#### **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+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<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

#### **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 <sup>rd</sup> /5 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> , when count is	
NT	$2^{nd}/4^{th}$	known: Lo=enc	
Subseq	3 <sup>rd</sup> /ATT		
	(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, $HxxX(x)$

#### 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<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>

#### 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** 2024-05 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

3NT=Gambling (max Q outside)

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

1♦-2= 54+9, less than invite

1 **♦** -3**♣**=ınv, 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♥+

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  $3^{\text{rd}}$  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�	а) ВаL nv: 16 <sup>+</sup> , [3/4] 18 <sup>+</sup> ; vul: 17 b) UnваL (13)16 <sup>+</sup> /4 <sup>-</sup> losers	+ 1 ♦ =0-7; 1♥ ♦ 2 ♣ ♦ =5-cards, 8+; 1 ντ = 8-11/14+; 2♥ ♦ =6-cards, 4-7; 2 ντ = 12-13; 3 ♣ ♦ ♥ ♦ = 8+, 4441	1♣-1♦-1 $\checkmark$ / $=$ 4 <sup>+</sup> , F1 $\rightarrow$ 2 $\checkmark$ / $=$ 6-2 $\checkmark$ / $=$ 9=NF; 2 $\checkmark$ =23 <sup>+</sup> NT or GF $\checkmark$ / $=$ 7; 2						
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 ♥ ♠=4+cards, F1; 1NT/2NT=NAT; 2 ♣ ♦=4+F1; 2 ♥=5 ♠ 4+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=1m44		n444;	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	$\Delta \Pi \Delta \Gamma J \Lambda \Pi \Gamma \Lambda \Lambda \Gamma \Gamma \Delta C \Gamma \Lambda \Gamma C C \Lambda \Lambda \Gamma = S D \Gamma$		Fit-jumps				
14	5 4♥	11-15	2NT=GF; 3♣=♥INV; 3♦=mixed raise; 3♥=3SUPP BAL INV							
1nt nv	4♥	[ $1^{st}2^{nd}$ vs NV/VUL]: 9/10-12 [ $3^{rd}$ ]: 10-14, [ $4^{th}$ ]: 12-14	2♣=Stay; 2♦=gf-(R); 2♥♠3♣♥♠=nf; Weak bids after 2♣: 2♦→2♥♠3♣, 2♥→2♠, 3♦=5-5 MM g/t or s/t; 2NT=a) weak 6♦; b) 5-4 mm 2♠→3♣♦, rest=lnv; 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+ 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	; 2NT=weak raise OR special 2♣-2♦: 2♥♠=4 cards; 2NT=MAX→3♣=ask shortage 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=INV 5-5 majors			e;			
2♦ ⚠	0 34	(3)5-10 5M+(4)5 any [4 <sup>th</sup> ] 10-13 6 <b>♦</b>	$2 \checkmark 43 \checkmark 4 = P/C$ ; $3 \checkmark = F1$ ; $3 \checkmark = INV M$ ; $4 \checkmark 4 \checkmark = ask$ After $2NT: 3 \checkmark = \checkmark 4$ ; $3 \checkmark = 4 \checkmark$ ; $3NT = \checkmark 4$ MAX After $3 \checkmark : 3M = MIN$ ; $4 \checkmark 4 \checkmark = MAX$ ; $3NT = \checkmark 4$ MAX			Over 2DBL: Sys on; Pass, RDBL=P/C				
2♥♠	(5)6	(3)5-10, [4 <sup>th</sup> ] 10-13	2♠=NF; 2NT=Ogust relay After 2NT: 3♣♦=MIN; 3♣♥=bad suit							
2NT		21-22	3♣=Puppet Stayman; 3♠=6+minor OR 5-4 minors							
3♣♦♥♠	(6)7	Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC							
3nt <u>∧</u>		AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4nt=asks quality opposite void							
4 <b>♣♦♥</b> ♠	7	Preempt								
4nt		6-6 minors, slam interest								
High Level Bidding			Additional Notes			Imp	s for \	VP		
RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void		r=2/4 w/void; 6x=1/3 w/void	Transfers after 1♦-(1♥)-?	VI	P 1	6	8	10	16	20
		$Q \rightarrow \text{no } Q, Q+0K, Q+1K,$	DBL=4-5(6)♠	11	1:9 0,8	2,0	2,3	2,6	3,3	3,7
If opps interfere without new suit: DOPI			1♠NT2♣=transfer to NT♣♦	hart anada	2:8 1,7	4,2	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 <sup>+</sup> 0-3♠; either 4-4 minors or si 2♥♠=♠♣weak or strong	. 13	3:7 2,7	6,6	7,6	8,6		
from captain: DBL is PEN; RDBL is next relay		PEN; RDBL is next relay	2NT=minors		4:6 3,8	9,3	10,7			
Jump to 5 <sup>th</sup> level=Voidwood 0123			3x=inv		5:5 5 6:4 6.4		14,1			22,4
5nт is often pick-a-slam After 3nт: 4m=MinRкс→[+1]=мin; higher=Rкс steps					6:4 6,4 7:3 8,0	15,6 19.5	18,0 22,5		25,5 31,8	
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				.,	-,-	.,-	, -	, -	, -	-,-

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

36,7 42,4 47,4 60

19:1

20:0

15