


CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS — General Style: 8-18 hcp, 5(4)+c at 1-level;				
Note 11 sound at 2-level and vul				
Responses: new suit = F1R				
jump in new suit = fit, inv, ; jump raise = pre;				
cue = F1r ,inv with support or almost FG, jump cue mixed raise				
IN BAL. POS.: can be light, cue = F1r				
TAKE-OUT DOUBLE — General Style				
May be light with classical shape (10+ hcp)				
Responses cue = F				
IN BAL. POS. can be light (8+ hcp)				
Responses cue is F1r				
1NT OVERCALL				
2nd pos. 15-18 hcp ,bal. or semibal.				
4th pos. reopening: 11-14 hcp				
system on				
JUMP OVERCALL	WEAK	INTERM.	STRONG	2-SUITER
Others	X			
reopen		X		
Responses	new suit is F1r			
UNUSUAL NT	lowest unbid suits 5-5+			
Responses				
DIRECT CUE-BID STYLE				
cue = 5-5 M's over minor, 5OM-5other over M, not bad hand				
jump cue-bid = asks for stopper with solid suit				
Vs. NT				
DBL=penalty; 2♣ =one suiter(usually not ♣; 2♦ =both M's				
2M =bid M+minor; 2NT = minors or strong 2-suiter.				
Note 3				
Vs. PRE-EMPTS				
DBL= T/O to 3♠ , optional higher ; lebensol after weak 2M				
vs. 2M: 4m = m +unbid M, FG ; vs. multi 2♦ : 4m = m+M, FG				
Vs. ARTIFICIAL STRONG 1♣ OPENING				
DBL = both majors				
1NT = two suiter				
OVER OPPONENTS TAKE-OUT DOUBLE				
RDBL=10+ hcp , penalty seeking; new suit F1R				
1♥♠ - - (DBL) - 2NT = 4+ supp INV+ ; jump raise = pre				

LEADS AND SIGNALS				
OPENING	SUIT	1st/3rd/5th		
		attitude		
LEADS	NT	1st/2nd/4th		
SUBSEQUENT LEADS				
Opening leads vs. no-trumps are bolded				
Leads against suit contracts are underlined if different				
A	K	Q	J	10
A K x	<u>K</u> Q x	Q J x	J 10 x	
A K J x	<u>K</u> Q x x	Q J 10 9	J 10 9 8	
<u>A</u> K J 10 x	K Q J x	<u>K</u> Q 10 x	K <u>J</u> 10 9	
<u>A</u> Q J x	K <u>J</u> 10 x	K Q 10 9 x	K 10 <u>9</u> 8	
<u>A</u> J x x	K x x	Q x x	J x x	
K J x <u>x</u>	K x <u>x</u>	Q x <u>x</u>	J x <u>x</u>	
K x x <u>x</u> x	K x x <u>x</u>	Q 10 <u>9</u> x	J x x <u>x</u>	
10 x	10 9	10 9 x	10 x <u>x</u>	10 x <u>x</u> x
9 8 <u>x</u>	x x	<u>x</u> x <u>x</u>	x x <u>x</u> x	x x <u>x</u> x x
LEADS IF OUR SIDE SHOWED SUIT: 3rd from 3 low				
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING				
USE: 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS				
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFER.				
BRACKET THE SIGNALLING SYMBOL WHEN RARELY USED				
	CARDS	HIGH	LOW	ODD EVEN
S U I T	On partner's lead	1D	2E	
	On declarer's lead	1	2	
	Discarding	D	E	
N T	On partner's lead	1D	2E	
	On declarer's lead	1	2	
	Discarding	D	E	
OTHER SIGNALS:				
Mod. Smith Echo				
First play after lead , if count is not must				
then small card= likes lead, high= doesn't like				
SPECIAL FORCING PASS SEQUENCES				
1♦♥♠ - DBL-RBDL / 1♦♥♠ - (1NT) -DBL ----pass F at 2-level				



Aldo Järvinen
Juuso Leikola

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE

Natural, 2-over-1 game force
5+ card majors, 3+card minors

RESPONSES: 1NT = 6-10 hcp, 2 OVER 1 = GF, F1R in comp.

Over minor 1nt=6-10hcp, 2m F2nt, 2om=F2nt, 3m=w

Overmajor 1nt=F1R, 2-over-1=GF, 2nt=GF, supp,
3c=4-supp,7+-9,3d=supp, limit, 3M=weak(sort of pre)

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS AND DESCRIPTIONS:

2♦ = Multi, 2M= 5M+5other, weak

3NT = solid minor

4♣/♦ = strong 4♥/♠ opening

3♦ to 3♣ opening, 4♣ to 3♦♥♠ Key Card Ask

COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

Unusual over Unusual **Note 10**

normally lower GF OM, Higher GI+ opening suit
after 1d-(2nt)-3c=GI+ in dia and 3h=GF in S

1c-(1d)-D=4+h, 1h=4+s, 1s=no M's, no nat 1nt

1c-(1h)-D=4+s, 1s=no 4s, no nat 1nt

SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES

Negat. DBLs shows usually unbid major(s).

Above neg.DBL range DBL shows transferable values.

NOTES THAT DON'T FIT IN ELSEWHERE

Over weak two's: **Note 13**

TO D'ble, Lebensohl, Kantar 4c,d (5-5 M-M/m-M)

OPENING BID	TICK IF ARTIFICIAL	MIN No. OF CARDS	NEGAT. DOUBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS WITH PASSED PARTNER
1♣,♦		3	3♠	11+ hcp, 3+ cards	1NT = 6-10 hcp inverted raises: 2m=11+, 3m=6-9	1m-2m-3over m(3d,h,s)=short, limited hand 1d-2d-2s=art, unbalhand	GF bids only F1R jump to 3C,=FIT
				Note 20	2NT = 11-12+hcp, 3c(to dia) = pre	1m-2c,m-2m+1=art,bal min, Note 4	
				Note 9	Note 8 2M=weak, 3over=short, limited hand	1m-2NT-3om=puppet to show short	
1♥,♠		5	3♠	11+ hcp, 5+ cards	Note 8 1NT=F1R, 2m(h)=GF,2NT = 4+ supp, GF Note 6 3c=supp, 7+9, 3d=supp, limit, 3M=weak Note 7 3M+1=any short, 0-12,3M+2,3,4=short,13-14	1M - 2NT : 3♣ = min --3♦ relay; Note 5 1M-2nt-3d,OM,4c=short, 15+ 1M-2nt-3M/3nt no short, 3/2A+max	1M - 2NT=invit 3 new<M=fit jump GF bids are only F1R
1NT				15-17 hcp, bal. can be 5c M or 6c m	2♣ = F1r asking; 2♦,♥ = transfer to ♥/♠ ; 2♠=tr. to 3♣ ; 2NT=tr. to ♦, 3♣=5-5mF 3♦ solid m, 3h,s=short, 5-4m 4♦/♥ = transfer to 4♥ / ♠	1nt-2c-2d-2M=invit; Note 1 1nt-2c-2d-2nt=inv. don't promise Major 1nt-2d-2h-2s=puppet to 2nt to show GF 5-5 suits 2s/nt - 2nt/3c good cards with supp	1n-2s/nt-x-3over=short
2♣	X			Strong, if bal, then 24+ hcp	2♦ = weak or relay 2M,3m = 5+cards, 6+ hcp 2nt=bal, 7-9 hcp	3c second negative	
2♦	X	0		6-9 hcp, 6 card M, or 22-23 hcp, bal.	2♥/♠=p/c ; 2NT= relay, inv+ , 4c= suit below 3minor=nat,F1r ; 3♥/♠=p/c,4d=show suit	2d-2nt-3nt(strong)-4c=baron, 4d,h,s=5+,F1R	
2♥		5		5+h-5 minor 6-9 hcp	2NT = relay ; new suit is NF	3m=suit, 3M=max and usually 6-card	
2♠		5		5+s-5 other, 6-9 hcp	2NT = relay new suit is NF	3 s=max, usually 6 and not 5-h	
2NT				20-21 hcp	3♣ = relay ; 3♦,♥ = transfer to ♥/♠ 3♠= minors,4c=gerber, 4d/h=tr.	3c-3d-3M=4M/5OM 3d-3h-3s=5-5M's, SI,3h-3s-4h=5-5M's, to play	Note 2
3♣		6		preempt	new suit is F1r, 3d=mod RKCBW	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	preempt	new suit is F1r, 4c=mod RKCBW			
3♥,♠		6	preempt	new suit is F1r, 4c=mod RKCBW			
3 NT	X			solid minor B : to play in 4th hand	4♣ = p/c ; 4♦ = asks for singleton 4NT asks for extra card;5♣,5♦ = p/c	cue-bid style : 1st/2nd round controls economically. RDBL shows 1st round control. RKCB ; DOPI-ROPI below 5 of trumps, DEPO above.	
4♣,♦	X	7		good 4♥/♠ opening	relay = slam try	Jump to 5NT asks for quality of the trump suit.	
4♥,♠		7(6)		pre		Free 5M asks for good trumps or asks control in opponents suit. splinter=two way over M, off with competition 1M-3M+1=any splinter, 10-12, 1M-3M+2,3,4= splinter 13-14 4th suit Gl+, Responders new minor ART, F1R ,1d-1s-2d-2h=F1R	
						NAMES OF PLAYERS	
						Aldo Järvinen-Juuso Leikola	
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