

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level 8-16, (4)5+ cards
2-level 12-17 with good 5 cards (6+ if not)
Can be weaker with longer, good suit
New suit F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 bal, stopper (system on)
From 4 <sup>th</sup> seat, 11-14 (system on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
4-11, new suit F1
Unusual NT <b>should</b> be weak or strong (4-11 or 17+)
Reopen: 2NT 18-20 nat. (system on)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over m shows both M, weak or strong (4-11 or 17+)
Over M shows other M+m, weak or strong (4-11 or 17+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = strength
2C = Both M
2D = one M
2H = 5H+4m+
2S = 5S+4m+
2NT = 55m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cue-bid = Michaels
Jump =
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = Both M
INT = Both m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = Strong (10+)
New suit 1-level F1, at 2-level NF
2NT = Good raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> /5 <sup>th</sup> (attitude possible)	3 <sup>rd</sup> /5 <sup>th</sup> (attitude possible)	
Other: RUS after level 5			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+	
King	AK, KQ+, Kx	Asks to unblock or count	
Queen	QJ+, Qx	KQx, QJ+, Qx	
Jack	JT+, Jx	HHJ, JT, Jx	
10	HHT, T9+, Tx	HHT, T9+, Tx	
9	HH9, 98+, 9x	HH9, 98+, 9x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	S/P	Count
3	S/P		
1	Attitude	Count	Attitude
NT 2	Count	S/P	Count
3	S/P		
Signals (including Trumps):			
UDCA, 1 <sup>st</sup> discard odd=encouraging, even=S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-15 with right shape or 16+			
Reopening can be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbd/rdbl			
Maximum double if no other invite call is available			
DOPI/ROPI (before 5H), DEPO/REPO (5H and after)			

W B F CONVENTION CARD
<b>CATEGORY:</b> Red <b>NCBO:</b> Finland <b>PLAYERS:</b> Aapo Nieminen & Aarne Koivu Nordic Youth Teams Championship 2023
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5-card majors, (14)15-17 1NT, may sometimes include singleton
1-level openings are quite natural (expect the strong 1C variant)
2D weak multi, 2C/H 5M4m+, 2S 55+mm
3M openings are stronger than usual, still weak (8-10)
2/1 GF unless rebid (1D-2C and 1S-2H are always GF)
1C-1D = 0-5, 1C-2D = 10-12, 6+D or GF and 4+D, no 4M
Open almost all 12HCP hands and some 11(10) HCP hands
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C = a) 11-21+ HCP, 3C+ b) 21+, any c) Other GF hand
2C = 5+S(4)5+m, 5-10
2D = 6M, 5-8 or 7M, 0-7
2H = 5H+(4)5m+, 5-10
2S = 0-10, 55+mm
3H/S = (7)8-10, 6+ cards
1S-3C invite with hearts
1H-3C 6-9, 3c support
1H-3D 11-12, 3c support
1H-3S GF, 4+ support and any singleton
1H-3NT GF, 4+support, spade void
1H-4m void splinter
1S-3D 6-9, 4c support
1S-3H 11-12, 3c support
1S-3NT GF, 4+ support and any singleton, 1S-4x void splinter
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	4S	a)11-21, 3C+ (with 33m we open with clubs if no 5cM)	1D 0-5; 2C 10+, 4C+, 2D 10-12, 6D+ or GF 4D+ with no 4M; 3C 6-9, 5C+		2C 9-11
				b)21+ or any GF			
1♦		3	4S	11-21, 4D+ or 4432, (with 44m we tend to open 1D)	2D 10+, weak jumps expect 3C invite 6C+	2-way check back	2D 9-11
1♥		5	4H	11-21, 5H+	2/1 GF unless rebid, 2S GF 5S+, 3H; 2NT 10+ 4+H; 3C 6-9, 4+H; 3D 10-11, 3H; 3S GF, 4H+, any singleton; 3NT GF 12-14/18+ 4H+, S void	1M-3M+1 any singleton 1H-3S-3NT asks which singleton 1S-3NT-4C asks which singleton	2C 9-11 3H; 2D 9-11 4H+, 2NT 9-11 3+H singleton; fit jumps
1♠		5	4S	11-21, 5S+	2NT/3D 10+/6-9 4+S; 3C 6+H; 3H 11-12, 3S; 3NT GF, 4S+, any singleton		2C 9-11 3S; 2D 9-11 4S+, 2NT 9-11 3+S singleton; fit jumps
INT				(14)15-17, 5M/6m/4M5m OK	Stayman, transfers (4-suit); 3C Puppet Stayman; 3D 55m GF; 3H 31(54), 3055 or 3064 types, GF	1NT-2C-2NT 44M, min 1NT-2C-3C 44M, max	System on after double or 2C
2♣	√	0		5-10, 5S4m+	2D 4D+, NF; 2H 6H+, NF; 2S To play, 2NT asking; 3C 4C+ NF; 3D 5H+, inv+; 3S 3S, inv		
2♦	√	0		0-7, 7M+ or 5-8 6M+	2H/2S/3H/3S P/C; 2NT asking; 3C 6x+, S/I or 55m, S/I; 3D 5x GF if the fit is found		
2♥		5		5-10, 5H4m+	2S 6S, NF; 2NT asking; 3C support in both m, P/C; 3D F1, Spades; 3H To play; 3NT Baby blackwood		
2♠	√	0		0-10, 55m+	2NT: asking, 3C/3D to play, 3H/S GF own suit	2S-2NT: 3C min pref; 3D min pref; 3H/S max, shortness in H/S	
2NT				20-21, bal.	3C Muppet stayman; 3D/H TRF; 3S minor-suit stayman; 4C/D TRF (6H/S+)	2NT-3C-3D-3H: 4S or no M; 2NT-3C-3D-3NT: both M; 2NT-3C-3H: No M	
3♣/♦ 3♥/♠		6 6		0-10, 6♣/♦+ 8-10, 6♥/♠+	4C asks for aces and voids (expect after 3C opening 4D asks for those), steps: 0, A, AQ, AA, AAQ, VA, VAQ, VAA where V=void and Q=queen of trumps		
3NT	√			Solid m, no side entry	4C P/C; 4D asking for shortness; 4M to play...		
4X		6		NAT PRE			
4NT	√			Asks for specific ace	5C No aces; 5x Ace (5NT=C), 6CDH 2, lowest w/o		
5♣		7			<b>HIGH LEVEL BIDDING</b>	<b>HIGH LEVEL BIDDING</b>	
5♦		7			Control bids, 1 <sup>st</sup> or 2 <sup>nd</sup> round controls	<b>RKCB1430</b>	
5♥		7			<b>Exclusion key-card blackwood/Voidwood:</b> Jump (over 4-level game when trump fit is M and over 3NT when trump fit is m) bid after finding a trump fit shows a void and asks partner to answer key cards outside void. Key cards are answered by steps as follows: RKCB1430 logic; 1 <sup>st</sup> step 1KC, 2 <sup>nd</sup> 0 or 3KC etc.	<b>Optional minor wood:</b> Whilst in GF auction, M suit fit has not been found and m suit has been found OR whilst not yet in GF auction and there are no other ways of doing forcing bid in said m, 4C/D is asking key cards and answering is optional. Key cards are answered by steps as follows: 1 <sup>st</sup> I don't want to tell, 2 <sup>nd</sup> ¼KC, 3 <sup>rd</sup> 0/3KC, 4 <sup>th</sup> 2KC w/o Q, 5 <sup>th</sup> 2KC + Q, 6 <sup>th</sup> 1/3/5KC + void and 7 <sup>th</sup> 2/4 + void. <u>It should also be noted that this is not on</u> in competitive auctions (fe. 1C-(3S)-4C).	
5♠		7			<b>4C/D</b> asks for key cards after pre-empts (4D only after 3C opening and in 2S-2NT-3C auction). Key cards are answered by steps as follows: 1 <sup>st</sup> 0KC, 2 <sup>nd</sup> 1KC, 3 <sup>rd</sup> 1KC+Q, 4 <sup>th</sup> 2KC, 5 <sup>th</sup> 2KC+Q, 6 <sup>th</sup> Void + 1KC, 7 <sup>th</sup> void+1KC+Q, 8 <sup>th</sup> void+2KC	<b>Baby blackwood:</b> 3NT is asking for key cards after drury or 1M-3M; Key cards are answered by steps as follows: 0KC, 1KC, 1KC+Q, 2KC, 2KC+Q, any void+1KC, any void+1KC+Q, any void+2KC <b>Quantitative 4NT, GST, GSF</b>	

