DEFENSIVE AND COMPE						
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)						
1-level: ~ 7-17 hcp, may be good 4c su	t					
2-level: ~ 10-17 hcp good 5+c suit						
Responses:						
New suits NF constructive (~ 7-14 hcp)						
Jump cue= mixed raise (4c supp, 7-9p).	jump raise to 3: PRE (~3-7p					
Jump shift in a new suit: FG with 6+c						
1NT OVERCALL (2 nd /4 th Live; Resp	onses; Reopening)					
2nd seat: 15-17; sys on						
4th live: 16-18; sys on						
Balancing: 10-14, might be without sto	oper: svs on with special					
responses to stayman	<u> </u>					
JUMP OVERCALLS (Style; Respon	ses: Unusual NT)					
Weak jump overcalls (VUL dependent,						
Responses: new suit forcing; cue= inv+						
Unusual 2NT: two lowest unbid, ~ 10+						
Reopen: Intermediate jumps (6 card sui						
DIRECT & JUMP CUE BIDS (Style						
Over minor: 2m= both majors, about 8-						
Over major: 2M= oM + minor, about 8						
Jump cue bid: Asking for stopper (weal						
Reopening cue= void, FG; 4th live: NA						
VS. NT (vs. Strong/Weak; Reopening						
Vs. Strong	,,/					
DBL= minor+major two suiter OR at le	ast 8.5 tricks in one M					
2 ♣= Both majors (\rightarrow 2♦= ask longer), 2						
2 ♥ \triangle = NAT (\rightarrow transfers), 2NT= FG d.						
Generally, all bids promise ~ 8+hcp de						
reopening may be weaker.	bending van Faut quarty,					
Vs. Weak (lower and upper limit below	29 hcp), DBL= PEN.					
2♣= Majors (balancing ♦ or MM), 2♦=						
VS.PREEMTS (Doubles; Cue-bids; J						
Lebensohl after 2M, (NON) -Leaping M						
(2/3M)-4M = minors, (2/3X)-4NT = one						
$\frac{(2/3N)^{-4/N} - \text{Infinity}}{2NT} = 16-18 \text{ (14-16 in balancing), 2NT}$						
VS. ARTIFICIAL STRONG OPENI						
DBL=*, 1NT= majors, 2NT= minors						
After 1M-overcall advancer's 1NT= go	od raise.					
OVER OPPONENTS' TAKEOUT D	OUBLE					
RDBL= 10+hcp						
1-level= F1	13.6 11\					
Transfers starting from 1NT (also after	our own 1M-overcall)					

	LEA	ADS AND SIG	SNALS		WB
OPENING 1	LEADS STYLE				
	Lead		In Part	ner's Suit	CATEGORY: Green
Suit	1st/3rd/5th		1st/3rc	1/5th	NCBO: Finland
NT	1st/3rd/5th			1/5th	PLAYERS: FAGER
Subseq	Attitude in NT		Attitud	le in NT	EVENT: All
Other: K-stro	ong lead against N	NT: ask unbock	c or count]
4th possible	if 3rd too expensi	ive (eg. KJ93 -	> 3)		
LEADS					S
Lead	Vs. Suit		Vs. N	Γ	
Ace	AK+, Ax+	AK+			GENERAL APPROA
King	KQ+, AK	AKJ+,		KQT9+	2/1 Game forcing unl
Queen	QJ+	QJ+, K		ZQ+	5 majors, 3 minors
Jack	JT+	JT+,			Weak 2s
10	T9+, HJT+		HJT+,	T9+	1NT: 14+-17
9	HT9+, 9x, (98+)	HT9, 9	0x, 98+	Walsh-Style response
Hi-X	1st/3rd/5th		1st/3rc		
Lo-X	1st/3rd/5th		1st/3rc	1/5th	
<u>SIGNALS I</u>	N ORDER OF P	RIORITY			
	rtner's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS TH
1 Attitude		Count		1st O/E (trump suit)	
Suit 2 Co				Attitude	3NT-Opening: Weak
3 Suit preference				Count	4 ♣ -opening: good 4 ♥
1 Attitude		Smith-Echo		Attitude	4♦-opening: good 4♠
NT 2 Count		Count		Count	
3 Suit preference					
	uding Trumps):				
				likes lead by both)	
				if not following trum	р
				remaining count. In	
NT-contract	discard of the ope			ly suit preference.	_
		DOUBLES	5		
	DOUBLES (Sty				
	+hcp other suits of	or 17+; Reoper	ning may t	oe weaker.	_
Responses:					
	until trump agree				_
	fter M)= ask stopp				SPECIAL FORCING
SPECIAL, A	ARTIFICIAL &	COMPETIT	IVE DBL	S/RDLS	After we double weak
Support DBI	L/RDBL -> 2♥				pass is generally forci
Maximal ove	ercall DBL				
Responsive 1	DBL				IMPORTANT NOT
Lightner DB					p/c = pass or correct
					DOY/GILLOG B
					PSYCHICS: Rare

W B F CONVENTION CARD CATEGORY: Green NCBO: Finland PLAYERS: FAGERLUND Vesa – KOISTINEN Kauko EVENT: All SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 Game forcing unless rebid 5 majors, 3 minors Weak 2s 1NT: 14+-17 Walsh-Style responses to 1♣-opening. SPECIAL BIDS THAT MAY REQUIRE DEFENSE 3NT-Opening: Weak PRE in one minor: 7/8 card suit, ~ 5-11 hcp 4♣-opening: good 4♥-opening (~ 8-9 playing tricks) 4♦-opening: good 4♠=opening (~ 8-9 playing tricks) SPECIAL FORCING PASS SEQUENCES After we double weak 1NT (lower and upper limit below 29 hcp), pass is generally forcing to 2♥ IMPORTANT NOTES

U	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	FAGERLUND Vesa – KOISTINEN Kauko FINLAND				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		3	4♠	~ 11-22 hcp	1x=4+c, ~ 4+p, 1N=6-10, 2NT=11-12, 3NT=13-16	XY-NT, Walsh-style: Regularly	Inverted minors on by passed and	
				3-3 minors: open 1♣	2♣=10+, 5+♣, 2♦♥♠= 6c, 3-6hcp, 3♣=6-9, 5+♣	bypass longer ♦ to bid 1M if not FG values.	in competition	
1♦		3	same	4-4 minors: open 1 ♦	Same + $(3 = good 6/7 c, \sim 3-6hcp) + 3M = splinter$	Same	Same	
1♥		5	same	~ 11-22 hcp,	1NT=~ 5-11p 2NT=FG 4+sup 2/1 FG (or rebid inv)	XY-NT	Comp: Bergen on if jump	
				could be 4c suit in 3rd	$3 \clubsuit = 6-9, 4+ \text{ supp}, 3 \spadesuit = 10-12 4+ \text{ supp}, 2M=7-10;$	Gazilli: 2♣= 17+hcp or 4♠-5♥ 14-16 or nat	Passed hand: Bergen on, drury	
1 🖍		5	same	same	3oM= 9-11, 4+supp, any short; 3M=PRE (~2-6p)	2NT= 16+hcp 6M4m, 3x= 55 15-17	2NT= 6+♣, inv	
INT			34	good 14 – 17 hcp, bal	stayman, transfers (2♠=♣ or bal INV, 2NT=♦), Puppet stayman, Texas, Gerber, 3♦=55MM, FG	1NT-4♠=BAL ST 16-17- or 18+	Many transfers in COMP.	
					3 ♦ = shortness with both minors 54+, GF			
2*	✓			22 – 24NT or any FG	$2 \spadesuit$ = waiting, $2 \blacktriangledown \spadesuit / 3 \clubsuit \spadesuit$ = NAT, 2NT=both minors	2♣-2♦; 2NT= 2NT-sys on., Kokish-relay		
2♦		6(5)		~ 5-11 hcp	2NT= Ogust ask, new suits forcing, 4♣=RKC-P			
2♥		6(5)	3♦	~ 5-11 hcp	2NT= Ask, new suits forcing, 4♣=RKC-P	After $2M$ - $(3x)$ DBL = INV in M	2♥-(DBL/2♠)-DBL= minors	
							and transfers starting from 2NT	
2 🏚		6(5)	3♥	~ 5-11 hcp	2NT= Ask, new suits forcing, 4♣=RKC-P	After $2M$ - $(3x)$ DBL = INV in M	2♠-(DBL) trfs starting from 2NT	
2NT				(19)20-21 hcp	3♣=ask 4♥ or 5♠, transfers, 3♠= forces 3NT			
				5.111	Gerber, SA-Texas, 4 = BAL ST 12- or 13+			
3♣		6		~ 5-11 hcp	4♦=RKC-P, New suits forcing			
3♦		6		~ 5-11 hcp	4. =RKC-P, New suits forcing			
3♥		6		~ 5-11 hcp	4♣=RKC-P, New suits forcing			
3♠		6		~ 5-11 hcp	4 ♣=RKC-P, New suits forcing			
3NT	✓			(7)0:. 5 11 h	4. 4. 4. 6. 1.		<u> </u>	
3N1	· ·			(7)8 minor, ~ 5-11 hcp	4♣= pass/correct, 4♦= Ask for shortness 4NT=RKC-P			
1.0	√			14 : (9.04:1)			+	
4.				good 4♥-opening (~ 8-9 tricks)	4♦=ask for cues, 4NT=RKCB			
4 ♦ 4 ♥	✓	7		good 4♠=opening (~ 8-9 tricks) PRE, ~ 5-13 hcp	4♥=ask for cues, 4NT=RKCB 4NT=RKC-P			
4 ∀ 4 ♠		7		PRE ~ 5-13 hcp	4NT=RKC-P			
4NT	✓	,		Ask for specific ace	5♣=no aces, 5♦ ♥ ♣=ace, 5NT=♣ Ace, 6♣=2A			
				for specific acc	7. 10 0000, 5 v v w -ucc, 5111 - w 1100, 0 w -211	HIGH LEVEL B	IDDING	
						RKCB0314, cue bids (1st/2nd), exclusion blackwood (0-1-2-3), GSF, minorwo		
			1			Some special key card asking -sequences Splinters		
						DOPI-ROPI/DEPO		
			<u> </u>					