H	
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		
HIGH LEVEL BIDDING							
RKCB0314, cue bids (1st/2nd), exclusion blackwood (0-1-2-3), GSF, minorwood							
Splinters DOPI-ROPI/DEPO							