


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; $\frac{2}{3}$ 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 PH: 4M+5 <sup>+</sup> m; Reopen: 1NT=11-15, 0+STOP; 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=T/O of ♠; 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 1M-(DBL): RDBL=10+HCP; 1NT...2M-1=TRF, 2M=bad raise 1NT(14-17)-(DBL): system on 1NT(10-14)-(DBL): PASS=♣/♦/♥+♠; 2m=m+higher

LEADS AND SIGNALS
<b>Opening Leads Style</b>
<div> <div>Lead</div> <div>In Partner's Suit</div> </div>
<div> <div>Suit</div> <div>3<sup>rd</sup>/5<sup>th</sup></div> <div>1<sup>st</sup>/3<sup>rd</sup></div> </div>
<div> <div>NT</div> <div>2<sup>nd</sup>/4<sup>th</sup></div> </div>
<div> <div>Subseq</div> <div>3<sup>rd</sup>/ATT</div> </div>
When count in partner's suit is known: LO=ENC
<b>Leads</b>
<div> <div>Vs Suit</div> <div>Vs NT</div> </div>
<div> <div>Ace</div> <div>Ax, AK+</div> <div>Asks ATT</div> </div>
<div> <div>King</div> <div>KQ+, AKxxx</div> <div>Asks count or unblock</div> </div>
<div> <div>Queen</div> <div>QJ+, maybe AKQ</div> <div>QJ+, KQx+, AQJ+</div> </div>
<div> <div>Jack</div> <div>JT+, KJ10+</div> <div>J10+, HJ10+</div> </div>
<div> <div>10</div> <div>109+, H109+</div> <div>109+, H109+</div> </div>
<div> <div>9</div> <div>KJ9, 9x</div> <div>H9x</div> </div>
<div> <div>Hi-x</div> <div>Xx, xxxx</div> <div>HXx, xXx, xXxx</div> </div>
<div> <div>Lo-x</div> <div>xxX, HxX</div> <div>xX, HxxX(x)</div> </div>
<b>Signals in Order of Priority</b>
<div> <div>Partner's Lead</div> <div>Declarer's Lead</div> <div>Discarding</div> </div>
<div> <div>1</div> <div>Lo=ENC or xx</div> <div>Hi=EVEN</div> <div>S/P</div> </div>
<div> <div>Suit</div> <div>2</div> <div>Hi=EVEN</div> <div>Hi=EVEN</div> </div>
<div> <div>3</div> <div>S/P</div> </div>
<div> <div>NT</div> <div>1</div> <div>Lo=ENC</div> <div>Smith: Hi=ENC</div> <div>S/P</div> </div>
<div> <div>2</div> <div>Hi=EVEN</div> <div>Hi=EVEN</div> <div>Hi=EVEN</div> </div>
Italian S/P: odd=ENC, even=Hi/Lo
DOUBLES
<b>Takeout Doubles</b>
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>
<b>Miscellaneous Doubles/Redoubles</b>
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	Ranna ruutu
COUNTRY	Estonia
VERSION	2020-02
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 2/3RESP=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 3NT=Gambling (max Q outside) After 1NT=[9-14]: no transfers, 2♣♦ may contain 6M 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 NV16 <sup>+</sup> vul17 <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 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	3♠	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	3♣=♥INV; 3♦=mixed raise; 3♥=3SUPP BAL INV		
1NT NV		4♥	[1/2] (9)10-12, [3/4] 10/12-14	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: System 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♣♦♥♠						
4NT			6-6 minors, slam interest			

High Level Bidding	Additional Notes										
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											