Defensive and Competitive Bidding

Overcalls

1st level (4)5+cards, 8-16 HCP→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 2♣-(2M): 2NT/3♣=♣; 3♠=♦GF

1NT Overcall

VUL15-18, NV14-17, ½+STOP→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♦=5+4+MM, 8-11.
Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, 10+→2NT=relay; 3♣=P/C; 3♦=INV 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♣/2♠=NF/F 1m; 2♦/♥=F/NF 1M ; 2NT=mm
Over 2♣: DBL/2♦=3+♣/♦, 5+any; 2♥=MM; 2♠/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/1NT...2M-1=TRF; 2M=bad raise; 2NT=fit
1NT(14-17)-(DBL): system on
1NT(10-14)-(DBL): PASS=1m or ♥+♠; 2m=m+higher

Leads and Signals

Opening Leads Style

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

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 2024-05 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: 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♦=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+♥, 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 Crd	Neg 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+; 1NT=8-11/14+; 2♥♠=6-cards, 4-7; 2NT=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♥♠=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♣=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♥	[1/2 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+ 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; 3rd 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+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 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 5th 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+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	12,2	14,1	15,8	20	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	36,7	42,4	47,4	60	67,1