


DEFENSIVE AND COMPETITIVE BIDDING
Overcalls
1 st level (4)5 ⁺ cards, 8-16 HCP→½RESP=F1; ¾RESP=NF fit-jumps, OPPT suit=INV to 4M; 2 nd 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 after 2♣-(2M): 2NT/3♣=♣; 3♠=♦ GF TRF after (1m/Pass)-Dbl/1NT-(2♣/3♣) and (2♣/3♣)-DBL LEB after 2♦-(2M): 2NT=LEB; 3♣/♦=INV ⁺ /NF; 3♥/♠=♥/♠ GF
1NT Overcall
vul15-18, nv14-17, ½ ⁺ STOP→TRFS; TRF to OPPT M=STAY Reopen: 1NT=11-15, 0+STOP; 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 Over 2♣: 3♣=MM; 4♣=♦+♥
Vs NT
ASPTRO: DBL=(14)16 ⁺ ; 2♥♠=6 cards, 8-15; 2♣/♦=4-5♥/♠ UNBAL, 10-15, (if MM, we bid shorter first); Passed hand: DBL=5+m Over (1M)-(1NT): direct DBL=T/O; 2M=oM+m; Reopen: 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=T/O of ♠; 2NT=16-19; 4m=♥+m
Vs Artificial Strong Openings
Over 1m, 1♣-1♦: DBL=5-4 MM, 10 ⁺ ; 1NT=5-4 mm 2NT=good hand w/ one-suiter or minors Over 2m: DBL=MM; 2NT=mm
Over Opponents' Takeout Double
Over 1♣-(DBL): RDBL=NAT GF; 1♦=5-8→NAT continuations Over 1♦: TRF from RDBL=♥; Over 1M: RDBL=10+HCP, F2M; TRF from 1NT=♣; 3x=fit-jump Over 1NT(14-17)-(DBL): system on

LEADS AND SIGNALS			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	1 st /3 rd	
NT	2 nd /4 th		
Subseq	3 rd /ATT		
When count in partner's suit is known: LO=ENC			
Leads			
	Vs Suit	Vs NT	
Ace	Ax, AK+	Asks ATT	
King	KQ+	Asks count or unblock	
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+	
Jack	JT+	J10+	
10	109+, KJ10+	109+, HJ10+	
9	KJ9, H109+, 9x	H9x, H109+	
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	S/P
	2 Hi=EVEN		Hi=EVEN
	3 S/P		
NT	1 LO=ENC	Smith	S/P
	2 Hi=EVEN	Hi=EVEN	Hi=EVEN
Smith: ENC Low from leader, Hi from partner			
Italian S/P: odd=ENC, even=Hi/Lo			
DOUBLES			
Takeout Doubles			
11-15 negative or 16 ⁺ any; Equal level conversion to ♦&♥. CUE=F1, jump to 2 nd =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 3NT: LD for 2 nd priority: 3 rd /1 st /unbid/2 nd /4 th hand suit			

WBF CONVENTION CARD 	
CATEGORY	Strong club
COUNTRY	Estonia
VERSION	2019-02
PLAYERS	Irene Teinemaa — Hendrik Nigul
SYSTEM SUMMARY	
General Approach and Style	
Strong 1♣, precision 2♣, nebulous 1♦, 5-card majors 1NT: 14-16, 2NT: 20-21 5-card major, 6-card minor, stiff honor possible In competition: 1 st level=F1, 2 nd level=NF, 3 rd level=GF ¾RESP=GF unless suit rebid	
Special Bids That May Require Defence	
1♦=(0)1 ⁺ ♦, 11-15 3NT=Gambling (max Q outside)	
Special Forcing Pass sequences	
After our RDBL or PEN-DBL or we have GF 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 Crđ	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	0	4♥	a) BAL 17+ b) UNBAL (12)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♥=20+, F1→1♠=0-4 DBL=5-8/5+/GF takeoutish on 1 st /2 nd /3 rd level	
1♦	(0)1	4♥	a) BAL 11-13 b) UNBAL 11-15 4+♦/441♦4	1♥♠=4+ cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥♠=5+♠+4+♥, weak/inv; 3♣=5-4 mm, pre; 3♦=6+, pre; 3♥♠=INV	1♦-1M-1X-?: 2♣=PUP to 2♦(INV); 2♦=GF relay; 2NT=♣	2♦ is still GF
1♥	5	3♠	11-15	2NT=INV+4+SUPP; 3♣=4SUPP mix-raise; 3♦=3SUPP INV 2♣/♦=4+F1; 2♠=GF	After 2NT: 3♣♦♥=MAX/MED/MIN; 3♠=Hi void;	2♣=Drury →2♦=MIN; Fit-jumps
1♠	5	4♥	11-15	3♥=GF;		
1NT		4♥	14-16, 5M possible	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; 3 rd level=INV	2♣-2♦: 2♥♠=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=♦+♥GF;	
2♦♥♠	(5)6		[1/2/3] (3)5-10, [4] 10-13	2M=NF; 2NT=Ogust relay	After 2NT VUL: 3♣♦=MIN; 3♣♥=KJxxxx or worse NV: 3♣=5; 3♦♥♠=MIN/MED/MAX; 3NT=MAX, 3+ other M	
2NT			20-21	3♣=Puppet Stayman; 3♠=6+minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKG		
3NT			AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♠			Preempt			
4NT			6-6 minors, slam interest			

High Level Bidding
<p>RKCB 14 30 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void</p> <p>After Rkc: [+1]=Asks Q → no Q, Q+0K, Q+1K, ...</p> <p>If opps interfere, Pass=1st step;</p> <p> If no control was implied, show/ask control first</p> <p> DBL is PEN from captain only; RDBL is never natural</p> <p>Jump to 5th level=Voidwood 0123</p> <p>5NT is often pick-a-slam</p> <p>After 3NT: 4m=MINRkc→[+1]=MIN; higher=Rkc steps</p>

Additional Notes

VP	Imps for boards									
	1	6	8	10	16					
11:9	0,8	2,0	2,3	2,6	3,3					
12:8	1,7	4,2	4,9	5,4	6,9					
13:7	2,7	6,6	7,6	8,6	10,8					
14:6	3,8	9,3	10,7	12,0	15,2					
15:5	5,0	12,2	14,1	15,8	20,0					
16:4	6,4	15,6	18,0	20,1	25,5					
17:3	8,0	19,5	22,5	25,1	31,8					
18:2	9,8	24,0	27,8	31,0	39,3					
19:1	12,1	29,6	34,2	38,2	48,3					
20:0	15,0	36,7	42,4	47,4	60,0					