### **DEFENSIVE AND COMPETITIVE BIDDING**

#### **Overcalls**

1<sup>st</sup> level (4)5+cards, 8-16 HCP→½/RESP=F1; ⅔/RESP=NF fit-jumps, OPPT suit=INV to 4M; 2♣=FIT-DRURY 2<sup>nd</sup> 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→new suit=INV; 2NT=relay

2NT=two lowest suits; Over 1m=NAT: 2♦=5<sup>+</sup>4<sup>+</sup>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 $\clubsuit$ -1 $\diamondsuit$ : DBL=5-4 MM, 10 $^+$ ; 1NT=5-5 Mm, 10 $^+$ 1 $\diamondsuit$  $\clubsuit$ =DESTR 0-15HCP, 3 $^+$ cards, 4 $^+$ any other suit; 2 $\spadesuit$ /2 $\spadesuit$ =NF/F 1m; 2 $\diamondsuit$ / $\blacktriangledown$ =F/NF 1M; 2NT=mm Over 2 $\clubsuit$ : DBL/2 $\diamondsuit$ =3 $^+$  $\spadesuit$ / $\diamondsuit$ , 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 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	Ternary: Xx, xxX, xXxx,		
NT	2 <sup>nd</sup> /4 <sup>th</sup>	XxxXx (1 <sup>st</sup> /4 <sup>th</sup> from 5)		
Subseq	3 <sup>rd</sup> /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<sup>+</sup>any; Equal level conversion to  $\diamondsuit$   $\clubsuit$  . Cue=F1, jump to 2<sup>nd</sup>=8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB Reopen:  $\tau$ /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** 2024-09 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 %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 - (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**

нср & suit lengths are subject to judgement in any situation

# **Psychics**

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

Open	Min Neg Crd Dbl	Description	Responses	Subsequent Auction Passed Har Bidding			Subsequent Auction Passed Hand Bidding		
1♣ ⚠	0 4�	a) ВаL nv: 16 <sup>+</sup> , [3/4] 18 <sup>+</sup> ; vul: 17 b) UnваL (13)16 <sup>+</sup> /4 <sup>-</sup> losers	<sup>+</sup> 1 ♦=0-7; 1♥ ♦2♣ ♦=5-cards, 8 <sup>+</sup> ; 1мт=8-11/14 <sup>+</sup> ; 2♥ ♦=6-cards, 4-7; 2мт=12-13; 3♣ ♦ ♥ ♦=8 <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+ ♦/441 ♦4	1 $\checkmark$ $\spadesuit$ = 4+cards, F1; 1NT/2NT=NAT; 2 $\spadesuit$ $\rightleftharpoons$ = 4+F1; 2 $\checkmark$ = 5 $\spadesuit$ 4+H PRE; 2 $\spadesuit$ 3 $\spadesuit$ = PRE; 3 $\spadesuit$ = 5-4 mm PRE, 3 $\checkmark$ $\spadesuit$ = INV	2∳is still gғ 4;					
1♥	5 4�	11-15	2NT=GF; 3♣=mixed raise; 3♦=3supp Bal INV 2♣=2+♣; 2♦=5 cards; 2♠=PRE	Fit-jumps					
1♠	5 4♥	11-15	2NT=GF; 3♣=♥INV; 3♦=mixed raise; 3♥=3supp Bal INV						
1 NT NV	4♥	[ $1^{st}2^{nd}$ vs NV/VUL]: 9/10-12 [ $3^{rd}$ ]: 10-14, [ $4^{th}$ ]: 12-14	2 $\clubsuit$ =Stay; 2 $\spadesuit$ =GF-(R); 2 $\blacktriangledown$ $\spadesuit$ 3 $\clubsuit$ $\blacktriangledown$ $\spadesuit$ =NF; Weak bids after 2 $\clubsuit$ : 2 $\spadesuit$ $\to$ 2 $\blacktriangledown$ $\spadesuit$ 3 $\spadesuit$ , 2 $\blacktriangledown$ $\to$ 2 $\spadesuit$ , 3 $\spadesuit$ =5-5 MM G/t or s/t; 2NT=a) weak 6 $\spadesuit$ ; b) 5-4 mm 2 $\spadesuit$ $\to$ 3 $\spadesuit$ $\spadesuit$ , 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						
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♠	(3)5-10 5M+(4)5 any [4 <sup>th</sup> ] 10-13 6♦	$2 \checkmark \spadesuit 3 \checkmark \spadesuit = P/C$ ; $3 \clubsuit = F1$ ; $3 \diamondsuit = INV M$ ; $4 \clubsuit \diamondsuit = ask$ After $2NT: 3 \checkmark = \checkmark \spadesuit$ ; $3 \spadesuit = \spadesuit \diamondsuit$ ; $3NT = \checkmark \spadesuit MAX$ After $3 \diamondsuit : 3M = MIN$ ; $4 \clubsuit \diamondsuit = MAX$ ; $3NT = \checkmark \spadesuit MAX$		Over 2♦-DBL: Sys on; Pass, RDBL=P/C				
2 <b>♥</b> ♠	(5)6	(3)5-10, [4 <sup>th</sup> ] 10-13	2♠=nF; 2nt=Ogust relay						
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 <u>∧</u>		AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4nt=asks quality opposite void						
4 <b>♣♦♥</b> ♠	7	Preempt							
4nт		6-6 minors, slam interest							
High Level Bidding		h Level Bidding	Additional Notes		Imps for VP				
	,	=2/4 w/void; 6x=1/3 w/void	Transfers after 1 ♦ -(1♥)-?	<b>VP</b> 1	6 8 10 16 20				
		$Q \rightarrow \text{no } Q, Q+0K, Q+1K,$	DBL=4-5(6) •	<b>11:9</b> 0,8 2					
If opps interfere without new suit: DOPI If opps interfere with new suit: DBL=no control; Pass=0			1♠NT2♣=transfer to NT♣♦ 2♦=INV+0-3♠; either 4-4 minors or sl	<b>12:8</b> 1,7 4					
If opps DBL: Pass=no control;			2♥♠=♠♣weak or strong	<b>13:7</b> 2,7 6	6 7,6 8,6 10,8 12,1				

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 <sup>th</sup> level=Voidwood 0123
ōмт is often pick-a-slam
After 3nт: 4m=MınRкс→[+1]=мın; higher=Rкс steps

Additional Notes	
Transfers after 1 ♦-(1♥)-?	
DBL=4-5(6) <b>♠</b>	
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	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