DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5⁺cards. 8-16 HCP \rightarrow ¹/1RESP=F1: ²/1RESP=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 2Φ -(2M): $2NT/3\Phi$ = Φ ; 3Φ = Φ 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→new suit=INV; 2NT=relay

2NT=two lowest suits: Over 1m=NAT: $2 \rightleftharpoons =5^+4^+MM$. 8-11. Reopen: intermediate

Direct & Jump Cue Bids

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

Vs NT

ASPTRO: DBL=14+; $2 \checkmark 4 = 6$ cards, 8-15; $2 \times 1 = 6 - 5$ inv+ $2\clubsuit/\diamondsuit=4-5\heartsuit/\diamondsuit$ 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-44=(R) w/BAL Over Multi 2♦: DBL=13-15NT / 17+; 2NT=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 14-14: DBL=5-4 MM, 10+; 1NT=5-5 Mm, 10+ 1 ♦ ♥ \spadesuit = DESTR 0-15HCP, 3+cards, 4+any other suit: 2♣/2♠=NF/F 1m; 2♦/♥=F/NF 1M; 2NT=mm Over 2 \clubsuit : DBL/2 \diamondsuit =3+ \clubsuit / \diamondsuit , 5+any; 2 \blacktriangledown =MM; 2 \spadesuit /NT=crash

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=1m or ♥+♠; 2m=m+higher

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit		
Suit	1 st /3 rd /5 th	Ternary: Xx, xxX, xXxx,		
NT	2 nd /4 th	XxxXx (1 st /4 th from 5)		
Subseq	3 rd /ATT	Ternary		
	(1st)/2nd/4th 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)	
Pd suit	Ternary: Xx, xxX, xXxx, XxxXx		

Signals in Order of Priority

	Partner's Lead	Declarer's Lead	Discarding
1	Lo=enc or xx	Smith vs nt: Hi=ENC	Odd=enc,
2	Hi=even	Hi=even	Even=suit pref
3	Suit Pref		Hi=even

In Pd suit possibly Ternary count

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 \$\text{\$PE}\$: DBL=suggest PRE; Over 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD



Strong club with multi **CATEGORY**

Estonia COUNTRY

VERSION 2024-09 latest version here

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

SYSTEM SUMMARY

General Approach and Style

Strong 14, precision 24, nebulous 14, 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: 1st level=F1, 2nd level=NF, 3rd level=GF 2/1RESP=GF unless suit rebid

Special Bids That May Require Defence

 $1 > = (0)1^+ > 11-15$ 2\[Display=\text{multi, 6+M, 5-10}\] 2M=5M-4+m, 5-10; 3NT=Gambling (max Q outside) After 1NT=[9-14]: no transfers, 2♣♦=(R), up to INV/GF $1 \diamondsuit - 2 \heartsuit = 5 \diamondsuit 4 + \heartsuit$, 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 3rd 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) Bal nv: 16 ⁺ , [3/4] 18 ⁺ ; vul: 17 ⁺ b) Unbal (13)16 ⁺ /4 ⁻ losers	1 ♦=0-7; 1 ♥ ♠2 ♣ ♦=5-cards, 8+; 1 NT=8-11/14+; 2 ♥ ♠=6-cards, 4-7; 2 NT=12-13; 3 ♣ ♦ ♥ ♠=8+, 4441	1♣-1♦-1♥/♠=4+, F1→2♣/♦=6-7, 0-2/3supp; 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♥ \spadesuit =4+cards, F1; 1NT/2NT=NAT; 2 \spadesuit \spadesuit =4+F1; 2♥=5 \spadesuit 4+H PRE; 2 \spadesuit 3 \spadesuit =PRE; 3 \spadesuit =5-4 mm PRE, 3 \spadesuit \spadesuit =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♣=mixed raise; 3♦=3supp Bal INV 2♣=2+♣; 2♦=5 cards; 2♠=pre	After 2nt: nat responses, 3♠+=SpL	Fit-jumps
1 🏚	5 4♥	11-15	2NT=GF; 3♣=♥INV; 3♦=mixed raise; 3♥=3SUPP Bal INV		
1nt nv	4♥	[$1^{st}2^{nd}$ vs NV/VUL]: 9/10-12 [3^{rd}]: 10-14, [4^{th}]: 12-14	2♣=STAY; 2♦=GF-(R); 2♥♠3♣♥♠=NF; 3♦=5-5 MM G/T or s/T; 2NT=a) weak 6♦; b) 5-4 mm	Weak bids after 2♣: 2♦→2♥♠3♣, 2♥→2♠, n 2♠→3♣♦, rest=Inv; 2nт+3M=short w/mm	
1NT VUL	4♥	[1/2] 14-16, [3/4] 15-17	2♣=Stay; 2♦♥=Trf; 2♠=♣or inv; 3♣♦=inv; 3♥♠=31(54) gf	After 2♠/2NT: 3♣=мах; After Tre new suit=inv+1nt-2♣-2nt=44 majors→Tre; 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 shortage 3♣=min→3♦=ask; 2♣-2nt-3♣-3♦=inv 5-5 majors	; ;
2♦ ⚠	(5)6M ³ ♠	[1/2/3] (3)5-10 (5)6M [4] 10-13 6�	2 ♦ 3 ♦ = P/C; 2 NT=(R); 3 = GF1-suiter; 3 ♦ = INV M 4 ♦ = ask M	' After 2nt: 3♣=max; 3♦♥=Trp	Over 2♦-DBL: Sys on; PASS, RDBL=♦
2 ♥ ♠	5	[1/2/3] (3)5-10 5M+4 ⁺ m [4] 10-13 6M	2♠=NF; 2NT=(R); 3♣=P/C; 3♦=INV ⁺ M; jump=NATF	After 2nt: 3♣=4♣; 3♦♥=4♦+no/3oM; 3♠nt=5♣♦ lowest cue=sets M	
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			
	Hig	h Level Bidding	Additional Notes	Imp	s for VP

RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void
After Rkc: [+1]=Asks Q \rightarrow no Q, Q+0K, Q+1K,
If opps interfere without new suit: DOPI
If opps interfere with new suit: DBL=no control; Pass=0
If opps DBL: Pass=no control;
from captain: DBL is PEN; RDBL is next relay
Jump to 5 th level=Voidwood 0123
5ит is often pick-a-slam
After 3nt: 4m=MinRkc→[+1]=min; higher=Rkc steps

Additional Notes	
Transfers after 1 ♦-(1♥)-?	
DBL=4-5(6) • the profess to NIT • •	
1♠NT2♣=transfer to NT♣♦	
2♦=INV ⁺ 0-3♠; either 4-4 minors or short spade	
2♥♠=♠♣weak or strong	
2NT=minors	
3x=INV	

Imps for VP						
VP	1	6	8	10	16	20
11:9	0,8	2,0	2,3	2,6	3,3	3,
12:8	1,7	4,2	4,9	5,4	6,9	7,
13:7	2,7	6,6	7,6	8,6	10,8	12,
14:6	3,8	9,3	10,7	12,0	15,2	16,9
15:5	5	12,2	14,1	15,8	20	22,4
16:4	6,4	15,6	18,0	20,1	25,5	28,
17:3	8,0	19,5	22,5	25,1	31,8	35,6
18:2	9,8	24,0	27,8	31,0	39,3	43,9
19:1	12,1	29,6	34,2	38,2	48,3	54,
20:0	15	36,7	42,4	47,4	60	67,