



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
8-16p 4+cards; 2-level natural usually sound;	
Weak jump shifts,	
Advancer's cue 10+ raise or any STR;	
Jump raise weak; Jump cue SPL (void);	
New suit constructive;	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17p, system on;	
4 th 11-14p, system on;	
After ops. have bid two suits 1NT= unbid suits (4+4+) weaker	
than double	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit= weak jump overcalls 5-7 cards;	
Jump 2NT= 5+5+ lowest unbid suits, weak or strong	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels= 5+ highest and 5+other unbid suit, weak or strong;	
Jump cue asks for stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Cappelletti: 2♣=long suit; 2♦= majors; 2♥/♠ 5+ and 4+ in a	
minor; 2NT= minors; Dbl= strong hand with a good opening lead	
In reopening position also Cappelletti	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl t/o thru 4♦;	
(2X) 2NT = NAT 15-18 – system on	
VS. ARTIFICIAL STRONG OPENINGS-1,2♣ or magic 1♦	
Dbl=both majors 4+cards; 1NT=both minors 4+cards	
OVER OPPONENTS' TAKEOUT DOUBLE	
Rdbl = 10+; 1/1 F1; 2/1 F1; 2NT (after1M)= FG +raise	
OVER OPPONENTS' SUITBID	
1/1 F1; 2/1 F1; opponent's suit F1	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st 3 rd 5 th	same	
NT	1 st 3 rd 5 th	same	
Subseq	1 st 3 rd 5 th	same	
Other: Vs NT king strong lead – ask UB or CT; 4 th if 3 rd expensive			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Length	Unblocking/length	
Queen	Attitude	Attitude	
Jack	Jx; J10+	Jx; J10+	
10	10x; 109+; KJ10+	Same	
9	9x; H109+; (98x+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reversed count	Rev count	Odd encouraging
Suit 2	Reversed attitude	SP	Even SP
3	Suit preference		
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps): Reversed: High-low = odd number or discouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO 10+p. if good shape, 17+ any shape;			
Advancer's cue F1 promising rebid;			
Reopening dbl – all 15+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbls; Responsible dbls;			
Lightner dbls			
Against 1NT-3NT wants a minor lead			
Against opponents Splinters, shows values in the lower suit			

W B F CONVENTION CARD	
	
CATEGORY: Blue System	
NCBO: FINLAND	
PLAYERS: Kaj Sundsten & Pekka Uskali	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣	16+p ANY
1♦	12-16p. 2+ cards - inverted raises
1♥/1♠	10-16p. 4+ cards
1NT	14-16 hcp - transfers
2♦	MULTI random weak 2♥/2♠ or 23-24p. bal
2♥/2♠	4-10 hcp. 5+ ♥/♠ and 5+ minor
2NT	4-10 hcp. 5+♥ and 5+♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Weak Jump shifts and raises	
Michaels, UNT (weak or strong)	
2♦	MULTI
2♥/2♠	4-10 hcp. 5+ ♥/♠ and 5+ minor
2NT	4-10 hcp. 5+♥ and 5+♠
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Occasional	

O P E N I N G	X I F A R T	MIN NO. OF CARDS	NEG DBL THRU	17+♣ ”EINARI-CLUB”			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMP AND PASSED HAND BIDDING
1♣	x	0	4♦	16+p. any distribution; bal 17-22p. or 25+p.	1♥= 0-7p.; 1♦=8+p. forcing to 2NT.; 1♠= 3 con; 1NT= 4 con; 2♣= 5 con; 2♦/2♥=at least Q10xxxx in next suit; 2♠= solid suit (6+); 2NT = 6+ con; 3X=next suit singleton 8-11p	1♣–1NT; 2♣= bal 17+ p. 1♣–1♦; 1M → 2M= 2 con and shortage; 3M= 2 con no shortage; 4M=0-1 con; 2NT 0 con and a void.	
1♦	x	2	4♦	12-16p. 2+ cards	1-level nat.; 2♦=F1; 2♥/2♠=weak; 2NT= 6-10p. both minors; 3♣=weak; 3♦=weak; 3♥/ 3♠/=SPL (void) with 4+ in both minors	1♦→2♦→2M=values; 2NT values both M; resp. 3♦= unbalanced. min 1♦→(1♥)→1♠ 5+	after 3 rd /4 th 1♦ opening: 2♦= 6- 10p; 2NT= 5+p. 4+4+♦ and ♣; 3♦=weak
1♥		4	4♦	10-16p. 4+ cards	1♠= F1; 1NT=6-11p.; 2♠=weak; 2NT=fit - FG; 3♣/3♦/3♥/= FG SPL singleton; 2♥=nat; 3♥=weak; 4♣/4♦/4♥/=SPL (void) 3♠ FG SPL singleton or void	1♥→(D)→2NT FG	
1♠		4	4♦	10-16p. 4+ cards	1NT= 6-11; 2♣/2♦=10+p. 3+ cards; 2♥=10+p. 5+ cards; 2♠=nat; 2NT=FG fit; 3♣/3♦/3♥/3♠/ 4♣/4♦/4♥= FG SPL; 3♠ weak	1♠→(D)→2NT FG	
INT		2		14-16p. bal (weak 5M pos.)	2♣= asking – inv; 2♦/2♥/2♠= transfers; 3♣/3♦/3♥/3♠= NF. HHxxxx	1NT-2♣; 2X-3♣ asking for distribution 1NT-2♣; 2♦/2NT no majors min/max 1NT-2♣; 3♣/3♦ both majors min/max	
2♣		5	4♦	12-16p. 6+ cards or 5+ cards and 4 in a major	2♦= F1 asking; 2NT= trf. 3♣ to play or FG 2- suiter; 2♥/2♠= NF	2♣→2♦→2NT= 6+♣ and 2 stoppers; 3♣=6+♣ and 1 stopper; 3♦/3♥/3♠= running or almost running clubs and stopper in suit; 3NT= running clubs no side stopper	
2♦	x	0		4-10p. 5+♥/♠ or 23-24hcp bal 4 th 10-12p. 6 card major	2♥/2♠= P/C; 2NT= F1 asking; 3♣/3♦= values and fit; 3♥/3♠= P/C; 4♣=bid under your suit; 4♦= bid your suit	2♦→(D)→ pass= diamonds, RD=12+p; 2♥, 2♠= P/C; 2NT= F1 asking;	
2♥/2♠		5		4-10p. 5+ cards in opening suit and 5+ cards in ♣/♦	2NT= F1 asking; Responses 3♣/3♦= min C/D; 3♥/3♠= max C/D; RAISES = pre-emptive; 3♣= P/C; 3♦= inv in opening major	2♥/2♠→(Dbl/2♠)→2NT= F1 ask; 3♣= P/C; 3♦= inv in opening major	
2NT		0		1 st /2 nd /3 rd 4-10p. 5+♥ and 5+♠ 4 th 23-24p. bal	3♣= F1 asking; 3♦ asks for the better major	2NT→(Dbl)→3♣/3♦= 6+ suit	4 th Responses 3♣=Stayman; 3♦/ 3♥ transfers
3♣		6		Nat pre	2-3-4		
3♦		6		Nat pre	2-3-4		
3♥/3♠		6		Nat pre	2-3-4		
3NT	x	6		Solid Minor no outside strength	4♣= P/C; 4♦= FG asking for a shortage; 4NT = slam inv; 5♣= P/C		
4♣/4♦		7		Strong ♥/♠	4♦/4♥= 1 ace; 4♥/4♠= 2aces; 4♠/4 NT= 3aces		
4♥/4♠		7		Nat pre.			
4NT	x			Asking for specific aces	5♣= 0; 5♦/5♥/5♠= ace in the suit; 5NT= ♣ ace	HIGH LEVEL BIDDING : Splinter; control bids (1 st or 2 nd), RKCB 1403 +Q ask . Jump 5NT asks in trump suit.	