



DEFENSIVE AND COMPETITIVE BIDDING
<b>Overcalls</b>
1 <sup>st</sup> level (4)5 <sup>+</sup> cards, 8-16 HCP→ $\frac{1}{2}$ RESP=F1; $\frac{2}{4}$ RESP=NF fit-jumps, OPPT suit=INV to 4M; 2♣=FIT-DRURY 2 <sup>nd</sup> level 5 <sup>+</sup> 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 <sup>+</sup> ; 3♠=TRF to 3NT; TRF to OPPT suit=STAY GF TRF-LEB after 2♣-(2M): 2NT/3♣=♣; 3♠=♦GF
<b>1NT Overcall</b>
VUL15-18, NV14-17, $\frac{1}{2}$ <sup>+</sup> STOP→TRFS; TRF to OPPT M=STAY Passed hand: 4M+5 <sup>+</sup> m; Reopen: 1NT=11-15; 2NT=19-21
<b>Jump Overcalls</b>
Weak→new suit=INV; 2NT=relay 2NT=two lowest suits; Over 1m=NAT: 2♦=5 <sup>+</sup> 4 <sup>+</sup> MM, 8-11. Reopen: intermediate
<b>Direct &amp; Jump Cue Bids</b>
Over 1M: 2M=oM+m, 10 <sup>+</sup> →2NT=relay; 3♣=P/C; 3♦=INV M. 3M=ask stopper for 3NT, usually with running suit
<b>Vs NT</b>
ASPTRO: DBL=14 <sup>+</sup> ; 2♥♠=6 cards, 8-15; 2NT=6-5 INV <sup>+</sup> 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
<b>Vs Preempts</b>
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 <sup>+</sup> ; 2NT=16-19; 4m=♥+m
<b>Vs Artificial Strong Openings</b>
Over 1m, 1♣-1♦: DBL=5-4 MM, 10 <sup>+</sup> ; 1NT=5-5 Mm, 10 <sup>+</sup> 1♦♥♠=DESTR 0-15HCP, 3 <sup>+</sup> cards, 4 <sup>+</sup> any other suit; 2♣=minors; 2NT=good hand w/ one-suiter or minors Over 2m: DBL=MM; 2NT=mm
<b>Over Opponents' Takeout Double</b>
1♣-(DBL): RDBL=NAT GF; 1♦=5-8→NAT continuations 1♦-(DBL): RDBL/1♥/♠/NT/♣= TRF; 2NT=minors; 3x=INV 1M-(DBL): RDBL/1NT...2M-1=TRF; 2M=bad raise; 2NT=fit 1NT(14-17)-(DBL): system on 1NT(10-14)-(DBL): PASS=♣/♦/♥+♠; 2m=m+higher

LEADS AND SIGNALS				
Opening Leads Style				
	Lead	In Partner's Suit		
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> , when count is		
NT	2 <sup>nd</sup> /4 <sup>th</sup>	known: LO=ENC		
Subseq	3 <sup>rd</sup> /ATT (1 <sup>st</sup> )/2 <sup>nd</sup> /4 <sup>th</sup> 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	
Suit	1	Lo=ENC or xx	Hi=EVEN	Odd/Even
	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 <sup>+</sup> any; Equal level conversion to ♦ & ♥. CUE=F1, jump to 2 <sup>nd</sup> =8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB Reopen: t/o 9-14 or 15 <sup>+</sup>				
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 2 <sup>nd</sup> priority: 3 <sup>rd</sup> /1 <sup>st</sup> /unbid/2 <sup>nd</sup> /4 <sup>th</sup> hand suit				

WBF CONVENTION CARD 	
CATEGORY	Strong club with Brown sticker
COUNTRY	 Estonia
VERSION	2022-05 , latest version here
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 <sup>st</sup> level=F1, 2 <sup>nd</sup> level=NF, 3 <sup>rd</sup> level=GF 2/4RESP=GF unless suit rebid	
Special Bids That May Require Defence	
1♦=(0)1 <sup>+</sup> ♦, 11-15 2♦=Wilkosz 5M-(4)5 any, 5-10; Brown sticker 3NT=Gambling (max Q outside) After 1NT=[9-14]: no transfers, 2♣♦=[R], up to INV/GF 1♦-2♥=5♠4 <sup>+</sup> ♥, less than invite 1♠-3♣=INV, either a) 6 <sup>+</sup> ♥; 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♥ <sup>+</sup> 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 <sup>rd</sup> seat, NV vs VUL, against multi or after PRE with great fit	

Open	Min Crd	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	0	4♦	a) BAL NV: 16 <sup>+</sup> , [3/4] 18 <sup>+</sup> ; VUL: 17 <sup>+</sup> b) UNBAL (12)16 <sup>+</sup> /4 <sup>-</sup> losers	1♦=0-7; 1♥♠2♣♦=5-cards, 8 <sup>+</sup> ; 1NT=8-11/14 <sup>+</sup> ; 2♥♠=6-cards, 4-7; 2NT=12-13; 3♣♦♥♠=8 <sup>+</sup> , 4441	1♣-1♦-1♥/♠=4 <sup>+</sup> , F1→2♣/♦=6-7, 0-2/3SUPP; 2♣/♦=NF; 2♥=23 <sup>+</sup> NT or GF♣/♦; 2♠=20 <sup>+</sup> (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 <sup>+</sup> ♦/441♦4	1♥♠=4 <sup>+</sup> cards, F1; 1NT/2NT=NAT; 2♣♦=4 <sup>+</sup> F1; 2♥=5♠4 <sup>+</sup> 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♣=mixed raise; 3♦=3SUPP BAL INV 2♣=2 <sup>+</sup> ♣; 2♦=5 cards; 2♠=PRE	After 2NT: NAT responses, 3♠ <sup>+</sup> =SPL	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♣=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♠, 2♠→3♣♦, 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; 3♥♠=31(54) GF	After 2♠/2NT: 3♣=MAX; After TRF new suit=INV <sup>+</sup> 1NT-2♣-2NT=44 majors→TRF; SMOLEN	
2♣	5	4♥	10-15 a) 5♣+4M b) 6 <sup>+</sup> ♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3 <sup>rd</sup> 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♦	0	3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	2♥♠3♥♠♠=P/C; 3♣=F1; 3♦=INV M; 4♣♦=ask 2NT=(R);	After 2NT: 3♥=♥♠; 3♠=♠♦; 3NT=♥♠MAX After 3♦: 3M=MIN; 4♣♦=MAX; 3NT=♥♠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	
2NT			21-22	3♣=Puppet Stayman; 3♠=6 <sup>+</sup> minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC		
3NT			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
RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void After Rkc: [+1]=Asks Q → no Q, Q+0K, Q+1K, ... If opps interfere, PASS=1 <sup>st</sup> step; If no control was implied, show/ask control first; from captain: DBL is PEN; RDBL is next relay from responder: DBL/RDBL is 1 <sup>st</sup> step with control Jump to 5 <sup>th</sup> level=Voidwood 0123 5NT is often pick-a-slam After 3NT: 4m=MINRKC→[+1]=MIN; higher=Rkc steps

### Additional Notes

Transfers after 1♦-(1♥)-?  
 DBL=4-5(6)♠  
 1♠NT2♣=transfer to NT♣♦  
 2♦=INV<sup>+</sup>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	3,7
12:8	1,7	4,2	4,9	5,4	6,9	7,7
13:7	2,7	6,6	7,6	8,6	10,8	12,1
14:6	3,8	9,3	10,7	12,0	15,2	16,9
15:5	5,0	12,2	14,1	15,8	20,0	22,4
16:4	6,4	15,6	18,0	20,1	25,5	28,5
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	54,1
20:0	15,0	36,7	42,4	47,4	60,0	67,1