

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Level 1 = 8–17, 5⁺ suit

Level 2 = 11–17, 5⁺ suit

NT OVERCALL

15–17 (14–18) (semi)BAL, at least partial stopper, system on

Reopen: 12–15, does not promise stopper, system on

JUMP OVERCALLS

2NT = two lowest unbid suits 55⁺

DIRECT & JUMP CUE BIDS

Direct: 55⁺ (MM over 1m, oM and m over 1M)

3X over 2X: asks for stopper

Vs art 1♦: 2♦= nat, 2♥= 55⁺ MM

VS. NT

DBL = penalty

2♣ = 54⁺MM

2♦ = 6⁺M

2M = 5M + 4⁺m

2NT = 55⁺mm

VS. PREEMPTS

T/O DBL thru 4♦, (2X)–DBL: Lebensohl [A1]

NT nat with stopper (except 4NT over 3/4M)

VS. ARTIFICIAL STRONG OPENINGS

DBL = MM

any NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = INV⁺ strength

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th
Notrump	4 th (2 nd without honor)	1 st /3 rd /5 th
Subsequent	1 st /3 rd /5 th	1 st /3 rd /5 th

Other: from AK and KQ both honours are possible,
10 and 9 are 1st or 3rd, MUD from xxx

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	ATT
King	AK(+), KQ(+) CT/UB	AK(+), KQ(+) CT/UB
Queen	KQ(+), QJ(+), Qx	ATT
Jack	J10(+), Jx	J10(+), Jx
10	HJ10(+), 109(+), 10x	HJ10(+), 109(+), 10x
9	H109(+), 98(+), 9x	H109(+), 98(+), 9x
Hi-X	Xx, xXx	Xx, xXx, xXxx(+)
Lo-X	xxXx, HxX(x), xxxxX, HxxxX	HxxX(+), HHxX(+), HxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Hi/Lo = Even	Odd=ENC, even=S/P
2 Suit	Hi/Lo = Even		
3	S/P		
1	Lo = ENC	Hi/Lo = Even	S/P
2 NT	Hi/Lo = Even		
3	S/P		

DOUBLES

TAKEOUT DOUBLES

(1M)–DBL–(PASS)–2♣–2♦=Equal Level Conversion,
oM and ♦

MISCELLANEOUS DOUBLES/REDOUBLES

Support double.

WBF CONVENTION CARD

CATEGORY: Blue

NCBO: Estonia

EVENT: All events

PLAYERS: Kaarel Kivilsalu — Lee Ann Madissoon

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision. Strong 1♣, nebulous 1♦, 5-card majors.

1NT: 14–16 1st, 2nd, 3rd NV/15–17 3rd VUL, 4th

2/1: INV⁺

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣–1♥ = 8–11 without 5♠

1♦–2♥/♠ = 5♣4–5♥ below INV/INV⁺

2♦ = 10–15, short ♦

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

Rare

OPEN	ART	MIN CRDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♥	a) 16+ unBAL b) 17–18, 21+ BAL, 1 st , 2 nd , 3 rd NV c) 18–19, 22+ BAL, 3 rd VUL, 4 th	1♦=0–7, 1♥=<5♠ 8–11, 1♦=5+♦ 8+, 1NT=5+♦ 12+, 2m=5+m 12+, 2♦=14+ BAL, 2♦=(4441) 12+, 1NT=12–13 BAL, 3♣♦♥♦=nat 7 weak	2♦–2NT=asks (3X=short X) 1♦: 1M=F1 1♦–1NT/2NT: system on	PH: 1M=5+M 8–10, 1NT=8–10 BAL, 2m=5+m 8–10
1♦	✓	2	4♥	10–15, 2+♦, denies a 5-card major unless has 6+♦	1M=4+M 6+, 1NT=7–11, 2m=5+m INV F1, 2♦/♠=5♦4+♦ below INV/INV, 2NT=INV, 3♣=mm weak, 3NT=to play, 3♦+=PRE	1X–1Y–1Z: 2♣=puppet to 2♦(INV or long ♦), 2♦=art GF, 2M=NF	
1♥		5 (4 3 rd)	4♦	10–15, 5+♥, can be 4♥ and/or light in 3 rd	2NT=11–12 or 17+, 3+♥	2NT: 3m=4+m, 3♥=MIN, 3♦/4m=splinter, 3NT=MAX BAL, 4♥=MAX 6+♥ 1♥–1♦–1NT: 2♣=puppet to 2♦(INV or long ♦), 2♦=art GF, 2M=NF	
1♠		5 (4 3 rd)	4♥	10–15, 5+♠, can be 4♠ and/or light in 3 rd	2NT: 11–12 or 17+, 3+♠	2NT: 3m/♥=4+m/♥, 3♦=MIN, 3NT= MAX BAL, 4m/♥=splinter, 4♦=MAX 6+♦	
1NT			4♥	a) 14–16 BAL 1 st , 2 nd , 3 rd NV b) 15–17 BAL 3 rd VUL, 4 th	Stayman, transfers, 2♦=♣ or range ask, 2NT=♦ or mm weak, 3♣=Puppet Stayman, 3♦=mm GF, 3M=short M GF, 4♣=Gerber, 4♦♥=Texas, 4♦NT=QUANT	1NT–2♣–2♦: 2♥=weak MM	1NT–(2X not ♣): Lebensohl [A1]
2♣		6	4♥	10–15, 6+♣	2♦=ask, 2M=NF, 2NT=puppet to 3♣ (to play or 55 GF), 3♣♦♥=INV+ in ♦♦♣, 3♦=6♦4♥ GF	2♦: 2♥=4M, 2♦=12–15 no 4M, 2NT=14– 15 no 4M with stoppers, 3♣=10–11 no 4M, 3♦♥♣=GF	
2♦	✓	0		10–15, short ♦: 4405, 4414, 3415, 4315	2♥=NF (correct w 3♥), 2♦/3♣=NF, 2NT=ask, 3♦=♦ INV, 3M=INV	2NT: 3♣=MIN, 3♦=44 MM, 3♥=4315, 3♦=3415, 2NT–3♣–3♦: 3M=3M, 3NT=44MM	
2♥		6 (5)		a) (0)3–9, 5+♥ NV, 6+♥ VUL b) 10–13, 6+♥ in 4 th	2♦/3m=F1, 2NT=ask	2NT: 3♣=MIN bad suit, 3♦=MIN good suit (at least KQ or 7+♥), 3♥=MAX bad suit, 3♦=MAX good suit (at least KQ or 7+♥)	
2♦		6 (5)		a) (0)3–9, 5+♦ NV, 6+♦ VUL b) 10–13, 6+♦ in 4 th	2NT=ask, 3m/♦=F1	2NT: 3♣=MIN bad suit, 3♦=MIN good suit (at least KQ or 7+♦), 3♥=MAX bad suit, 3♦=MAX good suit (at least KQ or 7+♦)	
2NT			4♥	a) 19–20 BAL 1 st , 2 nd , 3 rd NV b) 20–21 BAL 3 rd VUL, 4 th	Muppet Stayman, transfers, 3♦=54+mm or 6+m mild S/T+, 4♣=Gerber, 4♦♥=6+M, S/T, 4♦/NT=QUANT		
3X		7 (6)		preemptive, (0)3–9			
3NT	✓			Gambling, 7+m with AKQ, no other A or K	PASS=stoppers in all other suits, 4♣=P/C, 4♦=asks, 5♣=P/C, (5♦= to play)	4♦: 4M=0/1 M, 4NT=22(72), 5m= 0/1 other m	
4m		8 (7)		preemptive, (0)3–9			
4M		7		to play			
4NT	✓			Blackwood			
5m		8		to play			
5M	✓			11 tricks, missing AK trumps			
HIGH LEVEL BIDDING					ADDITIONAL NOTES		
1 st and 2 nd round cues together, Italian style.							
Roman Keycard Blackwood 1430, Kickback, Last train, Serious 3NT.							

A: Conventions used

[A1] Lebensohl

1NT—(2X not ♣)—

(2X)—DBL—

(RDBL)

system on

DBL penalty-oriented

2Y 5⁺Y, below INV

2NT usually puppet to 3♣

(DBL)

system on

3♣ usually forced

PASS below INV, ♣ suit

3Y below X 5⁺Y, below INV

3X asks 4 card M, with stopper

3Y above X 5⁺Y, INV

3NT to play, with stopper

3♦♥♠4♣ 18⁺, 5⁺ strong suit

3NT 18⁺, semiBAL, with stopper

3Y below X 5⁺Y, INV

3X asks 4 card M, no stopper

3Y above X 5⁺Y, GF

3NT to play, no stopper

4Y below X 5⁺Y, GF

B: Leads and Signals

C: Bids that may require defence

D: Defensive and competitive bidding

E: Doubles

F: Back of card

G: Others

H: Prepared defences