DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5+cards, 8-16 HCP→½/RESP=F1; ⅔/RESP=NF fit-jumps, OPPT suit=INV to 4M; 2♣=FIT-DRURY 2nd level 5+cards, 11-17 HCP→new suit=F1
TRF-LEB after: (1M/P)-DBL/1 ♦/1NT-(2 ♦ M)-?, (1m/M/P)-(2M)-DBL-?: 2y=NF; 2NT=any weak or clubs; 3♣ ♦ ♥=TRF INV+; 3♠=TRF to 3NT; TRF to OPPT suit=STAY GF
TRF-LEB after 2♣-(2M): 2NT/3♣=♣; 3♠=♦ GF

1NT Overcall

VUL15-18, NV14-17, $\frac{1}{2}$ +STOP \rightarrow TRFS; TRF to OPPT M=STAY Passed hand: 4M+5+m; Reopen: 1NT=11-15; 2NT=19-21

Jump Overcalls

Weak \rightarrow new suit=ınv; 2nt=relay

2NT=two lowest suits; Over 1m=NAT: 2♦=5+4+MM, 8-11. Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, $10^+ \rightarrow 2NT=relay$; 3 - P/C; 3 - NV M. 3M=ask stopper for 3NT, usually with running suit

Vs NT

ASPTRO: DBL=14⁺; 2♥♠=6 cards, 8-15; 2NT=6-5 INV⁺
2♠/♦=4-5♥/♠ UNBAL, 10-15, (if MM, we bid shorter first);
Passed hand: DBL=4♠; 2m=m+4♥; 2M=NAT
Over (1M)-(1NT): direct DBL=T/o; 2M=OM+m
Reopen: DBL=NAT; 2m=m+OM; 2M=NAT

Vs Preempts

DBL=T/o thru 4♥, cards higher. CuE=ask stopper.

TRF-LEB after (2x)-DBL. (2M)-4m=m+oM. 3NT-4♣=(R) w/BAL

Over Multi 2♦: DBL=13-15NT / 17+; 2NT=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 1♣-1♦: DBL=5-4 MM, 10+; 1NT=5-5 Mm, 10+ 1♦♥♠=DESTR 0-15HCP, 3+cards, 4+any other suit; 2♣=minors; 2NT=good hand w/ one-suiter or minors Over 2m: DBL=MM; 2NT=mm

Over Opponents' Takeout Double

1♣-(Dbl): Rdbl=nat gf; 1♦=5-8→nat continuations
1 ♦-(DBL): RDBL/1 ♥/♠/NT/♣= TRF; 2NT=minors; 3x=INV
1M-(DBL): RdBL/1nt2M-1=TRF; 2M=bad raise; 2NT=fit
1мт(14-17)-(DвL): system on
1NT(10-14)-(DBL): Pass=♣/♦/♥+♠; 2m=m+higher

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit	
Suit	3 rd /5 th	1 st /3 rd , when count is	
NT	2 nd /4 th	known: Lo=enc	
Subseq	3 rd /ATT		
	(1 st)/2 nd /4 th through declarer		

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks att
King	KQ+, AKxxx	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+, KJ10+	J10+, HJ10+
10	109+, H109+	109+, H109+
9	KJ9, 9x	H9x
Hi-x	Xx, xxxx	HXx, xXx, xXxx
Lo-x	xxX, HxX	xX, $HxxX(x)$

Signals in Order of Priority

		Partner's Lead	Declarer's Lead	Discarding
	1	Lo=enc or xx	Hi=even	Odd/Even
Suit	2	Hi=even		Hi=even
	3	Suit Pref		
NT	1	Lo=enc	Smith: Hi=ENC	Odd/Even
	2	Hi=even	Hi=even	Hi=even

Odd/Even: odd=ENC, even=suit pref; Smith vs NT: Hi=like lead

DOUBLES

Takeout Doubles

11-15 negative or 16⁺any; Equal level conversion to ♦& ♥. CuE=F1, jump to 2nd=8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB Reopen: T/O 9-14 or 15⁺

Miscellaneous Doubles/Redoubles

T/o thru 4♥, higher=cards; 1 ♦-(1♥)-DBL=4♠

SUPPDBL thru "2M-1"; DBL to OPPT CUE=A/K/Q;

Often DBL=extras/competitive from NF hand;

(1NT=WEAK)-(ART bid)-DBL=cards; Lightner DBL

Over TRF: DBL=same as DBL to NAT bid, but LD if GF

Over SPL: DBL=LD for Lo suit / no help in the only unbid suit

NV VS VUL or after ♠SPL: DBL=suggest PRE;

Over 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD

CATEGORY Strong club with Brown sticker

Country Estonia
Version 2022-05

PLAYERS Hendrik Nigul (N/E)
Taavi Toomere (s/w)

SYSTEM SUMMARY

General Approach and Style

Strong 1♣, precision 2♣, nebulous 1♦, 5-card majors 1NT: NV [1/2 vs vuL] 9-12, [1/2 vs NV] 10-12,

[3] 10-14, [4] 12-14 VUL [1/2] 14-16, [3/4] 15-17

5-card major, 6-card minor, stiff honor possible In competition: 1^{st} level=F1, 2^{nd} level=NF, 3^{rd} level=GF $\frac{1}{2}$ 1RESP=GF unless suit rebid

Special Bids That May Require Defence

 $1 > = (0)1^{+} > 11-15$

2♦=Wilkosz 5M-(4)5 any, 5-10; Brown sticker

3мт=Gambling (max Q outside)

After 1NT=[9-14]: no transfers, $2 \clubsuit \blacklozenge = [R]$, up to INV/GF

1♦-2♥=54+♥, less than invite

1**♦**-3**♣**=INV, either a) 6⁺♥; or b) 5♥+3**♠**

Special Forcing Pass sequences

After our RDBL or PEN-DBL or we have GF After our NV 1NT-(DBL)

After our 1♣ oppt overcalls 4♥+

In FP situations: DBL=PEN/no extras; Bid=extra shape; Pass+Bid=extra values, unsure about contract

Important Notes

HCP & suit lengths are subject to judgement in any situation

Psychics

Happens if 3^{rd} seat, NV vs VUL, against multi or after PRE with great fit

Open	Min Neg Crd Dbl	Description	Responses Subsequent Auction		Passed Hand Bidding		
1♣ ⚠	0 4�	a) ВаL nv: 16 ⁺ , [3/4] 18 ⁺ ; vul: 17 b) UnваL (12)16 ⁺ /4 ⁻ losers	17 ⁺ 1♦=0-7; 1♥♠2♣♦=5-cards, 8 ⁺ ; 1NT=8-11/14 ⁺ ; 1♣-1♦-1♥/♠=4 ⁺ , F1→2♣/♦=6-7, 0-2/3supp; 2♥♠=6-cards, 4-7; 2NT=12-13; 3♣♦♥♠=8 ⁺ , 4441 2♣/♦=NF; 2♥=23 ⁺ NT or GF♣/♦; 2♠=20 ⁺ (4441)				
1♦ ⚠	(0)1 4♥	a) Bal vul: 11-13, [3/4] 12-14 nv: [1/2] 13-15, [3/4] 15-17 b) Unbal 11-15 4+ ♦/441 ♦4	1♥♠=4+cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥=5♠4+H PRE; 2♠3♦=PRE; 3♣=5-4 mm PRE, 3♥♠=INV	1 ♦ -1M-1X-?: 2♣=PUP 2♦ (INV); 2♦=GF relay; 2NT=♣ 1♦-2m-2♥=BaL; 2♠=4m w/singleton; 2NT=1m444	2∳is still GF		
1♥	5 4♦	11-15	2NT=GF; 3 \spadesuit =mixed raise; 3 \spadesuit =3supp Bal INV 2 \spadesuit =2 $^+$ = $^+$; 2 \spadesuit =5 cards; 2 \spadesuit =PRE After 2NT: NAT responses, 3 \spadesuit +=SPL		Fit-jum	Fit-jumps	
1 🍁	5 4♥	11-15	2nt=gf; 3♣=♥inv; 3♦=mixed raise; 3♥=3supp Bal inv				
1nt nv	4♥	[1/2 vs vuL]: 9-12, [3]: 10-14, [1/2 vs nv]: 10-12, [4]: 12-14	2 \clubsuit =STAY; 2 \diamondsuit =GF-(R); 2 \blacktriangledown \spadesuit 3 \clubsuit \blacktriangledown \spadesuit =NF; Weak bids after 2 \spadesuit : 2 \diamondsuit \to 2 \blacktriangledown \spadesuit 3 \spadesuit , 2 \blacktriangledown \to 2 \spadesuit , 3 \spadesuit =5-5 MM G/T or s/T; 2NT=a) weak 6 \diamondsuit ; b) 5-4 mm 2 \spadesuit \to 3 \clubsuit \diamondsuit , rest=Inv; 2nT+3M=short w/mm				
1NT VUL	4♥	[1/2] 14-16, [3/4] 15-17	2♣=Stay; 2♦♥=Trf; 2♠=♣or inv; 3♣♦=inv; After 2♠/2NT: 3♣=max; After Trf new suit=inv ⁺ 1nt-2♣-2nt=44 majors→Trf; Smolen				
2♣	5 4♥	10-15 a) 5♣+4M b) 6 ⁺ ♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3 rd level=INV	2♣-2♦: 2♥♠=4 cards; 2nt=max→3♣=ask shortag 3♣=min→3♦=ask; 2♣-2nt-3♣-3♦=inv 5-5 majors			
2♦ ⚠	0 3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	$2 \checkmark \spadesuit 3 \checkmark \spadesuit = P/C$; $3 \clubsuit = F1$; $3 \spadesuit = INV M$; $4 \clubsuit \spadesuit = ask$ After $2NT: 3 \checkmark = \checkmark \spadesuit$; $3 \spadesuit = \spadesuit \spadesuit$; $3NT = \checkmark \spadesuit MAX$ After $3 \diamondsuit : 3M = MIN$; $4 \clubsuit \spadesuit = MAX$; $3NT = \checkmark \spadesuit MAX$		Over 2♦-DBL: Sys on; Pass, RdBL=P/C		
2♥♠	(5)6	[1/2/3] (3)5-10, [4] 10-13	2♠=nF; 2nT=Ogust relay	After 2nt: 3♣♦=min; 3♣♥=bad suit			
2мт		21-22	3♣=Puppet Stayman; 3♠=6+minor OR 5-4 minors				
3♣♦♥♠	(6)7	Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC				
3мт		AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void				
4 ♣♦♥ ♠	7	Preempt					
4nt		6-6 minors, slam interest					
High Level Bidding		h Level Bidding	Additional Notes		ps for VP)	
Rксв 03 14 2 2+Q; 5nт=2/4 w/void; 6x=1/3 w/void		<u>~</u>	Transfers after 1♦-(1♥)-?	VP 1 6	·	10 10	3 20
		0 ightarrow no Q, Q+0K, Q+1K,	DBL=4-5(6) ♠	11:9 0,8 2,0	2,3	2,6 3,	3 3,7
If opps interfere, Pass=1st step;			1♠NT2♣=transfer to NT♣♦	12:8 1,7 4,2	4,9	5,4 6,9	9 7,7
If no control was implied, show/ask control first; from captain: DBL is PEN; RDBL is next relay			2♦=INV ⁺ 0-3♠; either 4-4 minors or sl 2♥♠=♠♣weak or strong	13.7 2,7 0,0			3 12,1
from responder: DBL/RDBL is 1st step with control			2NT=minors	14:6 3,8 9,3		2,0 15,2	
Jump to 5 ^t	th level=Void	wood 0123	3x=INV	15:5 5,0 12,2			22,4
5мт is often pick-a-slam				16:4 6,4 15,6			5 28,5
After 3NT:	4M=IVIINHKC-	→[+1]=міл; higher=Rкс steps	_	17:3 8,0 19,5 18:2 9,8 24,0	22,5 2 27,8 3	25,1 31,8 81.0 39.4	
				10.2 9,0 24,0	21,0 3	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	J 1 0,5

12,1 29,6 34,2 38,2 48,3 54,1

15,0 36,7 42,4 47,4 60,0 67,1

20:0