

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5⁺ cards, 8-16 HCP → 1/1 RESP=F1; 2/1 RESP=NF
fit-jumps, OPPT suit=INV to 4M;

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 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

VUL 15-18, NV 14-17, 1/2⁺ 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	
NT	2 nd /4 th	1 st /3 rd
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
	1 LO=ENC (or xx)	Hi=EVEN	S/P
Suit	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.

We use S/P at trick 1, if 6-card suit is known

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 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD

CATEGORY Strong club

COUNTRY  Estonia

VERSION European Mixed Team Championships 2019

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

2/1 RESP=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 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 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=♣; 1♦-2M-2NT=ask ♥length	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♦♥=6 MIN; 3♦♠=wo/ 3 in oM	
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		Additional Notes		Imps for boards										
				VP	1	6	8	10	16					
RkCB 14 30 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void				11:9	0,8	2,0	2,3	2,6	3,3					
After Rkc: [+1]=Asks Q → no Q, Q+0K, Q+1K, ...				12:8	1,7	4,2	4,9	5,4	6,9					
If opps interfere, Pass=1 st step;				13:7	2,7	6,6	7,6	8,6	10,8					
If no control was implied, show/ask control first				14:6	3,8	9,3	10,7	12,0	15,2					
DBL is PEN from captain only; RDBL is never natural				15:5	5,0	12,2	14,1	15,8	20,0					
Jump to 5 th level=Voidwood 0123				16:4	6,4	15,6	18,0	20,1	25,5					
5NT is often pick-a-slam				17:3	8,0	19,5	22,5	25,1	31,8					
After 3NT: 4m=MINRkc→[+1]=MIN; higher=Rkc steps				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					