

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1.level light (can be 4c suit); 2 level solid
OBAR BIDS (they bid & raise, then we prebalance)
Transfers after 1M overcall and they dbl
reopening: jump=intermediate
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17 (14-18) (semi)BAL
SYSTEM ON
4 <sup>th</sup> =11-15(16) over 1M, 10-14 over 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre, not crazy, vul dependent. Treat as opening pre in response
2NT=minors; Super-unusual 2NT after opp's 1♥-2♥/1♠-2♠
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue = Michaels cue bid - 2NT = relay
jump cue = asks stopper for 3NT
reopening = strong
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠=majors, 2♦=1 major; 2M=Mm; X=5m4M (cards vs weak NT)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣ Mathe (X=majors, 1NT=minors)
OVER OPPONENTS' TAKEOUT DOUBLE
1M– (X) - transfers
1D–X–XX=♥,transfers, 2M=MM,2NT=♣, 3♣=mm

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	4 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	attitude	same	
Other: might lead 1 <sup>st</sup> or 2 <sup>nd</sup> from bad holding vs NT			
10/9 are 1 <sup>st</sup> or 3 <sup>rd</sup>			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+)	same	
King	AK(+), any KQ(+)	same	
Queen	any KQ(+), QJ(+), Qx	same	
Jack	J10(+), Jx	same	
10	109(+), HJ10(+), 10x	same	
9	9x, 98(+), H109(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC	hi/lo = even	odd=ENC/even SP
2	Even = SP	SP	(hi/lo = even)
3			
NT 1	St count	Smith	odd=ENC/even SP
2	SP	SP	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
Odd-even (Roman) discards, Smith echo (by the one who made the lead: hi-lo="I led a poor suit"; by her partner: hi-lo="I like your lead")			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
equal level conversion ♣ to ♦			
(2M) - DBL - 2NT = Lebensohl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Negative, responsive DBL			
support double, game-try (maximal) dbl, Lightner			
1♦-(1♥)-DBL=♠;1♦-(1♠)-DBL=♥			
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit			
against (1x) - 1♥♠ - (1NT) - DBL = Takeout			

W B F CONVENTION CARD
<b>CATEGORY:</b> BLUE
<b>COUNTRY:</b> Estonia
<b>EVENT:</b>
<b>PLAYERS:</b> Indrek Kuusk – Pihel Kuusk
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision
2/1 GF, semi-forcing 1NT
<b>Judgement allowed in any situation, all points can be adjusted</b>
Light openings and defensive actions
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Prec 2♦ opening = 11-15, 3-suiter, short ♦, may have 3-card M
1♦ opening = 11-15, 2+♦ (or stiff honor)
1♣ opening = 16+ ART
3NT = solid minor (AKQxxxx, maximum Queen outside)
1D-2H =5S+4/5H less than inv
1D-2S = inv with 5S+4/5H
1D-3C = minors, less than inv
nVul 3m-next step = relay (good hand/fit/neither)
Transfers over dbl (BROMAD)
SPECIAL FORCING PASS SEQUENCES
after game balance has been found
IMPORTANT NOTES
<b>Frequent upgrades and some downgrades</b>
All the HCP ranges can be compensated by distribution
PSYCHICS
light 3rd seat openings
1NT can be flexible

OPENING	ART	CARDS	NEG. X THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	no	16+ ART, F1	1♦ = 0-7hcp (all patterns), 1♥=8-11 w/o 5c ♠;	1♣-1♦-1M = 4+c f1, may have longer minor	1♦ = 0-7hcp
				All points can be adjusted	1♠=8+; 2m=12+; 1NT=12+ w/♥;	→2♣/♦ 6/5-7p no fit/ 3c fit, 2oM=5c+3fit	Others NAT GF
					2♥ = 12-13 or 16+ bal; 2NT=14-15 bal	1♣-1♦-2♥=puppet-2♠ and 2♠=puppet to 2NT	
					2♠ = 12+, any 4441 3x=weak (3-6) with 7		
1♦	x	2	∞	2+, 11-15	2♥/♠=5♠4+♥ weak/inv	MTWS (xyz)	No GF
				stiff honor possible	2m = F1	1♦-1M-2♠=8+c ♠♠; 2NT=6♦ MAX+3M	1D-1M-1N-2D=55
				Can be light in 3rd seat	1N = 6-11, 2N = inv	1♦-2m-2♥=bal; 2♠=ART fit+short; 3m=(41)53; 2N=44(41)	
					3♣ = mm weak, 3♦ = pre		
1♥		5	∞	11-15	2/1 GF; 1NT = SemiF, 2♠ = ♠ or BAL	MTWS (xyz)	Drury
				Can be 4 &/or light in 3 <sup>rd</sup> seat	2NT = inv, 4c fit	Jumps & reverses show playing strength	
					2♠ = weak	1H-1S-2NT = 6H MAX + 3S	
					3m = inv, 3♥ = Mixed, SPL		
1♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	BART 1S-1N-2C-2D=different good hands	same as after 1♥
1NT			∞	14-16 BAL	2♠ = Stayman; 2♦♥=transfer to Majors	1NT - 2♠ - 2♦ - 3♥/♠ = 54/45 majors	
				5M, 6m, 5422 possible	2♠ = inv, bal OR trf to ♠; 2NT=trf to ♦		
				Sgl H rare	3♠ = Muppet Stayman (asks 5/4 c M)		
					3M = (13)(54), 3♦ = minors		
2♣		6	∞	11-15, 6♣	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣	2♣-2♦-2♥=4card M (2♠ asks, step responses)	
				Can be 5 &/or light in 3 <sup>rd</sup> seat	3♣ = puppet to 3♦ (usually shows ♦)	2♣ =max unbal; 2NT=bal; 3♣ min unbal	
					3♦ = 55♥♠ inv+; 3♥♠ INV 6+suit	2♣-2♦-3♥♠ = 65	
2♦		0	no	11-15, short D	2NT=(R) inv+	2♦-2NT-3♠ = min, others max	
				3415/4315/4414/4405	2M/3C=nf	→ 4x=3suit (Rodwellian) RKCB	
2♥		6(5)	no	weak-2 vul dependent	2NT=(R), new suit = F1, Raise = pre	4♣=rkcb	
2♠		6(5)	no	same	same	same	
2NT			∞	20-21, same as 1N shapewise	Muppet Stayman; Jacoby,Texas, 3♠=puppet-3N	3S-3N-4m=other m, 4M=short, 4NT=minors balanced	
3♣		7 (6)	no	pre-empt, vul/position dependent (0-10)	3♦=(R) in aggressive position, 4♦=rkcb		
3♦		7 (6)	no	same	3♥=(R) in aggressive position, 4♠=rkcb		
3♥		7 (6)	no	same	4♣=rkcb		
3♠		7 (6)	no	same	4♠=rkcb		
3NT	x			solid m, no outside A/K	Any ♠ = p/c; 4♦ = (R) asks shortness		
4♣		7	no	pre-empt			
4♦		7	no	pre-empt			
4♥/♠		7	no	no special meanings			
4NT	x		no	both minors			
						<b>HIGH LEVEL BIDDING</b>	
<b>Conventions</b>						splinter; kickback (1403);DKCB; voidwood	
Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT, Inverted minors, BART, Drury						Serious 3NT (in case of major fit), Last Train,	
Lebensohl, BROMAD, mixed raise, Michaels cue, Leaping Michaels, Unusual & Super-unusual 2NT						Cuebids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-16 hcp, 5+ suit (on 1 <sup>st</sup> level good 4-card suit possible)
2♠ = DRURY (fit not guaranteed), fit jump
after Drury – 2♦ = <10 hcp, repeating suit = weak opening hand
reopening: NAT, no special differences (may be weaker)
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
reopening: 12-14, does not promise stopper, SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive (0—10(13)hcp depending on VUL/position)
→ 2NT = INV+ relay → answers like after 2M opening
2-suiter: 2NT = two lowest suits
Reopen: based on tricks, somewhat stronger
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
over 1♥♠ = Michaels cue (10+p) - 2NT = relay, N♠ = poc
over 1 minor (3+) = both majors (54+) 8-11 hcp
jump cue = asks stopper for 3NT
reopening = same
VS NT (vs. Strong/Weak; Reopening;PH)
vs STR = Dbl=♥+m, 2♠=♠+m, 2♦=♥, 2♥=Majors, 2♠=nat, 2NT=minors
vs WK (lower limit less than 14) = Dbl = 15+, 2♠=Majors, others nat
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, (2x)-DBL-2NT=LEB; applies also if
(1M-2M), cue-bid = asking stopper, Leaping Michaels (FG)
against MULTI-opening DBL=opening strength
VS ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
VS 1♠/♦:CRASH:Dbl=♠♣or♥♦, 1♦/NT=Ms or ms, 1NT/2♠=♥♣or♠♦
overall can be aggressive
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP
1♥/1♠ - (DBL) – transfers, direct raise weak (see suppl. sheet)
1♦ - (DBL) – transfers (see suppl. sheet)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	4 <sup>th</sup> or attitude	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> or attitude	same	
Other: from AK or KQ both honours are possible			
10/9 is 1 <sup>st</sup> /3 <sup>rd</sup>			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+), Ax	any AK(+), Ax	
King	any AK(+), any KQ(+), Kx	any AK(+), any KQ(+), Kx	
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx	
Jack	J10(+), Jx	J10(+), Jx	
10	109(+), HJ10(+), 10x	HJ10(+), 109(+), 10x	
9	9x, 98(+), H109(+)	98(+),H109(+)	
Hi-X	Xx	Xx, XXx, xXxx(+)	
Lo-X	xxX(x), xxxX, HxX(+)	xxxX(+), HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	(Smith echo)	(hi/lo = even)
3	SP		
NT 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	(Smith echo)	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
odd encourages, even = Lavinthal; if only odd or even – small = ENC			
SMITH-ECHO (hi-lo from leader disc., from partner enc.)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 negative or 1♠ opening values, may be light with classic shape			
then new suit = NF, cue-bid = F1; (2x)-DBL-2NT = LEB			
jump to 2nd level = INV (8-11) with 4+ suit, double jump=INV with 6c suit			
We play equal level conversion                      Reopening: 8+ (with classic shape)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X thru 4♥, higher it shows "cards",1♦-(x)-xx = ♥, 1♦-(1♥)-x = 4+♠			
support DBL thru “2M-1”, responder's DBL to cue shows top-honour			
Often DBL shows just extras from NF hand, INV DBL in comp on 3 <sup>rd</sup> level			
standard Lightner/lead directional DBLS			
against (1♥♠) - (1NT) - DBL = TO			
DBL to 3NT = lead your suit, if OPPS have bid = lead dummy's suit			
usually DBL is takeout until there are still 2 unbid suits left			
if only one hand has bid, then double from there is competitive (or cards)			

CONVENTION CARD
<b>CATEGORY:</b> BLUE
<b>COUNTRY:</b> Estonia
<b>EVENT:</b> European National Mixed Team Championships
<b>PLAYERS:</b> Lauri NABER – Maarja ORAS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<b>Relay-Precision</b> , nebulous 1♦, 5-card Majors
1NT 14-16, semiBAL possible
2♦ = both Majors 5-10, 2♥/♠ = w2
pre-empts aggressive, especially in green
overcall range (5)8-16 hcp, lots of non-penalty doubles
hcp-ranges can always be adjusted due to distributional values or tactical consideration
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ may be short (void if 4405)
2♦ = 44+ ♥♠, 5-10
3NT = Gambling (max Q outside)
Transfers over low level intervention
2NT is usually Lebensohl in competition
1♥ - 1♠ possibly with less than 4 spades to keep bidding open
1M-3M raise weak, Michaels cue, Leaping Michaels
If our 1NT is doubled for penalty, 2♠=nat or 2 other suits (passed unless doubled)
SPECIAL FORCING PASS SEQUENCES
after GF balance has been found, after our RDBL or PEN dbl
after 1M/NT-2♠, after 2♠-2♦
IMPORTANT NOTES
sometimes light bids, on distributional values or lead directional
If relay is doubled, pass and RD count as steps, if answer, pass = relay, RD = to play. We tend to reopen in nonvul vs VUL even with MIN
<b>PSYCHICS:</b> 3rd hand opening may be very light
1NT opening flexible      otherwise rare

	A r t	MIN. NO. OF CARDS	NEG. DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STR: 17+ if BAL (14) 16+ if UNBAL or 8+ playing tricks	1♦=0-7, 1♥=♠ or 8-11♥, 1NT=12+♥, 1♠=BAL/4441 2♣/♦=NAT, 2♥=(54)♠+♦, 2♠=55+♠+♦ 2NT-3♥= 8-11, 4441 below singleton 3♠(NT)=any AKQxxx(x) all answers except 1♦ GF	1♠-1♦-1♥=20+ -> 1♠=0-4 -> 2♣=GF 1♠-1♦-2NT=55+ minors, ca 16-20hcp 1♠-1♦-1NT - 1NT sys on after positive answer (except 2♦) +1=relay (any distr.)	Max-responses (9)10 (11)
1♦	x	0	4♥	11-13 BAL, 11-16 hcp 4414, 4405 or 4+♦ may also be 5♣4M with bad ♣	1♥/♠=F1, 4+, 1NT/2NT NAT, limit 2♣/♦ NAT, GF, 2♥/♠ = 5♣4+♥, 7-9/8-11 hcp 3x=INV, 6+ suit	♣ bids from opener=both minors 1♦-1M-1NT-2♠=checkback if opps interfere, we play transfers (see suppl. sheet)	
1♥		5	4♦	(9)11-16 hcp	1NT=GF relay (any distr.); 1♠=3+♠ F1 2♠=ART, INV; 2NT= distributional INV with supp 3♠/♦=6c suit INV, 2♥/♠ = NAT, NF (0—10(11)hcp) 3♥= PRE (0—8hcp), 3♠4♠ splinter	1♥/♠-1NT-2♠=MAX, 2♦=4+m; 2♥=BAL or 54+Majors 2♠=6+ M, 2NT=6+M&4m; 3♠/♦ MAX 5M & 5+♠/♦ 3♥/♠=6+M & 5♠/♦, 3NT= 65 Majors 1M-2♠ ->2♦ =waiting or min 5c M; ->2M = min 6c M	no GF relays fit jump
1♠		5	4♥	(9)11-16 hcp	same principles as after 1♥; 1♠-2♥=NF, 3♥=INV, 6+♥		no GF relays fit jump
1NT			4♥	14-16 semiBAL possible	2♣ = Stayman, 2♥ = TRF, 2♠ =BAL or ♣, 2NT = ♠♦ or ♦, 3♠♦ = nat, INV 3♥ = 31(54) GF, 3♠ = 13(54) GF 4♣ = asking for aces, 4♥ = TRF, 4NT INV	1NT-2♣-2NT = MAX 44 majors ->3♦/♥ = TRF 1NT-2♣-2♦-2♥=(44)+ Majors, weak (<9hcp), 2♠=5♠4♥, INV; 1NT-2♠-2♦-3♥♠=Smolen after TRF new suit = GF, jump = autosplinter	
2♣		5	4♥	11-16hcp 6♣or 5+♠4M min with 6♠4♦/5♠4M with bad ♣ may be opened 1♦	2♦=relay (INV+); 2♥♠=NF (0—10(11)hcp); 2NT=trf to 3♠ (♠ or GF twosuit) 3♠=nat INV, 3♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♠; 3♠ min 6+♠ 3♥♠=max 6+♠4x	
2♦	x	0		5-10hcp, 44+ ♥♠ 4 <sup>th</sup> hand: natural, 10-13hcp (lower limit depends on vul and pos.)	2NT = relay (INV+), 2/3/4♥/♠ = to play 3♠ = nat NF, 3♦ = 33 Majors, INV 4♣ = make TRF, P!, 4♦ = bid your better M, P!	on 2NT: 3♠=min -> 3♦ asks to bid longer suit 3♦=55+Ms, GF -> 3M agrees suit 3♥♠=max, longer suit; 3NT=max, 44	
2♥		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 <sup>th</sup> hand: 10-13	2NT = relay (INV+); raise = random PRE 2♠ NF, otherwise new suit F1	2♥-2NT VUL-> 3♥=min, 3♠♠ max short, 3NT max bal 2♥ - 2NT nonVUL ->3♠♦ = min 5/6; 3♥/♠ = max 5/6	
2♠		(5)6		(2)5-9hcp, nonVUL 5+, VUL 6c 4 <sup>th</sup> hand: 10-13	2NT = relay (INV+); raise = random PRE New suit F1	2♠-2NT VUL-> 3♠=min, 3♠♥ max short, 3NT max bal 2♠ - 2NT nonVUL ->3♠♦ = min 5/6; 3♥/♠ = max 5/6	
2NT				7-11hcp, 55+ ♠♦	3/4/5♠♦=to play, 3♥♠=nat, F		
3♠♦		6		pre-empt (random), 0—10hcp depending on VUL and position	new suit F1 (can be for lead)		
3♥♠		6		same	4♠♦ = cue		
3NT	x			solid m, no outside A/K	Any ♠ = poc; 4♦ = (R) asks shortness	4M=shortness; 4NT=7222; 5m=short in other m	
4♣	x	0		♥, 8,5-9,5 tricks	4♦=inv to slam		
4♦	x	0		♠, 8,5-9,5 tricks	4♥=inv to slam		
4♥/♠		7		pre-emptive (7—8 tricks)			
4NT	x			both minors			
				<b>HIGH LEVEL BIDDING</b>	<b>HIGH LEVEL BIDDING</b>	<b>HIGH LEVEL BIDDING</b>	
				SPLINTER; autoSPLINTER, Any lowest 1 <sup>st</sup> or 2 <sup>nd</sup> round cue	After finding exact pattern +1 CRASH for aces, then +1 CRASH for kings/+2 asks exact location of honours and after that +1 CRASH for kings etc.	4♦ after finding exact pattern= TRF to 4♥, gamestopper 4♥♠NT5♠♦= INV in suit bid; 4♠ = trf to 4♦, preparing to RKCB in suits in order of length	
				Quantitative 4/5NT after NT-bids	DOPI-ROPI, if higher than 5 of our suit - DEPO	RKCB 1403, Exclusion Blackwood	

**Supplementary sheet: Transfers in competitive auctions**

After 1♦-(dbl):

rdbl 4+♥  
 1♥ 4+♠  
 1♠ NTish  
 1NT ♣  
 2♣ ♦  
 2♦♥♠ 6+♥/♠/♣  
 2NT minors  
 3♣♦♥♠ nat, INV  
 3NT to play  
 4NT minors

After 1♦-(1♥):

dbl ♠ (4+)  
 1♠ NT, doesn't promise stopper!  
 1NT ♣  
 2♣ ♦  
 2♦ "trf to opp's suit", i.e GF without 4c ♠  
 2♥♠ 6+♠/♣  
 2NT minors  
 3♣♦ nat, INV  
 3♥ INV with ♠  
 3♠ asking for ♥ stopper, solid minor

After 1♦-(1♠):

dbl take-out (usually guarantees 4c ♥)  
 1NT nat, with stopper  
 2<sup>nd</sup> and 3<sup>rd</sup> level as after 1♥, only 2♥ is trf to opps' suit  
 (INV+, asking for stopper)  
 3♣/♦ may be 5+c

After 1♦-(2♣):

dbl take-out  
 2♦ ♥  
 2♥ ♠  
 2♠ ♦  
 3♠ asking for stopper

After 1♥-(dbl):

rdbl 11+  
 1♠ NT  
 1NT ♣ (may be lead-directing)  
 2♣ ♦ (may be lead-directing)  
 2♦ ♥ support, constructive  
 2♥ ♥ support, lousy (0—8p)  
 2♠ nat, 6c, NF  
 2NT INV, 4c support  
 3♣♦ nat, INV  
 3♥ pre-emptive

After 1♥-(1♠):

dbl take-out  
 1NT NAT  
 2♣ ♦ (may be lead-directing)  
 2♦ ♥ support, constructive  
 2♥ ♥ support, lousy hand  
 2♠ INV, 4c support  
 2NT GF with support  
 3♣♦ nat, INV  
 3♥ pre-emptive

After 1♠-(dbl):

Same as after 1♥-(dbl), except:  
 2♦ ♥  
 2♥ constructive ♠ raise  
 2♠ lousy hand with ♠ support  
 3♥ nat, INV

After 1NT-(2♣♦)<sup>1</sup>:

dbl penalty in at least one M  
 2♥ GF in ♣  
 2♠ GF in ♦  
 2NT *Lebensohl*  
 3♣♦ nat, INV  
 3♥♠ GF, both minors and  
 shortness in that Major  
 4♦♥ TRF to ♥/♠

After 2♣-(dbl):

rdbl 11+  
 2♦♥♠ nat, NF (0—10hcp depending on VUL)  
 2NT GF, 55+ other suits  
 3♠ may be weak  
 3♦♥♠ INV, 6+

After 1NT-(2♣)<sup>2</sup>: stolen bid, sys on

<sup>1</sup> Promising both Majors.

<sup>2</sup> Not promising both Majors.

## DEFENSIVE AND COMPETITIVE BIDDING

### Overcalls

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

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 after 2♣-(2M): 2NT/3♣=♣; 3♠=♦ GF

TRF after (1m/Pass)-1♦/Dbl/1NT-(2♣/3♣), (2♣/3♣)-DBL

LEB after 2♦-(2M): 2NT=LEB; 3♣/♦=INV<sup>+</sup>/NF; 3♥/♠=♥/♠ GF

### 1NT Overcall

VUL 15-18, NV 14-17, 1/2<sup>+</sup> 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<sup>+</sup>4<sup>+</sup>MM, 8-11.

Reopen: intermediate

### Direct & Jump Cue Bids

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

Over 2♣: 3♣=MM; 4♣=♦+♥

### Vs NT

ASPTRO: DBL=(14)16<sup>+</sup>; 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<sup>+</sup>; 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
<b>Suit</b>	3 <sup>rd</sup> /5 <sup>th</sup>	
<b>NT</b>	2 <sup>nd</sup> /4 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup>
<b>Subseq</b>	3 <sup>rd</sup> /ATT	
When count in partner's suit is known: LO=ENC		

### Leads

	Vs Suit	Vs NT
<b>Ace</b>	Ax, AK+	Asks ATT
<b>King</b>	KQ+	Asks count or unblock
<b>Queen</b>	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
<b>Jack</b>	JT+	J10+
<b>10</b>	109+, KJ10+	109+, HJ10+
<b>9</b>	KJ9, H109+, 9x	H9x, H109+
<b>Hi-x</b>	Xx, xxxx	HXx, xXx, xXxx
<b>Lo-x</b>	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
<b>Suit</b>	2 Hi=EVEN		Hi=EVEN
	3 S/P		
<b>NT</b>	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<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 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

**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: 1<sup>st</sup> level=F1, 2<sup>nd</sup> level=NF, 3<sup>rd</sup> level=GF

2/1 RESP=GF unless suit rebid

### Special Bids That May Require Defence

1♦=(0)1<sup>+</sup>♦, 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♥<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 17 <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♥=20 <sup>+</sup> , F1→1♠=0-4 DBL=5-8/5 <sup>+</sup> /GF takeoutish on 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> level	
1♦ 	(0)1	4♥	a) BAL 11-13 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 <sup>+</sup> ♠+4 <sup>+</sup> ♥, weak/inv; 3♣=5-4 mm, pre; 3♦=6 <sup>+</sup> , 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 <sup>+</sup> 4 <sup>+</sup> SUPP; 3♣=4SUPP mix-raise; 3♦=3SUPP INV 2♣/♦=4 <sup>+</sup> 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 <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♦=♦+♥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 <sup>+</sup> minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC (0/1/1Q/2/2Q responses)		
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	VP	Imps for boards				
			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 <sup>st</sup> 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 <sup>th</sup> 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