DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS								
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						M/PE Convention Cord 2 10		
Aggressive to 18+, can be 4 card suit at the one level	Lead			In Partner's Suit		WBF Convention Card 2.19			
NEW SUIT = NF; JUMP IN NEW SUIT = INV, NF; CUE-BID = F1R: INV with supp or F	Suit	1st/3rd/5th		1st/3rd/5th					
JUMP-RAISE = PRE; JUMP-CUE = MIxed raise	NT	1st/3rd/5th		1st/3rd/5th		Category:	RED		
RESP DBL -> 4♥	Subseq 1st/3rd/5th		1st/3rd/5th		Country:	Finland Open			
		Other: NT: K=strong->CT/UB; 4th from KJ8x or similar; Q from KQx+							
	Suit: K from AK bare; K from AKQ if interest in ATT for J					Players: Mika Salomaa - Pekka Viitasalo			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					SYSTEM SU	MMARY		
15-18, BAL or SEMIBAL -> TWO WAY STAYMAN, SA TEXAS		Lead Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE			
	Ace /	Ace AKx(+) AKQ(+)		AK(+)		BART SIMPSON CLUB:			
4th live: T/O, at least 45 in the unbid suit, weakish, lower ranking suit tends to be 5+	King /	King AK AKQx+ KQJ(+) KQ(+)		Strong holding: CT/UB		1st/2nd position: 1♣=15+; 1≬=9-14, 2+ cards; 1M=9-14, 4+ cards; 1NT=12-14			
	Queen 0	n QJ(+)		QJ(+) KQ(+): ATT		2 <b>♣</b> =9-14, 5+	cards; 2◊=5-8, 44/45/54/55 ♥♠; 2M=weak 2; 2NT=19-20		
Reopening: 11-14, does not require stopper -> CUE-BID = F1R	Jack	Тор		Top or AQJ(+)					
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or (A/K)J10(+)		Top or KJ10(+)		3rd/4th position: 1♣=19+; 1≬=12-18, 2+ cards; 1M=12-18, 4+ cards; 1NT=16-18			
1-Suit: Weak; new suit F1R; 2NT = ASK; CUE-BID = SUPP + INV	9	Fop or 3rd		Top or 3rd		2 <b>≗</b> =12-18, 5+ cards; 2≬=both majods; 2M=weak; 2NT=22-23			
2-Suit: UNUSUAL NT (PRE or STR), lowest unbid suits 55+		Hi-x 1st/3rd/5th SxS SxSxS(+)		1st/3rd/5th SxS SxxxS(+)		1NT Opening	• • •		
		1st/3rd/5th SxS SxSxS(+)		1st/3rd/5th SxS SxxxS(+)		2 OVER 1 ResponsesF1R (to 2 tricks of suit opened)			
Reopen: Intermediate	SIGNALS I	N ORDER OF PRIORITY	(			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	ners Lead Declarer's Lead Discarding		° .	A = 1st/2n	d position       B = 3rd/4th position		
CUE-BID = highest unbid + another 55+, PRE or STR	Suit:1st	Hi = DISCRG	Hi/Lo = O	D E = DISCRG + S/P		=========	=======================================		
JUMP CUE = asks stopper with a solid suit, can be weak -> XX of 3NTX shows doubt		2nd Hi/Lo = O S/P			Hi/Lo = O	1◊ = (A: 9-14) (B: 12-18); can be as short as xx			
		3rd S/P Hi/Lo = O				2≬ = EKRENS: majors at least 4-4, preemptive			
	NT: 1st Hi = DISCRG S/P		E = DISCRG + S/P		3any = can be very weak in 1st/3rd position if NV vs VUL				
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd			3NT = A: preempt in either minor B = to play					
Vs strong NT (low+high >= 29) or by PH: DONT (aggressive, (8)9+ cards)	3rd					NAMYATS (SOL or S-SOL with the ace)			
DBL = any 1-suiter (2♣=P/C); 2♣=♣+other (2♦=P/C); 2♦=♦+M (2♥=P/C); 2♥=♥+♣	Signals (including Trumps): PRESENT COUNT;					1M - 3M = PF			
2♣ = Nat weak; 2NT = STR 2-suiter; 3X = PRE	Only the 1st discard is Roman (O=ENC, E=S/P)					1M (A:) -> ART splinters differentiating singletons and voids			
						WEAK JUMP RESPONSES			
Vs weak NT (low+high <= 28): CAPPELLETTI (constructive, 9+ cards)	DOUBLES					(1x) - p - (1y)	- 1NT = T/O with at least 45 in the unbid suits		
DBL=PEN; 2♣=any 1-suiter (2♦=P/C); 2♦=♥+♠; 2M=M+m		DOUBLES (Style; Respo							
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		t (1o+) with classic shap							
DBL = T/O->5♦ (LEB VARIATIONS against 2M); 2/3NT = NAT		= asks stopper (1M) / sh	nows both m	najors (1m)					
vs. 2M: CUE-BID = Asks stopper; 4m = m + unbid M vs 3m: CUE-BID = both M: vs. 3M: CUE-BID = unbid M + m	Resp X -> 4			/					
vs 3m: CUE-BID = both M; vs. 3M: CUE-BID = unbid M + m VS. ARTIFICIAL STRONG OPENINGS		: can be light (7+); CUE-E ARTIFICIAL AND COMP					RCING PASS SEQUENCES		
						<b>1</b> $\bullet$ - (4 $\heartsuit$ +) - pass = F1R promising values			
vs 1♣: X = good ♣-overcall or bad ◊-overcall; 1◊=g◊/b೪; 1೪=g೪/b♣; 1≜=g♠/b♣; 1NT = ೪+♠; 2♣ = ೪+♠, STR; 2◊=♡ or ♠; 2೪=♣+೪/◊+♠; 2♣=♣+♠/◊+೪; 2NT=♣+◊		TIVE DBLs (after 1 <b>◊♥♠</b> /2	-			IVV⊕ - (X) -	XX / 1◊♥♠ - (1NT) - X -> pass = F at 2 level		
TNT = ♥+♣, ∠⊕ = ♥+♣, STR; 2♥=♥ or ♣; 2♥=⊕+♥/♥+♣; 2♣=⊕+₩/♥+♥; 2ΝT=⊕+♥ vs 1◊: X=g◊/b♥; 2♣=g♣/b◊; others as vs 1♣	Above NEG DBL range DBL shows TRANSFERABLE VALUES						NOTES THAT DON'T FIT ELSEWHERE		
vs 10: X-g0/b0; 2e-ge/b0; others as vs 1e vs pass: 14=ge/b0; others as vs 1e vs 2e: NAT; 2NT = any two suiter	SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level 1M - (MAX overcall) - raise - (raise) - DBL = game try (MOD)						10 - (1NT): X = PEN, 24=1-suiter, 20=majors, 2M = M+m		
OVER OPPONENTS' TAKE OUT DOUBLE	TM - (MAX overcall) - raise - (raise) - DBL = game try (MOD) COMP DBL from 'under' tend to show xx(+), speculative pass for PEN can occur						1M - (1NT): X = PEN, 2♣ = 1-suiter, 2◊=3M&5+OM; 2OM=OM+m		
RDBL = 12+(A) / 7-8 (B) penalty seeking (CoOp): we X with 4 trumps in direct seat				•		11vi - (11vi ). 7			
and 3+ in last seat (pull with x/- at 1 level)	SPLINTER DBL asks lead in the suit below but NV vs. VUL shows length LIGHTNER DBL also at the game level					Psychics:			
1/1 = F1R; 2/1 = NF; 1M (X) 2NT = INV+ with SUPP; 10 (X) 2NT = both minors;		alle disc at the game le	, v GI			i sycillos.			

pening	Artificial	Min.					
	V		°	nDescription A: 15+, F1R B: 19+, F1R			Passed Hand Bidding
•	Y	N/A	4◊	, ,	10 = 7-9; 10 = 0-6; 1 = 10+, no 5 card suits;	1♣-1◊: 1♥ = ART FG R; 1NT = 15-18-> STAY JTB	1◊ = 4-5; 1♥ = 0-3; 1♠ = 6+, no 5 card suits;
			_	A = 1st/2nd position	1NT = 10+, 5+ M; 2m = 10+, 5+ cards;	14-14: 1NT=BAL->24=STAY; 20=asks 5 card suits	1NT = 6+, 5+ M; 2m = 6+, 5+ cards;
				B = 3rd/4th position	2M = 0-4, 6 cards; 2NT = SOL 6c suit; 3X = HHxxxx;		2M = 0-3, 6 cards; 2NT = 6+, 55+ minors
				3NT = SOL 7+c suit; 4m = S-SOL M with shortness;	1♣-1NT-2♣: 2♠ = ♥+m55+; 2NT = ♥+♠55; 3m = ♠+m55+	3≬ = PRE	
<b>&gt;</b>	Y	2	2♠	A: 9-14 B: 12-18	2◊ 13+, 4+ cards; 3◊ = PRE; 2NT = 6-10/5+ both m	1♦ - 2NT - 3m - 3M = SPL, 15+	
				9-11/12-15 BAL, no 4cM OR		1◊-2◊: 2M = 12+, guard; 2NT = 9-11 BAL; 3M = SPL	
				4+◊, <b>Ֆ</b> -canape possible			
2		4	2♠	A: 9-14 B: 12-18	3 <b>♡</b> = PRE; 2NT = SUPP, INV+; 3 <b>≜</b> = any singl. SPL;	1♥ - 2NT: 3♣ = any minimum -> 3♦ = ASK short, FG	2NT = INV raise; 3 <b>♡</b> = good INV raise
				4+ ♥; can be 4♥/5♣ if weak ♣	3NT = SPL, <b>≜-</b> void; 4 <b>♣</b> ◊ = SPL, void; WJR	1♥ - 2NT: 3♦♠ = 4+ cards; 3NT = 4+ ♣; 3♥ = 1-suiter	FIT JUMPS
•		4	2♥	A: 9-14 B: 12-18	3♠ = PRE; 2NT = SUPP, INV+; 3NT = any singl. SPL;	1♠ - 2NT: 3♣ = any minimum -> 3◊ = ASK short, FG	2NT = INV raise; 3♠ = good INV raise
				4+	4 <b>♣</b> ◊♥ = void; WJR	1♠ - 2NT: 3◊♥ = 4+ cards; 3NT = 4+ ♣; 3♠ = 1-suiter	FIT JUMPS
T		N/A	at 3 level	A: 12-14 B: 16-18	TWO-WAY STAYMAN; SA-TEXAS	1NT-2 <b>-</b> 2X: new suit = INV; 2NT = can be W/O 4cM	2♣ = NF STAY; 2◊♥ = transfer
				4333, 4432, 5332, 5m422, 6m322	2NT = weak with m OR strong ♥ or ♣ or ♣◊ or ♥♠	1NT-2◊-2NT: 3♣ = shape relay	2♠ = minor suit STAY
					3X = INV with good 6+ card suit	1NT-2NT-3♣: 3M = nat strong; 3NT/4♣ = ♣◊; 4◊ = ♥♠	3x = good 6+ suit (HHxxxx typically)
•		5	2♠	A: 9-14 B: 12-18	2♦ = ART, INV+; 2M = 5+ cards, F1R; 2NT = NAT INV	2♣-2◊: 2M = 4cards; 2NT = max, 6+♣; 3♣ = min, 6+♣	2◊ = ART INV; 2M = nat, NF
			1	5 reasoble 뢒 & 4cM or 6+ 뢒	3♦ = 6+ cards INV; 3M = 6+ cards, FG	2♣-2◊-2M: 2NT = ART, FG, shape relay	
>	Y	N/A	No	A: 5-8 3rd: (0)6-11	3M = PRE; 2NT = ART, INV+	2◊-2NT: 3♣ = min; 3◊ = 44; 3M = longer; 3NT = 55	After 4th hand opening no conventions; value bidding
				44/54/55 ♥♠; 4th 10-13, 55 ♥♠	4♣ = slam try in ♥; 4♦ = slam try in ♠	2◊-2NT-3♣: 3◊ = ART FG -> 3M = longer, 3NT = 44	
>		5	No	Undisciplined weak 2	2NT = ART, INV+ (OGUST); new suit F1R	2M-2NT: 3♣ = bad suit & min; 3◊=good suit & min	
•		5	No	Undisciplined weak 2	2NT = ART, INV+ (OGUST); new suit F1R	2M-2NT: 3♥ = bad suit & max; 3◊=good suit & max	
IT		N/A	No	A: 19-20 B: 22-23	3♣ = Puppet STAY; 3◊/♥ = JTB	$2NT-3 \therefore 30 = at least one 4cM; 3M = 5c; 3NT = no 4cM$	
				BAL (any 4443,4432,5332)	3♠ = 5+♠ & 4♥; 4X = NAT slam try		
•		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
• >		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
, ,		5	No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
		5 F					
• • <del>•</del>			No	PRE: can be weak 1/3 NV v. Vul	new suit = F1R		
NT	Y	N/A	No	PRE: in either minor	4♣/5m/6m/7♣ = P/C; 4♦ = ask shortness		
•	Y	N/A	No	Strong 4♥; AKQ+/AKJ+/AQJ+	4◊/4♠/4NT = slam try, 1/2/3 key cards		
<b>&gt;</b>	Y	N/A	No	Strong 4 <b>≜</b> ; AKQ+/AKJ+/AQJ+	4 <b>♡</b> /4NT/5 <b>Ֆ</b> = slam try, 1/2/3 key cards		
7		6	No	PRE			
•		6	No	PRE			
IT	Y	N/A	No	PRE in m; no suit w 2 quick losers	5m/6m/7 <b>&amp;</b> = P/C		
•		7	No	PRE, not suitable to 4NT			
<b>&gt;</b>		7	No	PRE, not suitable to 4NT			
2		7	No	PRE NV v. Vul / top honour ask			
		7	No	PRE NV v. Vul / top honour ask			
GH LEVE	BIDDING				•	•	•
ue style; 1:	st/2nd round	controls; ski	pping suit deni	es control			
hen 3M aç	rees 8+ car	d trump suit,	3NT is non-sei	ious slamtry			
KCB; DOP	I-ROPI belo	w 5 level of t	rump suit, DEF	PO above;			
				/ asks control in opp's suit			
			s intrerest to pr				
				F auctions or opps clearly sac'ing)			
			. , -	, , , , , , , , , , , , , , , , , , , ,			