


				OPENING LEADS STYLE			<div>  </div> <div>WBFC Convention Card 2.19</div>
					Lead	In Partner's Suit	
DEFENSIVE AND COMPETITIVE BIDDING				Suit	3rd or 5th	3rd	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				NT	3rd or 5th	3rd	
1+-leve l= 5 cards				Subseq			
				Other:			Category:
							Country:
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)							Finland
1 NT = 10-16, 4 card ma & at least 5 card mi				LEADS			Event:
				Lead	Vs. Suit	Vs. NT	European championship
				Ace	AK, Ax(+)	AK, Ax(+)	Players:
				King	AKJ10(+), AKx(+), KQ, KQJ(+),	AKJ10(+), AKx(+), KQ, KQJ(+),	Kalervo Aro - Mauri Sirkiä
					KQ(J/10)x(+), KQ109(+), KQx(+), Kx	KQ(J/10)x(+), KQ109(+), KQx(+), Kx	SYSTEM SUMMARY
							GENERAL APPROACH AND STYLE
							Strong 1♣
							1 NT (1st-3rd hand) = 10-13 HCP, bal/unbal
JUMP OVERCALLS (Style; Responses; Unusual NT)				Queen	QJx(+)	QJx(+)	Aggressive style
1-Suit: Pre-emptive				Jack	J10, J10x(+)	J10, J10x(+)	Conventions: RKCB, LEBENSOHL, LIMIT STENBERG
2-Suit: 2NT, 2 Openers suit = For takeout (MICHAELS')				10	HH10x(+), 109, 109x(+)	HH10x(+), 109, 109x(+)	
2- & 3-level = pre-empt				9	H109x(+), HH9x(+), 98x(+), 9x	H109x(+), HH9x(+), 98x(+), 9x	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)				Hi-x	HxS, HxSx, HxxxS, Sx, xSx, xSxx	HxS, HxSx, HxxxS, Sx, xSx, xSxx	
				Lo-x	HxS, HxSx, HxxxS, Sx, xSx, xSxx	HxS, HxSx, HxxxS, Sx, xSx, xSxx	
				SIGNALS IN ORDER OF PRIORITY			
					Partners Lead	Declarer's Lead	Discarding
				Suit:1st	COUNT for K,	Hi/lo=O	O=ENCRG
VS. NT (vs. Strong / Weak; Reopening; PH)					small = ENCRG		
Vs strong and weak NT: CAPPELLETTI				NT: 1st	Count for K,	Hi/lo=O	O=ENCRG
					small =ENCRG		
				Signals (including Trumps):			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)				DOUBLES			
DBL = TAKEOUT				TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. ARTIFICIAL STRONG OPENINGS				Double doesnt imply support for all unbld suits.			
				Jump is PRE			SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKE OUT DOUBLE				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
RDBL = at least 11 HCP							
							Psychics:
OPENING BID DESCRIPTIONS							
OPENING BID DESCRIPTIONS							LEADS AND SIGNALS
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding

1♣	yes			16+ HCP	1♦=7+, 0-2 ctrls, 1♥=0-7, 1♠= 3 ctrls, 1 NT=4 ctrls	NT bal, 1 or 2 of a suit: at least 5 cards	
1♣					2♣=5 ctrls, 2♦, 2♥= 4-7 HCP, transfer to next suit	f resp=1NT, 2♣=bal	
1♣					2♠=a running 6 cards suit, 2 NT=6 ctrls		
1♣					3 of suit=8-11, 0-2 ctrls, Distribution 4441		
1♦	X	2	2♠	12-16 HCP	1♥, 1♠= 6+ & 4+ in the suit bid, 1 NT=7-11 bal,	1 NT=14-16 bal, 2 ♣=mi at least 5-4	
1♦					2♣=11+ & 5+♣. 2♦=12+ & 4+♦ or 10+ & 5+♦		
1♥	No	4	2♠	10-16 HCP	1♠=6+ & 4+♠, 1 NT=7-11 semibal, 2♣/♦=11+ & 3+♣/♦		
1♥					2♥=6-10, 2♠= <10 HCP, 2 NT=LIMIT-STENBERG		
1♥					3♣/♦ = <10 HCP, 6+ cards, 3♥=Weak raise		
1♥					3♠, 4♣/♦=void, Games=To play, 4 NT=RKCB		
1♠	No	4	2♠	10-16 HCP	2♥=11+ & 5+♥, 3♥= <10 HCP & 6+♥, 4♥=void		
1♠					Others same as 1♠		
1NT	Yes			1st-3rd hand=10-13 HCP, bal/unbal	Pass=0-13, 2♣=11-15, MOD. STAYMAN, 2♦/♥=TRF,	1 NT-2♣-2♦=no 5 card ma, no 6 card mi	
1NT					2♠=TRF to minor, 2 NT=FG, 3♣=♥&♠ at least 5-5,	1 NT-2NT-3♣=STAYMAN	
1NT					3♦=FG, Slam interest in mi,	1 NT-2NT-3♦=5 card ♥	
1NT					3♥/♠=FG, 5+ ♥/♠, at most 2 cards in other ma	1 NT-2NT-3♥=5 card ♠	
1NT	No				4♣=GERBER, 4/5 NT=Quantitative		
1NT				4th hand = 14-16, balanced	MOD. STAYMAN, TRF at 2 level, SA TEXAS TRF		
2♣	No	5	2♠	12-16 HCP, 6+♣ or 5+♣ & 4 in major	2♦=9+, asking, 2♥/♠=6-9, min 5♥/♠, 2 NT=relay	2♣-2♦-2♥/♠=4 cards, 2♣-2♦-2NT=6 card ♣, 2 stoppers	
2♣					3♣=10-12, fit, 3♦/♥/♠=6-9, at least HHxxxx	2♣-2♦-3♣=6 card ♣, one stopper, etc.	
2♣					Games=To play, 4♣=pre-emptive		
2♦	Yes			4-6 HCP, 5-6 cards in major or	2♥/♠=NF, 2 NT=Asking, 3♣/♦=Fit to both ma, lead	2♦-2NT-3♣=♥ and max, 2♦-2NT-3♦=♠ and max,	
2♦				23-25 HCP, balanced	directing, 3♥/♠=NF, Games=To play,	2♦-2NT-3♥=♥ and min, 2♦-2NT-3♠=♠ and min	
2♦					4♣=Bid beneath your ma, 4♦=Bid your ma		
2♥	No	5		4-9 HCP, ♥ and mi at least 5-4	2♠=NF, 2 NT=Asking, 3♣=To play openers mi	2♥-2NT-3♣=min and ♣, 2♥-2NT-3♦=min and ♦	
2♥					3♦=Invit in ♥, 3♥=NF, 3 NT=To play, 4♥=Good or bad	2♥-2NT-3♥=max and ♣, 2♥-2NT-3♠=max and ♦	
2♥					hand, 4 NT=To play mi, at least 2 def tricks		
2♥					5 ♣=To play mi, < 2 def tricks		
2♠	No	5		Same as 2♥	Same as 2♥		
2NT	Yes			4-10 HCP, majors at least 5-5	Pass=values in mi, 3♣=asking, 3♦=Bid the better ma	2NT-3♣-3♦=max, 2NT-3♣-3♥=min, ♥ longer or equal	
2NT					3♥/♠=better ma, sign off, 3 NT=To play	2NT-3♣-3♠=min, 6 card ♠	
2NT					4♥/♠=Good or bad hand, 4 NT=asking for major AK:s	2NT-4NT-5♣=1, 5♦=0, 5♥=2, no ma Q, 5♠=2 + ma Q	
3♣	No	6		Pre-emptive	New suit = Forcing for one round,		
3♣					genuine suit or lead directing and support		
3♣					Raise to game = Good or bad cards		
3♣					Other games = To play, 4 NT=RKCB		
3♦	No	6		Same as 3♣	Same as 3♣		
3♥	No	6		Same as 3♣	Same as 3♣		
3♠	No	6		Same as 3♣	Same as 3♣		
3NT	Yes			Solid mi, no ctrls in other suits	4♣=Pass or correct, 4♦=Asking for shortage		
3NT					4 ♥/♠=To play, 4 NT=Slam inv, 5♣=Pass or correct		
4♣	Yes			At least 8 card ♥ (AQJxxxxx),	4♦=Mild slam inv, 1/5 aces 4♥=To play,		
4♣				2-3/5 aces	4♠=Slam inv, 2/5 aces, 4 NT=Slam inv, 3/5 aces		
4♦	Yes			At least 8 card ♠ (AQJxxxxx),	4♥=Mild slam inv, 1/5 aces, 4♠=To play		
4♦					4NT =Slam inv, 2/5 aces, 5♣=Slam inv, 3/5 aces		
4♥	No			To play	4 NT = RKCB		
4♠	No			To play	4 NT = RKCB		
4NT	Yes			Special ace request	5♣=No aces, 5♦/♥/♠=Ace in the suit bid, 5NT=Ace ♣		
4NT					6 X = Lower of two aces		

[illegible]