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→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, $10^+ \rightarrow 2NT=relay$; 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 \spadesuit -1 \diamondsuit : DBL=5-4 MM, 10⁺; 1NT=5-5 Mm, 10⁺ 1 \diamondsuit \blacktriangledown \spadesuit =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 \spadesuit : 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/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	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 2024-05

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: 1st level=F1, 2nd level=NF, 3rd 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

3NT=Gambling (max Q outside)

After 1 NT = [9-14]: no transfers, 2 - (R), up to 1 NV/GF

1♦-2= 54+9, less than invite

1 **♦** -3**♣**=ınv, 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) 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♥ \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 \P \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 4;
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 \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	After 2♠/2NT: 3♣=мах; After Tre new suit=ınv+ 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 shorta 3♣=min→3♦=ask; 2♣-2nt-3♣-3♦=inv 5-5 major	_
2♦ ⚠	0 3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	$2 \checkmark 43 \checkmark 4 = P/C; 3 4 = F1; 3 4 = INV M; 4 4 4 4 = ask$ $2NT = (R);$ After $2NT: 3 \checkmark 4 4 4 = Ask$ After $3 \checkmark 3 \cdot $		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♣♦=мın; 3♣♥=bad suit	
2nт		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
RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void		=2/4 w/void; 6x=1/3 w/void	Transfers after 1♦-(1♥)-?		6 8 10 16 20
		$Q \rightarrow \text{no } Q, Q+0K, Q+1K,$	DBL=4-5(6)♠	11:9 0,8 2,	2,3 2,6 3,3 3,7
If opps interfere without new suit: DOPI			1♠NT2♣=transfer to NT♣♦	12:8 1,7 4,2	2 4,9 5,4 6,9 7,7
If opps interfere with new suit: DBL=no control; Pass=0 If opps DBL: Pass=no control;			2♦=INV ⁺ 0-3♠; either 4-4 minors or sl 2♥♠=♠♠weak or strong	13.7 2,7 0,6	
from captain: DBL is PEN; RDBL is next relay			2NT=minors	14:6 3,8 9,	
Jump to 5 th level=Voidwood 0123		wood 0123	3x=INV	15:5 5 12,2	
5мт is often pick-a-slam				16:4 6,4 15,6	
Atter 3nt:	4m=MinRkc-	→[+1]=мın; higher=Rкс steps	_	17:3 8,0 19,5	5 22,5 25,1 31,8 35,6 0 27,8 31,0 39,3 43,9
				18:2 9,8 24,0	1 21,0 31,0 39,3 43,8

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

36,7 42,4 47,4 60

19:1

20:0

15