

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive to 18+; can be 4 card suit at the one level
After (1x)-1y-(p) bids from 2x to 2(y-1) are transfers
Jump raise = PRE; JUMP-CUE = Mixed raise
Resp DBL -> 4♥
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, BAL or SEMIBAL -> system on
4 <sup>th</sup> live: good looking 15-18 BAL/SEMIBAL -> system on
Reopen: 11-14, does not require stopper -> CUE-BID = F1R
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls -> new suit F1R; 2NT=ASK
Unusual NT (PRE or strong), lowest unbid suits 55+
Reopen: Intermediate jumps; 2NT = 18-19, system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
CUE-BID = highest unbid + another 55+, PRE or strong
JUMP-CUE = asks stopper with solid suit, can be weak -> RDBL of 3NTX shows doubt
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT (low+high >=29) or by PH: REVISED DONT, aggr:
DBL=one m or both M; 2♣=♣+other; 2♦=♦+M; 2♥/♠=NAT
2NT =strong distributional, 3X=PRE
Vs weak NT (low+high <=28): Cappelletti, constructive:
DBL=PEN; 2♣=any 1-suiter; 2♦=♥+♠; 2M=M+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O ->4♥; DBL=cards 4♠ (Lebensohl after (2M)-DBL)
Vs 2M: CUE-BID=asks stopper; 4m=m+unbid M
Vs 3m: CUE-BID=both majors; Vs 3M: CUE-BID=unbid M + m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣: DBL = both majors, 1NT = other two suiters
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+, penalty seeking or INV+ in lower ranking suit
1/1=F1R; 2/1=NF; 1M-(X)-2NT=INV+ with SUPP -> system on
Weak jumps but 1M-(X)-ART Splinters are on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Other: NT: K=strong→ CT/UB; 4 <sup>th</sup> from KJ8x or similar; Q from KQx+			
Suit: K from AK bare; K from AKQ if interest in ATT for J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ(+)	AK(+)	
King	AK AKQx(+) KQ(+)	Strong holding: KT/UB	
Queen	QJ(+) AKQ(+)	AKQ(+) QJ(+) KQ(+): ATT	
Jack	Top or rarely KQJ(+)	Top or AQJ(+) KQJ(+)	
10	Top or (A K)J10(+)	Top or (A K)J10(+)	
9	Top or 3 <sup>rd</sup>	Top or 3 <sup>rd</sup>	
Hi-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSx	
Lo-X	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup> SxS SxSxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
Suit 2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
1	Hi = DISCRG	Hi/Lo = O	E = DISCRG + SP
NT 2	Hi/Lo = O	S/P	Hi/Lo = O
3	S/P		
Signals (including Trumps): We show present count, if we show count			
Only the 1 <sup>st</sup> discard is Roman (O=ENC, E=SP)			
reverse SMITH: high = bad lead; low = good lead or neutral			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (10+) with classic shape; CUE-BID = F to S/A			
JUMP-CUE = Asks stopper after (1M) / shows both majors after (1m)			
Resp DBL -> 4♥			
Reopening can be light (7+); CUE-BID = F to S/A			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Our NEGATIVE DBLs tend to show unbid M(s)			
COMP DBL above Negative DBL range (cards, shape less defined)			
SUPPORT DBL/RDBL when opener can raise 1/1 to 2 level			
COMP X at low (2/3) level when fit has not been established			
DBL of Splitter asks lead in the suit below BUT NV vs VUL shows length			
Lightner DBL also at the game level			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: FINLAND</b>
<b>PLAYERS: Markku Pekkinen - Pekka Viitasalo</b>
<b>EVENT: Nordic Senior Championships 2025</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>5542</b>
5 card majors, 15-17 NT, weak twos, 2/1 FG or INV with 6+
1♣ can be 2 cards only with 4=4=3=2 distribution
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3any = can be very weak in 1 <sup>st</sup> /3 <sup>rd</sup> position if NV vs. VUL
4m = Strong preempt in M with solid or semisolid suit
1M(A) -> ART Splinters differentiating singletons and voids
<b>WEAK JUMP RESPONSES at 2-level</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1m-(1NT): X = PEN, 2♣=1-suiter; 2♦=majors, 2M = M+m
1M-(1NT): X = PEN, 2♣=1-suiter; 2♦=2-3M&5OM
<b>PSYCHICS:</b>

Opening	ART	Min.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMP AND PASSED HAND
1♣		2	2♠	12+ BAL or 10+ UNBAL Can be 2 iff 4=4=3=2	2♣=SUPP, INV+; 3♣=PRE; 3♦♥♠=Splinter 2♦♥♠=WEAK JUMP RESPONSE	1♣-2♣: 2NT=12-14 BAL; 3♣=UNBAL min	1m- (1♥): X = 4-5♠s; 1♠ = 0-3♠s 1m- (1♥): 2♥ = 6+ ♠s; weak or FG
1♦		4	2♠	12+ BAL or 10+ UNBAL	2♦=SUPP, INV+; 3♦=PRE; 3♥♠/4♣=Splinter 2♣=FG; 2♥♠=WEAK JUMP RESPONSE	1♦-2♦: 2NT=12-14 BAL; 3♦=UNBAL min	1m- (1♥): 2♠ = 6+ ♠s; INV Otherwise CUE = SUPP, INV+
1♥		5	2♠	12+ BAL or 10+ UNBAL	2/1=FG or 6+ INV; 3♣=6-9, 4+ SUPP; 3♦=10-11, 3c SUPP; 2NT = 4+ SUPP, INV+ 3♠/NT = ART splinters; 4m = void with SUPP	1♥-2NT: 3♣=any min -> 3♦=FG, ASK 1♥-2NT: 3♥=1-suiter/♣-suit; 3♦♠=NAT	2♦=DRURY FIT (SUPP & INV) CUE/2NT=SUPP, INV+
1♠		5	2♥	12+ BAL or 10+ UNBAL	2/1=FG or 6+ INV; 3♣=6-9, 4+ SUPP; 3♦=10-11, 3c SUPP; 2NT = 4+ SUPP, INV+ 3NT = ART splinter; 4m♥= void with SUPP	1♠-2NT: 3♣=any min -> 3♦=FG, ASK 1♠-2NT: 3♠=1-suiter/♣-suit; 3♦♥=NAT	2♦=DRURY FIT (SUPP & INV) CUE/2NT=SUPP, INV+
1NT		--	3♠	15-17 BAL or SEMIBAL	2♣=Stayman; 2♦♥=transfer; 2♠= range ask; 2NT= Puppet Stm; 3♣=♦s; 3♦=NAT INV; 3M=Splinter	1NT-2♣-2any: 3m=4+, FG 1NT-2♣-2♦: 3M = 5OM+4M (Smolen)	LEBENSÖHL
2♣	↗	--	NO	22-24 BAL or any FG	2♦=negative/waiting; 2M=NAT positive; 2NT=both minors; 3m=NAT positive	2♣-2♦-2♥=puppet to 2♠, NAT or BAL	
2♦		5	NO	Weak two opening:	2♦-2NT = ART ASK	2X-2NT: 3♣/3♦=minimum, bad/good suit	
2♥				1 <sup>st</sup> /3 <sup>rd</sup> NV vs VUL: random, 5+	2M - 2NT+ = transfer	2X-2NT: 3♥/3♠=maximum, bad/good suit	
2♠				3 <sup>rd</sup> random; otherwise sound			
2NT		--	NO	20-21 BAL or SEMIBAL	3♣=Muppet Stayman; 3♦♥=transfer 3♠=both minors; 4m = double transfer	2NT-3♣: 3♦=at least one 4cM; 3♥= no 4cM 2NT-3♣: 3♠=5 cards; 3NT = 5 card ♥-suit	
3♣		5	NO	PRE; can be weak 1/3 NV vs VUL	New suit = FIR		
3♦							
3♥							
3♠							
3NT	↗	N/A	NO	1 <sup>st</sup> /2 <sup>nd</sup> position: solid m, no side A/K 3 <sup>rd</sup> /4 <sup>th</sup> position: gambling, to play	4♣/5m/6m/7♣=P/C; 4♦=asks shortness	3NT-4♦: 4M=short; 5m=NAT short om	
4♣	↗	N/A	NO	Strong 4♥: AKQ+/AKJ+/AQJ+	4♦= ART slam try		
4♦	↗	N/A	NO	Strong 4♠: AKQ+/AKJ+/AQJ+	4♥= ART slam try		
4NT	↗	N/A	NO	Specific ace ask	5♣=no aces; ♦♥♠=A; 5NT=♣A; 6♣=2 aces		
5♣		7	NO	PRE			
5♦		7	NO	PRE			
5♥		7	NO	NV vs VUL=PRE / top honour ask			
5♠		7	NO	NV vs VUL=PRE / top honour ask			
						<b>HIGH LEVEL BIDDING</b>	
						Cue style: 1 <sup>st</sup> /2 <sup>nd</sup> round controls; skipping suit denies control	
						RKCB1430: DOPI-ROPI below 4 level of trump suit, DEPO above	
						4m in power auction is key card ask; PRE→4♣/ 3♣ → 4♦= key card ask	
						Jump to 5M asks good trumps / shows good trumps / asks control in opponents' suit	
						PASS&PULL in forcing auction shows interest to proceed	
						Transferable value doubles when we are not in forcing auction; FP only if we are in	
♣♦♥♠						FG with power / below forced level or opponents are clearly sac'ing	